Version 7.0 User Guide

Enterprise Architect is an intuitive, flexible and powerful UML analysis and design tool for building robust and maintainable software. From requirements gathering, through analysis, modeling, implementation and testing to deployment and maintenance, Enterprise Architect is a fast, feature-rich, multi-user UML modeling tool, driving the long-term success of your software project.

Enterprise Architect

Introduction

by Geoffrey Sparks

Enterprise Architect 7.0 is a complete UML-based solution for analysing, designing, managing, sharing and building software systems.

Enterprise Architect 7.0 User Guide

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Special thanks to:

All the people who have contributed suggestions, examples, bug reports and assistance in the development of Enterprise Architect. The task of developing and maintaining this tool has been greatly enhanced by their contribution.

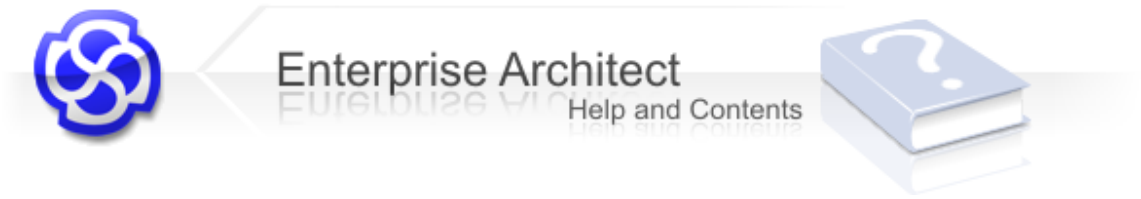
Table of Contents

Foreword

This user guide provides an introduction to the features contained in Enterprise Architect 7.0 - a UML CASE tool for developing and building software systems with UML.

Part 1

1 Introduction



Welcome to the Sparx Systems *Enterprise Architect User Guide*. This guide helps you use Enterprise Architect, a UML-based CASE tool, to perform software modeling, construction and management.

Tip: *Online, the Enterprise Architect User Guide is best viewed with Internet Explorer Version 4.0 or higher.*

Recommended Use of This Guide

Firstly, see What is Enterprise Architect? 4 to find out what Enterprise Architect can do and what you can use it for.

If you are new to modeling and UML as well as Enterprise Architect, or otherwise want a rapid review of the process of modeling with Enterprise Architect, go to Getting Started 17. This is not just a theoretical description - the first things you do are start Enterprise Architect and immediately create a project! Experienced modelers can also use the Enterprise Architect for Power Users CD. 7

Enterprise Architect is very flexible and has lots of features. When working through *Getting Started*, you will see many links to more extensive descriptions of features, functions, tasks and procedures, in the Using Enterprise Architect 26 section. You can follow any of these immediately if you require more information.

The *Using Enterprise Architect* section is the first of the main references for working with Enterprise Architect. Other sections include:

- Model Management 458
- Project Management 669
- Code Engineering 720
- Debug and Profile 783
- Data Modeling 836
- MDA Transforms 877
- XML Technologies 913
- Extend Enterprise Architect 1223

Enterprise Architect makes extensive use of UML, so we provide a dictionary of UML Definitions 1006 for diagrams, elements and connectors. You can also check the Glossary 1478 for definitions of various terms and concepts used in the *Enterprise Architect User Guide*.

You should read the Sparx Systems Formal Statements 9, including the Copyright Notice and our End User Licensing Agreement.

Your Feedback

Sparx Systems like to stay in touch with what Enterprise Architect users require in order to accomplish their tasks efficiently and effectively. We value any suggestions, feedback and comments you might have regarding this product, documentation or install process.

You can access our online feedback pages at:

- www.sparxsystems.com/bug_report.htm and
- www.sparxsystems.com/feature_request.htm.

Alternatively, you can contact Sparx Systems by email at: support@sparxsystems.com.

1.1 What is Enterprise Architect?

Sparx Systems' Enterprise Architect is a Computer Aided Software Engineering (CASE) tool for designing and constructing software systems, for business process modeling, and for more generalized modeling purposes. Enterprise Architect is based on the UML 2.1 1006 specification, which defines a visual language that you use to model a particular domain or system (either proposed or existing).

Note: *UML is an open modeling standard, defined and maintained by the Object Management Group. For full details on UML, including the current UML specification documents, visit http://www.omg.org and follow the links.*

Tip: *If you are unfamiliar with UML, please take the time to fully explore the Enterprise Architect Help and the EAExample project supplied with Enterprise Architect. The online UML Tutorial (parts 1 and 2) and UML 2.0 Tutorial are also very helpful.*

Enterprise Architect is a progressive tool that supports all aspects of the development cycle, providing full traceability from the initial design phase through to deployment and maintenance. It also supports testing and change control.

With over 100,000 licenses sold, Enterprise Architect has proven highly popular across a wide range of industries and is used by thousands of companies world-wide. From large, well-known, multi-national organizations to smaller independent companies and consultants, Enterprise Architect has become the UML modeling tool of choice for developers, consultants and analysts in over 60 countries.

Sparx software is used in the development of many kinds of software systems in a wide range of industries, including: aerospace, banking, web development, engineering, finance, medicine, military, research, academia, transport, retail, utilities (such as gas and electricity) and electrical engineering. It is also used effectively for UML and business architecture training in many prominent colleges, training companies and universities around the world.

1.1.1 Enterprise Architect Features

Enterprise Architect is available in three editions: **Corporate**, **Professional** and **Desktop**, each of which offers a different range of features. For a comparison of the Enterprise Architect editions, see the Differences Between Corporate, Professional and Desktop Editions 6 topic.

Key Features of Enterprise Architect

- Comprehensive UML 2.1-based modeling
- Built-in Requirements Management
- An integrated Debug Workbench for profiling executable Java and .Net applications, instantiating run-time model objects and recording Sequence diagrams from a stack trace
- Extensive project management support, including resources, metrics and testing
- Testing support: test cases, JUnit and NUnit support
- Flexible documentation options: industry standard HTML and RTF report writers
- Support for many code engineering languages ‘out of the box’
- Extendable modeling environment that can host user-defined profiles and technologies
- Usability
- Speed: Enterprise Architect is a spectacularly fast performer
- Scalability: Enterprise Architect can handle small models and single users, and extremely large models and many concurrent users with equal ease
- Price: Enterprise Architect is priced to outfit the entire team, making collaboration and team development a real possibility.

What can I do with Enterprise Architect? 5

1.1.2 What Can I Do With Enterprise Architect?

Enterprise Architect is a powerful tool for specifying, documenting and building your software projects. Using UML notation and semantics, you can design and model complex software systems from the ground up.

Enterprise Architect enables you to:

- Model complex software and hardware systems in UML-compliant notation
- Generate and reverse engineer code (Professional and Corporate editions 6 only) in:
  - ActionScript
  - ANSI C
  - C++
  - C#
  - Delphi
  - Java
  - PHP
  - Python
  - Visual Basic and
  - VB.NET
- Model databases and generate DDL scripts, and reverse database schema from ODBC connections (Professional and Corporate editions)
- Produce detailed and quality documentation in RTF and HTML formats
- Manage change, maintenance and test scripts
- Model dependencies between elements
- Set object classifiers
- Model system dynamics and state
- Model Class hierarchies
- Model deployment, components and implementation details
- Collect project issues, tasks and system glossary definitions
- Assign resources to model elements and track effort expended against required effort
- Export and share models using the latest XMI 2.1 format (with support for earlier formats)
- Import models in XMI format from other tools
- Manage version control through XMI using MS TFS, CVS and Subversion configurations (Corporate edition)
- Use UML Profiles to create custom modeling extensions for domain-specific modeling
- Save and load complete diagrams as UML Patterns
- Analyze relationships between elements in tabular format using a Relationship Matrix
- Script and automate common tasks using a detailed Automation Interface
- Connect to database repositories on SQL Server 2000 and 2005, MySQL, Oracle9i and 10g, MS Access, MSDE Server, PostgreSQL, Sybase Adaptive Server Anywhere, and Progress OpenEdge (Corporate edition) 6
- Migrate changes across a distributed environment with JET Replication
- Use Controlled Packages based on XMI import and export
- Perform MDA Style Transforms (Professional and Corporate editions).

1.1.3 Differences Between Corporate, Professional and Desktop Editions

Enterprise Architect is available in three editions: **Corporate**, **Professional** and **Desktop**. Functionality for each version is described below:

Functionality	Corporate Edition	Professional Edition	Desktop Edition
.EAP Files	Yes	Yes	Yes
Shared Models	Yes	Yes	No
Source Code Engineering	Yes	Yes	No
Database Engineering	Yes	Yes	No
Microsoft Access Repository	Yes	Yes	Yes
SQL Server, MySQL, Oracle 9i and 10g, PostgreSQL, MSDE, Adaptive Server Anywhere Database Repositories	Yes	No	No
Version control	Yes	Yes	Yes
Replication	Yes	Yes	No
MDG Technologies	Yes	Yes	No
MDG Link for Eclipse and MDG Link for Visual Studio.NET	Yes	Yes	No
Security	Yes	No	No
Auditing	Yes	No	No

Enterprise Architect Corporate Edition

Aimed at larger development teams, the Corporate edition supports everything in the Desktop and Professional versions, plus the ability to connect to MySQL, SQL Server, PostgreSQL, Sybase Adaptive Server Anywhere and Oracle 9i and 10g DBMS back ends as the shared repository. This provides additional scalability and improved concurrency over the shared .EAP file approach to model sharing. User security, user logins, user groups and user level locking of elements, user/group based security (with locking at diagram and element levels) are also supported. Security comes in two modes: in the first mode, all elements are considered 'writeable' until explicitly locked by a user or group; in the second mode, all elements are considered locked until checked out with a user lock.

The Corporate edition is available in either standalone (fixed license) or Floating License form. The Corporate Floating License arrangement is particularly useful for companies that manage a central store of license keys. Floating license keys can be used by different employees over time, temporarily or permanently.

Enterprise Architect Professional Edition

Aimed at work groups and developers, the Professional edition supports shared projects through replication and shared network files. This edition has an ActiveX interface for interrogating Enterprise Architect projects and extracting information in XMI format. The Professional edition fully supports code import/export and synchronization of model elements with source code. It enables reverse engineering Oracle 9i and 10g, SQL Server and MS Access databases. Support for MDG Technologies and MDG Link (sold separately) is included with the Professional version of Enterprise Architect. The shared repository available in the Professional edition is restricted to the .EAP file format (JET database).

Enterprise Architect Desktop Edition

The Desktop edition is targeted at single developers producing UML analysis and design models.

Tip: *In order to help you understand the differences between these editions and the advantages and*

limitations of each, the trial version of Enterprise Architect can be opened in any required configuration. When Enterprise Architect starts, select the mode to trial; you can restart in another mode next time if necessary.

The fully functional 30 day trial version of Enterprise Architect is available free of charge at www.sparxsystems.com/bin/easetup.exe.

More information about Enterprise Architect editions is available on the Sparx Systems website.

See Also

- Order Enterprise Architect 13

1.1.4 Enterprise Architect for Power Users

Do you want to get started with Enterprise Architect and UML modeling and are not sure how to begin? CD ROM-based Enterprise Architect for Power Users provides a comprehensive, yet easy-to-access tutorial on a wide range of advanced capabilities of the Enterprise Architect visual modeling software. Topics include a discussion of how to set up Enterprise Architect in a variety of single and multi-user environments, and strategies to support projects of any size.

Sparx Systems provide a tutorial on UML 2.0 that explains what's new with this major release of the UML standard, which is supported in Enterprise Architect. Enterprise Architect's Data Modeling capabilities are explained in detail, and the tutorial features over 30 narrated step-by-step demonstrations of specific features of the Enterprise Architect modeling tool.

Also, the cost of the CD is creditable towards onsite Iconix Jumpstart™ training. Mention that you purchased the CD from Sparx, and receive an additional discount!

Enhance your productivity with Enterprise Architect for Power Users. See http://www.sparxsystems.com/partners/iconix/iconixcdeafpu.html for more details.

1.2 Help and Support

Enterprise Architect has three main help and information systems to assist you in using the product:

- *Tasks Pane*
- Enterprise Architect Help
- The Sparx Systems website.

In addition we recommend that you fully explore the sample project supplied with Enterprise Architect. It assists you in learning to use Enterprise Architect, and offers tips on getting the most out of Enterprise Architect's features. Click on the **EAExample** option on the Enterprise Architect *Start Page* 28.

If you have purchased Enterprise Architect and are a registered user, you can also contact Sparx Support 8 to answer any queries or problems

Tasks Pane

The Enterprise Architect *Tasks Pane* 176 provides context-sensitive guidance, tools, demonstrations and other online resources to help you understand any area of Enterprise Architect that you are interested in. The *Tasks Pane* automatically displays on the right of the screen when you first open Enterprise Architect, showing the *Getting Started* topics. You can select other task areas by clicking on the **More tasks** option in the toolbar.

Enterprise Architect Help

Enterprise Architect Help provides comprehensive documentation of Enterprise Architect and covers every aspect and facility of the product. To access Help within Enterprise Architect:

- Click on the Help icon () in the various toolbars
- Select the **Help | Help Contents** menu option

- Click on the **Help** button on a dialog (for Help specific to that dialog.

Enterprise ArchitectHelp is extensive; if you cannot quickly locate the topic you require in the online contents list, you can use one of two search facilities:

- Click on the *Index* tab, type in a keyword or key phrase appropriate to the task you require help for, and press **[Enter]**; double-click on the appropriate index item
- Click on the *Search* tab, type in a word or phrase to search for, and click on the **List Topics** button; double-click on the required topic.

TheEnterprise Architect Help is also available separately from the product, in different formats. See the Available Helpfile Formats 8 topic.

Sparx Systems Website

The Sparx Systems website is also extensive, and provides information and announcements concerning the company and its full range of products, as well as tutorials, white papers, templates and solutions. It also provides a user forum and support network; Sparx Systems are highly responsive to user feedback and requirements, and the web site enables rapid communication concerning problems, solutions and enhancements.

You can access the web page and user forum within Enterprise Architect from the **View | More Windows | Web Browser** menu option, and through the *Tasks Pane Online Resources* topics.

If you do not have Enterprise Architect open, the Sparx Systems website address is http://www.sparxsystems.com/.

The user forum address is www.sparxsystems.com/cgi-bin/yabb/YaBB.cgi.

1.2.1 Available Helpfile Formats

You can access the latest Enterprise Architect help files from the following locations:

- **.CHM** format: www.sparxsystems.com/bin/EA.chm
- **.CHM** format inside a **.ZIP** file: www.sparxsystems.com/bin/EAHelp.zip
- **.PDF** format: www.sparxsystems.com/bin/EAUserGuide.pdf
- **.HTML** format: www.sparxsystems.com/EAUserGuide/index.html

Version and release date information for the help files can be found at

- www.sparxsystems.com/ea_downloads.htm#Helpfiles, or
- www.sparxsystems.com/registered/reg_ea_down.htm#Helpfiles (registered users).

1.2.2 Support

Technical support for Enterprise Architect is available to registered users. Responses to support queries are sent by email. Sparx Systems endeavors to provide a rapid response to all product-related questions or concerns.

Registered users can lodge a support request, by visiting:
http://www.sparxsystems.com.au/registered/reg_support.html.

Trial users can contact Sparx Systems with questions regarding their evaluation at:
support@sparxsystems.com.

An online user forum is also available for your questions and perusal, at
http://www.sparxsystems.com/cgi-bin/yabb/YaBB.cgi.

1.3 Formal Statements

Please take the time to read the following legal statements concerning Sparx Systems Enterprise Architect:

- Software Copyright Notice 9
- Enterprise Architect Software Product Licensing Agreement 9
- Acknowledgement of Trademarks 12

Spark Systems would also like to acknowledge contributions 13 to the development of Enterprise Architect.

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1.3.2 Enterprise Architect Software Product License Agreement

Enterprise Architect - UML CASE Tool - Desktop, Professional and Corporate editions, Version 7.0

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- "Registered Edition of Enterprise Architect" means the edition of the SOFTWARE PRODUCT which is available for purchase from the web site: <http://www.sparxsystems.com/ea_purchase.htm>. following the thirty day free evaluation period.
- "SOFTWARE PRODUCT" or "SOFTWARE" means Enterprise Architect, UML Case Tool, Desk top, Professional and Corporate editions, which includes computer software and associated media and printed materials, and may include online or electronic documentation.
- "Support Services" means email based support provided by SPARX, including advice on usage of Enterprise Architect, investigation of bugs, fixes, repairs of models if and when appropriate and general product support.
- "SPARX support engineers" means employees of SPARX who provide on-line support services.
- "Trial edition of Enterprise Architect" means the edition of the SOFTWARE PRODUCT which is available free of charge for evaluation purposes for a period of 30 days.
- "EA LITE" means the LITE version of Enterprise Architect that is distributed free of charge as a read-only viewer of .EAP files.

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- CWM™
- Model Driven Architecture™
- MDA™
- OMG Model Driven Architecture™
- OMG MDA™

1.3.4 Acknowledgements

Some parts of this application include code originally written by various authors and modified for use in Enterprise Architect.

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Davide Pizzolato

CXImage Library
© 7-Aug-2001
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Also, many thanks to all those who have made suggestions, reported bugs, offered feedback and helped with the beta-testing of Enterprise Architect. Your help has been invaluable.

1.4 If You Have An Enterprise Architect Trial Version

If you are exploring one of the trial versions of Enterprise Architect, note that the software functions for a limited period. To continue using Enterprise Architect when the trial period expires, you can purchase and register a full license as explained in the following topics:

- Order Enterprise Architect 13
- Installation 14
- Register a Full License 14.

If you already have a full license edition of Enterprise Architect and want to register Add-Ins or upgrade to the Professional or Corporate editions, see License Management 662.

1.4.1 Order Enterprise Architect

Enterprise Architect is designed, built and published by Sparx Systems and available from Sparx Systems.

The trial version of Enterprise Architect is identical to the registered edition with the exception that all diagrams are output to files with an embedded watermark. The trial software stops working after the trial period has elapsed. On purchase of a suitable license or licenses, the registered version is made available for download.

The latest information on pricing and purchasing is available at: Sparx Systems Purchase/Pricing Website.

Purchase Options

- On-line using a secure credit-card transaction; see: Pricing and Purchase Options.
- Fax

- Check or equivalent
- Bank transfer.

For more information, contact sales@sparxsystems.com.

1.4.2 Installation

Enterprise Architect is distributed as a single executable setup file (.exe). The Corporate edition requires additional files and supplementary installation processes if you plan to use the SQL Server, MySQL, PostgreSQL, Sybase Adaptive Server Anywhere or Oracle 9i and 10g options (see below). Please note that installation and maintenance of these DBMS systems is not covered under the support agreement.

The latest evaluation and registered versions of Enterprise Architect are always available from the Sparx Systems website. The registered version is available through the registered user area of the web site, which requires a username and password to access. These are provided upon purchase of a license.

Installing Enterprise Architect

Run the Enterprise Architect setup program. Generally you can accept all the default options without change.

To place Enterprise Architect in a directory other than the default, enter the name of the destination when prompted.

You might be prompted to restart your computer when the installation completes. Although this is not always necessary (if you already have the components Enterprise Architect requires installed on your computer), we recommend a restart just to be certain.

If you are running Enterprise Architect on Linux, refer to the *Installation and Use* page on the Sparx Systems website.

Corporate edition users planning to use SQL Server, MySQL, PostgreSQL, Sybase Adaptive Server Anywhere or Oracle 9i and 10g as their model repository can access scripts that create the required data structures for the choice of DBMS. You can find these at one of the following pages:

- The Corporate edition *Resources* page
- The Trial Corporate edition *Resources* page.

Note: *Enterprise Architect requires Read/Write access to the Program files directory where Enterprise Architect has been installed.*

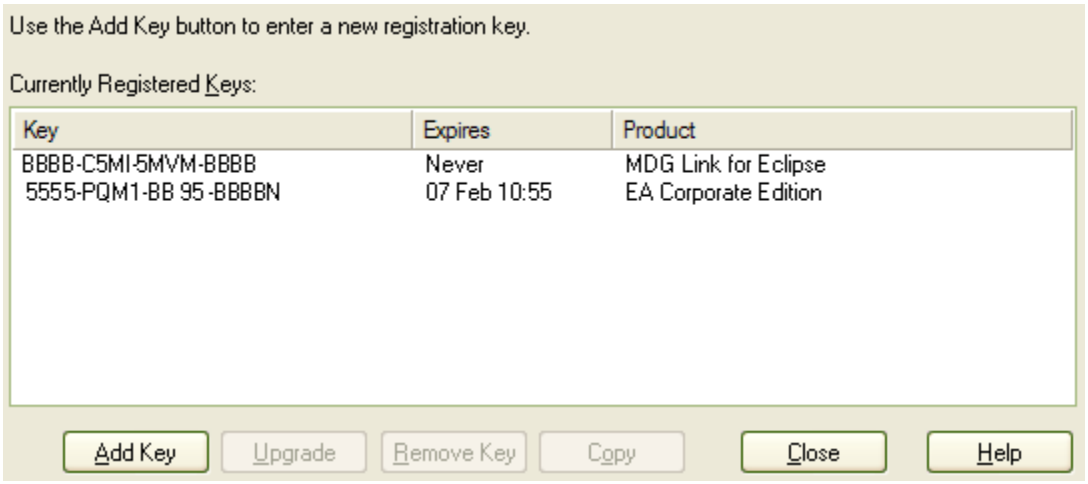
1.4.3 Register a Full License

The trial version of Enterprise Architect available for download is an evaluation version only. For the full version you must first purchase one or more licenses. The license code supplied determines which edition (Desktop, Professional or Corporate) is activated on installation.

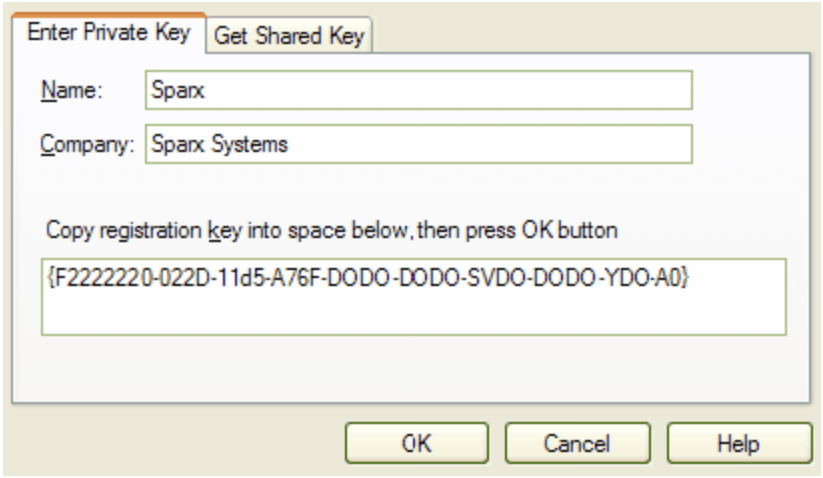
Registering Enterprise Architect

To obtain the full version and complete the registration process, follow the steps below:

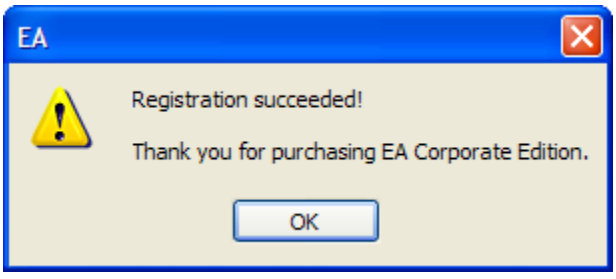
1. Purchase one or more licenses.
   Once you have paid for a licensed version of Enterprise Architect, you receive (via email or other suitable means):
   - a license key or keys
   - the address of a web site from which to download the full version.
2. Save the license key and download the latest full install package from the address supplied.
3. Run the setup program to install the full version.
4. Open Enterprise Architect from the **Start Menu** or desktop icon.
5. Select the **Help** | **Register and Manage License Key(s)** menu option. The *License Management* dialog displays.



6. Click on the **Add Key** button. The *Enter Registration* dialog displays.
7. In the **Copy registration key**... field, copy the license key, including the **{** and **}** bracket characters (use Copy and Paste from an email to avoid typing mistakes).



8. Click on the **OK** button. The full version is now activated on your PC.



See Also

- Add License Key 663
- Upgrade an Existing License 665

Part 2

2 Getting Started

This topic leads into a Quick Start guide to Enterprise Architect. It illustrates how to open and create new projects, navigate Enterprise Architect, and use Enterprise Architect to perform various tasks in system and process modeling.

As you read through the Quick Start sections, have Enterprise Architect open so that you can explore and try out the functions described. By the end of the Quick Start guide you should be able to begin modeling your own software projects with Enterprise Architect and UML.

At various points throughout the Enterprise Architect Help, there are further Quick Start topics and sections to help you use the system immediately to experiment with a feature of Enterprise Architect. Use the Help *Index* tab and search for *Quick Start* to locate these topics.

- Start Enterprise Architect 17
- Quick Start - Create a Project 18
- Quick Start - Define Element and Relationship Properties 22
- The User Interface 26
- Quick Start - Project Tasks 23

2.1 Start Enterprise Architect

When you install Enterprise Architect on your computer, a new program folder called *Enterprise Architect* is created in your **Start** menu (unless you changed the default name during installation).

Start Enterprise Architect

You can start Enterprise Architect from the icon created on your Windows desktop during installation, or alternatively:

1. Open the Windows **Start** menu.
2. Locate the Enterprise Architect program folder.
3. Select **Enterprise Architect**.

After a short pause, the Start Page 28 displays. From this dialog you can:

- Open a project file 461 (.EAP file)
- Create a new project 462 (.EAP file)
- Connect to a DBMS repository 498 (Corporate edition only)

Note: *By default, when you install Enterprise Architect, an empty 'starter' project called 'EABase.EAP' is installed, as well as an example project named 'EAExample.EAP'. We recommend that new users select the 'EAExample' file and explore it in some detail while they become familiar with UML and software engineering using Enterprise Architect.*

To begin a guided exploration of Enterprise Architect immediately, go to Quick Start - Create a Project 18.

See Also

(For users of the Corporate edition)

- Connect to a MySQL Repository 498
- Connect to an SQL Server Repository 501
- Connect to an Oracle Repository 504
- Connect to a PostgreSQL Repository 506
- Connect to an Adaptive Server Anywhere Repository 508
- Connect to an MSDE Server Repository 510

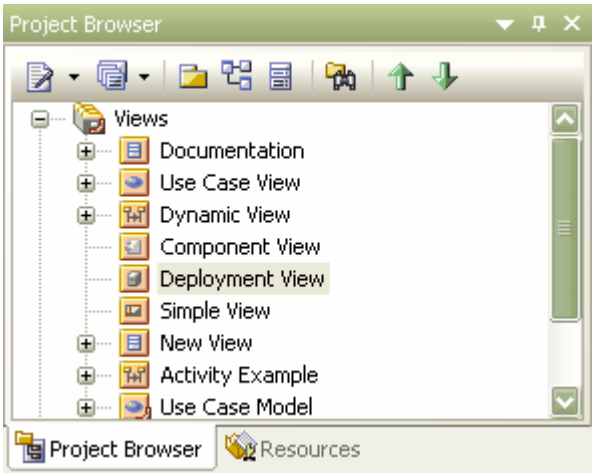
2.2 Quick Start - Create a Project

Welcome to Enterprise Architect! This quick-start guide helps you to begin modeling with Enterprise Architect.

The first task you can perform is to create a new project 460 and add a package, diagram, elements and connectors.

When you start 17 Enterprise Architect it opens at the Start Page 28. To create your project:

1. Click on the **Create a New Project...** option. The *New Project* dialog displays.
2. In the **File name** field, type a meaningful name for the project and click on the **Save** button to create the project file. The Model Wizard 463 displays.
3. You now select one or more model templates 30 (these provide you with the basic structures for your project, as well as references to useful help files to get you started). Select the checkbox of each model that interests you.
4. Click on the **OK** button. Enterprise Architect creates your project and displays it in the *Project Browser* 39 window 39, which is on the right-hand side of the screen.



You could also quickly create a project by copying an existing base project provided with Enterprise Architect; see the Copy a Base Project 513 topic.

To look through your project, click on the 'plus' icon to expand a folder or *package*, and double-click on the *diagram* icon displayed underneath the package name. Enterprise Architect displays the sample diagram for your model in the *Diagram View* 136, which is in the middle of the screen.

Now that you have a project, you can add another package 18 and diagram 19, and then add elements 19 and connectors 20 (or relationships).

Once you create these components of a project, you should also know how to move 20 and delete 21 them, and how to save 22 your work.

2.2.1 Add a Package To a Model

A *Package* 231 is a container of model elements, and is displayed in the *Project Browser* window as the 'folder' icon familiar to Windows users. Package contents are arranged alphabetically.

In the *Project Browser* window click on a package and, in the *Project Browser* window toolbar, click on the **New Package** icon  .

Enterprise Architect displays a prompt for the package name.

Type in a name and click on the **OK** button. Enterprise Architect adds the new package subordinate to the package you selected. Now add a diagram 19.

Additional Information

Click on the links for additional information on adding packages 231 and views 523 (top-level packages).

2.2.2 Add a Diagram to a Package

A diagram 233 is a representation of the components or elements of your model and, depending on the type of diagram, how those elements are linked or how they interact.

When you first create a project, Enterprise Architect provides simple examples of diagrams appropriate to your selected model patterns, with annotations. You can edit these diagrams, and create additional ones.

Click on your new package and, in the *Project Browser* window toolbar, click on the **New Diagram** icon  .

The *New Diagram* dialog displays.

Click on a diagram category in the *Select From* panel, and a diagram type in the *Diagram Types* panel, then click on the **OK** button. Enterprise Architect adds a diagram object to the package, with the same name as the package. It also opens the *Diagram View* for your diagram, in the center of the screen.

Now add some elements 19.

Additional Information

Click on the link for additional information on adding diagrams 237 to a project.

2.2.3 Add an Element to a Diagram and Package

You have several options for adding elements 1078 to the package and/or diagram. The simplest method is to use the Enterprise Architect UML *Toolbox* to the left of the diagram, which automatically lists the elements applicable to the type of diagram you have created. Just click on the required element and drag it onto your diagram.

Two things might occur before the element displays on the diagram:

- If you have selected an *Object* element, Enterprise Architect prompts you to define what stereotype the object is based on (an object can represent a wide range of things, and a stereotype helps you define what the object or element is); for now, select any value
- The element *Properties* 22 dialog displays. If it does not display, double-click on the element on the diagram.

You can use the *Properties* dialog to define the characteristics of the element, such as its name. Type a name in the **Name** field, and click on the **OK** button. Look at the *Project Browser* window, underneath the package in which you created the diagram. The element is listed.

Note: *Enterprise Architect has a very useful feature. To find out more about the type of element you have dragged on to a diagram, right-click on the element and select the* **UML Help** *menu option. This displays a Help page on the element type.*

Now connect the elements 20 with relationships.

Additional Information

Click on the links for additional information on adding elements 294 to a project including via the Quick Linker 178.

2.2.4 Add Connectors Between Elements

Connectors 1180 define specific relationships between specific elements, so you usually create them 390 directly on the diagram by dragging the required relationship type from the Enterprise Architect UML *Toolbox*. As for elements, the *Toolbox* automatically presents the connector or relationship types appropriate to the type of diagram.

Create two elements on the diagram. Click on a connector in the *Toolbox*, click on the source element in the relationship, then drag across to the target element. This creates the selected connection between the two elements. If you double-click on the connector, the connector *Properties* 22 dialog displays, and you can define the characteristics of the relationship.

Note: *Enterprise Architect has a very useful feature. To find out more about the type of connector you have dragged on to a diagram, right-click on the connector and select the* **UML Help** *menu option. This displays a Help page on the connector type.*

Additional Information

Click on the link for additional information on creating a link through the Project Browser 394, or with the Quick Linker 179.

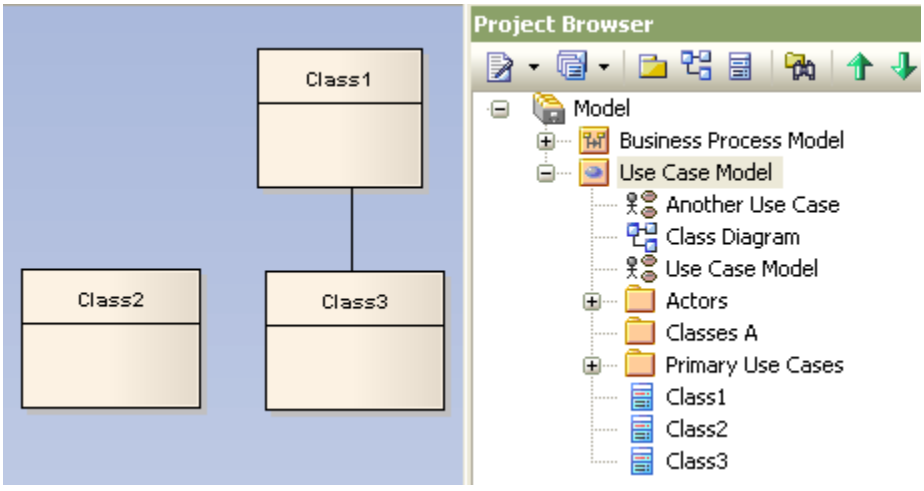
Having created a project with some components, you can move 20 those components around and delete 21 them.

2.2.5 Move Components

You have a created a project containing packages, diagrams and elements, and you have connected the elements. You might have arranged your components in the wrong project structure. How do you change where things are?

Note: *We discuss changing* ***names and properties*** 22 *a little later.*

In this topic, the explanations refer to the following example:



Note:

- *You display and work on your model in the Project Browser window, and display and work on a diagram in the Diagram View.*
- *In the Project Browser, the contents of a package are listed in the order diagrams | child packages | elements. Elements are further arranged in type order. Within their types, components are* ***initially***

listed in alphabetical or numerical order.

Move Components Within a Package in the Project Browser

To move a diagram, child package or element within its parent package, click on it in the *Project Browser* window and click on  or  at the top of the window.

You could move *Class3* in the *Project Browser* above *Class1*, or move the *Actors* package underneath *Classes A*.

To revert to listing components in alphabetical order, right-click on the package and select the **Contents | Reset Sort Order** menu option.

Move Components Between Packages in the Project Browser

You might have created a diagram, child package or element in the wrong place in the *Project Browser*. To move a model component to another package, click on the component and drag it to the new package. This can be at either a higher level, or a lower level.

You might, for example, drag *Class1* from the *Primary Use Cases* package into the *Classes A* package. *Class1* then is listed in the *Classes A* package in the *Project Browser.* As a similar example, you could drag *Class Diagram* into the *Business Process Model* package.

Moving elements in the *Project Browser* does not affect the use of elements in diagrams (and vice versa). In our example, *Class1* is initially in a diagram in the *Primary Use Cases* package. When you move *Class1* in the *Project Browser* from *Primary Use Cases* to *Classes A*, it still shows in the diagram in *Primary Use Cases*, and does not display in any diagram in *Classes A*. To remove *Class1* from the *Primary Use Cases* diagram, click on it on the diagram and delete 21 it . Nothing happens to the element in the *Project Browser*. To put *Class1* into a diagram in the *Classes A* package, open the diagram in that package and drag the element from the *Classes A* package in the *Project Browser* onto the diagram.

Move Elements in a Diagram

If an element is not in the right position in the diagram, just click on the middle of it and drag it to the correct place. In the diagram above, you might move *Class2* below *Class 3*, and move *Class3* to the left. The element brings its connectors with it.

Move Connectors in a Diagram

You might have connected the wrong pair of elements. To move the end of a connector to a different element (for example, *Class2* instead of *Class3*), click on the end to display a black 'handle' box and drag the end to its new position. Be aware that the connector does not break from the original target element until the cursor is on the new target.

You can also tidy up a connection by dragging the end of the connector to a better position on the edge of the element, or move both ends at once by dragging the middle of the connector.

Additional Information

Click on the links for additional information on moving connectors 389 and elements 41.

2.2.6 Delete Components

You can delete the components of a model from a diagram or from the *Project Browser*.

Delete From a Diagram

A diagram can contain elements, packages and other diagrams. To delete any of these from the diagram, click on it and press **[Delete]** on the keyboard.

Note: *Remember that the contents of the model are listed in the Project Browser. If you delete something from a diagram, it is not deleted from the Project Browser. This is because you can use the same component in several diagrams at once, so you only remove the representation of the component from a diagram.*

To delete a connector from a diagram, click on it and press **[Delete]**. This time, Enterprise Architect prompts you to select whether to delete the connector or just hide it. Unlike elements, the same connector is not reapplied in several places, so if you delete one it is removed completely from the model.

Note: *Connectors can get confusing on a complex diagram, so it is useful to hide some of them to clarify a specific aspect of a more complex picture. To identify and reveal hidden connectors, see the Links 363 topic. However, first you should become more familiar with element and connector properties, through the Quick Start - Define Elements and Relationships 22 topic.*

Delete From Project Browser

To delete a package, diagram or element from the *Project Browser*, right-click on the component and select the **Delete <name>** menu option.

For a package, this completely removes the package and all its contents - diagrams, child packages and elements - from the model.

For an element, this completely removes the element and its properties, connectors, child elements and child diagrams from the model, and from every diagram that contains it.

For a diagram, this completely removes the diagram and connectors from the model, but ***not*** the diagram's component elements. They remain in the parent package.

Additional Information

Click on the links for additional information on deleting elements 303 and model views 525 in Enterprise Architect.

2.2.7 Save Changes

Throughout much of your work in Enterprise Architect, any changes you make are automatically saved when you close the *dialog* (data entry window) on which you made the changes. In some cases the dialog contains a **Save** button, which enables you to save your changes and then keep working on the dialog.

If there is no specific dialog, such as when you create a diagram, you can save your work by pressing the **[Ctrl]+[S]** keyboard keys, or by selecting the **Diagram | Save** menu option.

Often, Enterprise Architect does not let you close a screen without confirming that you want to save or discard your changes.

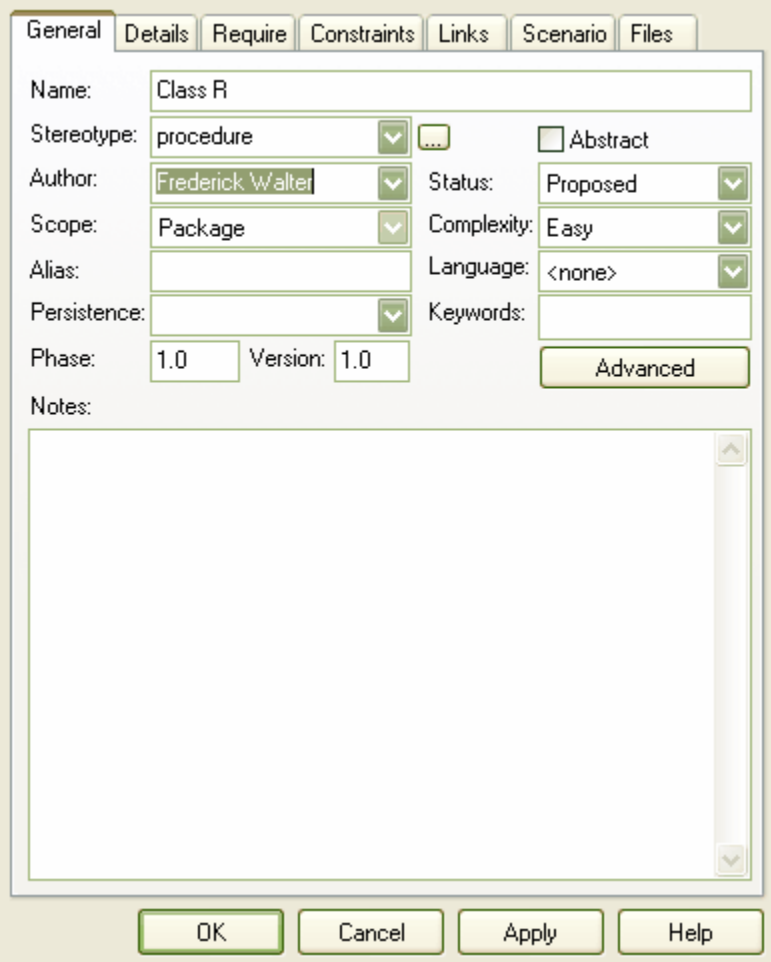
2.3 Quick Start - Define Element and Relationship Properties

When you create an element and connect it to another element, you usually have to define various characteristics of both the element and the connector to identify the purpose and function they represent. You do this using a *Properties* dialog.

Enterprise Architect is initially configured to display the *Properties* dialog automatically when you create an element or connector, but it is easy (and often convenient) to turn the dialog display off 355. If the default display has been turned off, you can display the dialog by:

- double-clicking on the element or connector in the diagram or
- right-clicking on it in the **Project Browser** and selecting the *Properties* menu option.

Properties dialogs vary between element types and between elements and connectors but, as you saw when you created your first element, they look something like this:



When you create elements, Enterprise Architect automatically names and numbers them by type - for example, Class1, Class2 - so you should at least change the **Name** field to more easily identify each element.

See the Element Properties 355 topic for a full description of the element *Properties* dialog.

Enterprise Architect does not automatically name connectors, but for many connector types you should provide a name that describes the purpose of the connection.

See the Connector Properties 401 topic for a full description of the connector *Properties* dialog.

So far you have been using the *Project Browser* and *Diagram View* to develop your project. At this point you should find out a bit more about the other facilities of the Enterprise Architect User Interface 26.

When you have finished exploring the User Interface topics, go to Quick Start - Project Tasks 23 to identify areas of Enterprise Architect that provide particular support for your job role.

2.4 Quick Start - Project Tasks

Throughout a design and development project there are many different tasks to be performed, which could be carried out either by one person or - more probably - by members of a team with different responsibilities. In either case, Enterprise Architect supports most - if not all - of the responsibilities you might have on your

project.

Therefore, the next topics to explore depend on the work you normally do on a project.

The following list identifies a number of job roles that Enterprise Architect supports. For those that most resemble your role on a project, click on the title link to display a description of how that role might use Enterprise Architect, then click on the other links to explore some of the Enterprise Architect features of importance to the role.

- Business Analyst - 215 see Requirements Management 436 and Business Modeling 451
- Software Architect 217 - see Modeling with Enterprise Architect 230, XMI Import and Export 562, and XML Technologies 913
- Software Engineer 218 - see Modeling with Enterprise Architect 230
- Developer 219 - see Code Engineering 720, XML Technologies 913, MDA Transforms 877 and Debug and Profile 783
- Project Manager 220 - see Project Management 669
- Tester 223 - see Testing 684
- Implementation Manager 224 - see Maintenance 695
- Technology Developer 225 - see Extend Enterprise Architect 1223, including using Model Driven Generation (MDG) Technologies 430
- Database Administrator 227 - see Data Modeling 836 (and also Setting Up a Database Repository) 464.

Another area of responsibility that Enterprise Architect supports is System Administration - see Model Management 458.

Most of these topics identify types of diagram, so you might want to learn more about diagram types in general and specific types of diagram in particular. See the Diagrams 1007 section of the UML Dictionary.

Several types of project team member might want to generate documentation on their work and reports on how the project is developing and changing. Enterprise Architect enables you to generate project documentation in either RTF or HTML format - see Creating Documents 937.

Note: *The Corporate edition of Enterprise Architect has a user security feature that can be applied or turned off. If security is turned on, you require the appropriate access permissions to use many of theEnterprise Architect facilities listed above. For further information, see User Security 537 and List of Available Permissions 547.*

Part 3

3 Using Enterprise Architect

This topic provides a detailed exploration of the Enterprise Architect tools and features.

See Also

3.1 The User Interface

The *Enterprise Architect Application Workspace* consists of a number of windows, as described below. Together these elements provide a simple and flexible software engineering environment. In concept the Application Workspace is similar to programs such as Microsoft Outlook and the Microsoft Visual Studio application suite; if you have used these applications you should find the Enterprise Architect interface quite familiar.

Enterprise Architect in Action

A demonstration of Enterprise Architect in use is provided on the Sparx Systems website. To run this demonstration, click on this link:

http://sparxsystems.com/resources/demos/eaoverview/TO_20070111%20EA%20Overview.htm

Workspace Components

This section outlines the components of the Enterprise Architect Application Workspace. To obtain further information on specific features, follow the links in each description.

Main Menu and Toolbars

At the top of the workspace are the **Main Menu** 58 and *Toolbars* 123. The **Main Menu** provides access to further submenus. There are several toolbars, which you can hide or display as necessary.

Context Menus

Throughout Enterprise Architect, if you right-click on work areas, lists and objects, Enterprise Architect displays a menu of options specific to the work context. For examples, see:

- Package Context Menu (Project Browser) 47
- Diagram Context Menu (Project Browser) 57
- Diagram Context Menu (Diagram) 236
- Element Context menu (Project Browser) 55
- Element Context Menu (Diagram). 282

Key Combinations

Many main menu and context menu options have alternative key combinations to perform the same operation. Instead of displaying a menu and selecting the required option, you can press the key combination. See Keyboard Shortcuts 194 for a full list of key combinations and their functions, or display the Help Keyboard 197 dialog (select the **Help | Keyboard Accelerator Map** menu option). You can also customize 92 these function keys.

Enterprise Architect UML Toolbox

The Enterprise Architect UML *Toolbox* 101 is an Outlook-style toolbar from which you can select model elements and relationships to add to your modeling diagrams. This is an important feature of Enterprise Architect, as it provides all the components and links that you use to create your models in whatever diagrams are appropriate.

Diagram View

The large central area of the Enterprise Architect display is the *Diagram View* 136. This is where you can arrange new model elements and set their characteristics in a model diagram. Note that when you first open Enterprise Architect there is no active diagram; you must create and/or open the required diagram.

Project Browser Window

The *Project Browser* 39 window 39 is used to navigate your project. Double-click on package icons to open them and display the diagrams and elements they contain. Similarly, double-click on elements to open them, and on diagrams to display them in the *Diagram View*. You can drag elements from the *Project Browser* to add them to diagrams.

Visual Style

You can configure the look and feel 194 of Enterprise Architect to suit your working environment. Options range from a classic windows application to an enhanced XP appearance.

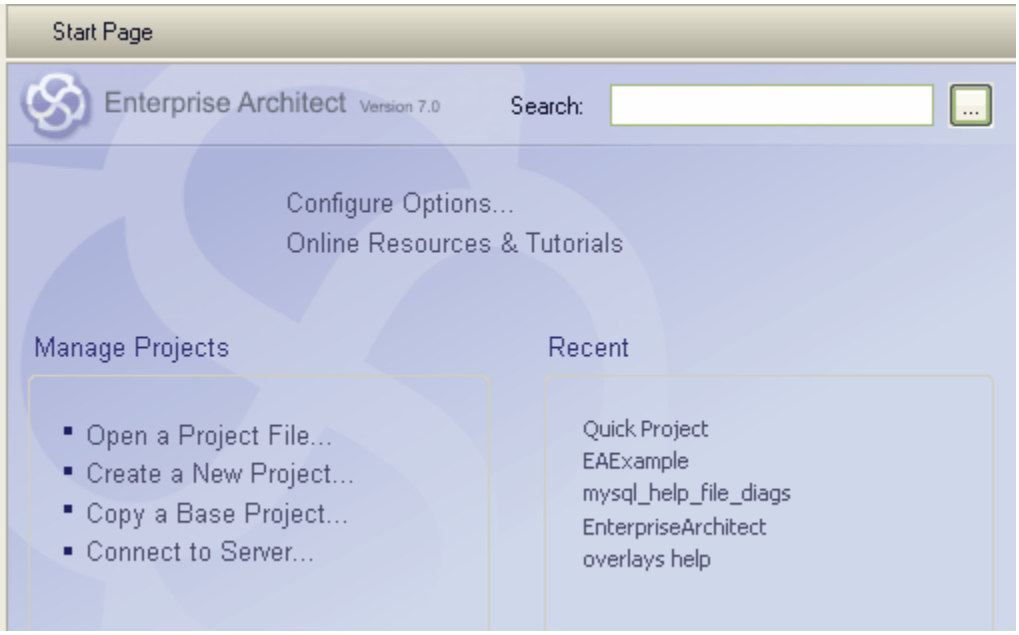
Arranging Windows

You can rearrange windows and some menus to adapt the screen space to your work habits. You can:

- Fix, or dock 155 windows against any edge of the workspace, or move them freely (float them) as you work; for a list of dockable windows, see Dockable Windows 159
- Autohide 157 windows so that they display only when you are actually using them
- Tear off 158 submenus so that they stay open in a convenient (docked) location.

3.2 The Start Page

When you start Enterprise Architect, the first page displayed is the *Start Page*.



This page offers the following options:

Option	Description
Search	To locate an object in Enterprise Architect, type the name of the object in this field and click on the **[...]** button. Enterprise Architect displays the results of the search on the *Model Search* 139 screen. Click on an item in the search results to highlight it in the *Project Browser* 39.
Configure Options	Displays the *Options* 180 dialog 180, which enables you to define how Enterprise Architect displays and processes information.
Online Resources & Tutorials	Opens the *Resources* page of the Sparx Systems website, which provides access to a wide range of Enterprise Architectand UML tutorials, demonstrations, examples, Add-Ins and discussions.
Open a Project File	Displays the *Open Project* 461 dialog, which you use to open an existing project (where you have more project files than can be listed in the *Recent* panel).
Create a New Project 462	Save a new project and open the *Model Wizard* 463 dialog.
Copy a Base Project	Select a different Base Project 513 to generate a new model from.
Connect to Server 498	Enables you to specify a Data Source name to connect to. MySQL 487, SQL Server 490, Oracle 9i and 10g 492, PostgreSQL 493, MSDE 497, Adaptive Server Anywhere 495 and Progress OpenEdge 497 repositories are supported. ***Note:*** *This feature is available in the Corporate edition only.*

Option	Description
Recent	Contains a list of the most recently used Enterprise Architect projects (both .EAP files and DBMS connections). Click on the required project to open it. If you have created and used shortcuts 61 to your models, a model might have two entries - one for the model accessed through Enterprise Architect and one for the model accessed through the desktop shortcut. These open the same model, although the shortcut entry also enacts any view profile you have defined.

To select an option, click on it.

If your model has a default diagram 274 set, the default diagram opens immediately over the top of the *Start Page*. You can still access the *Start Page* from the diagram tabs 134 below the diagram. However, if you have set a shortcut view profile, that overrides the default diagram setting.

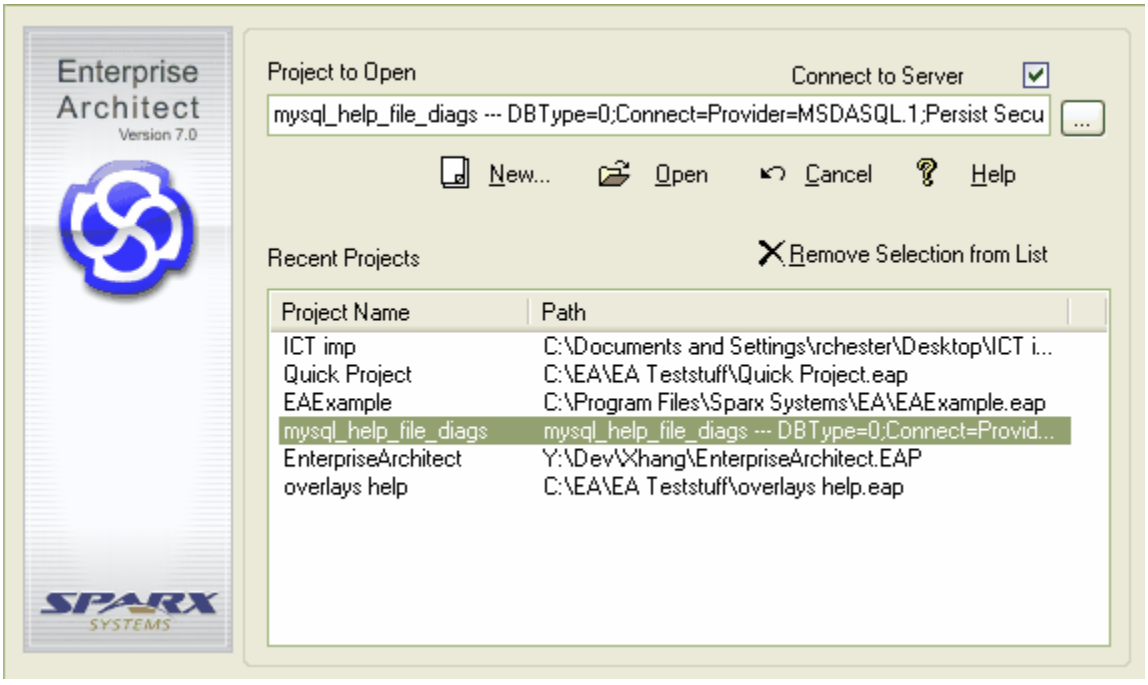
See Also

- Remove Recent Projects 29

3.2.1 Remove Recent Projects

To remove a project *link* from the *Recent* list on the Start Page 28, follow the steps below:

1. Select **File | Open Project** from the menu bar or press **[Ctrl]**+**[O]**. The *Open Project* dialog displays.

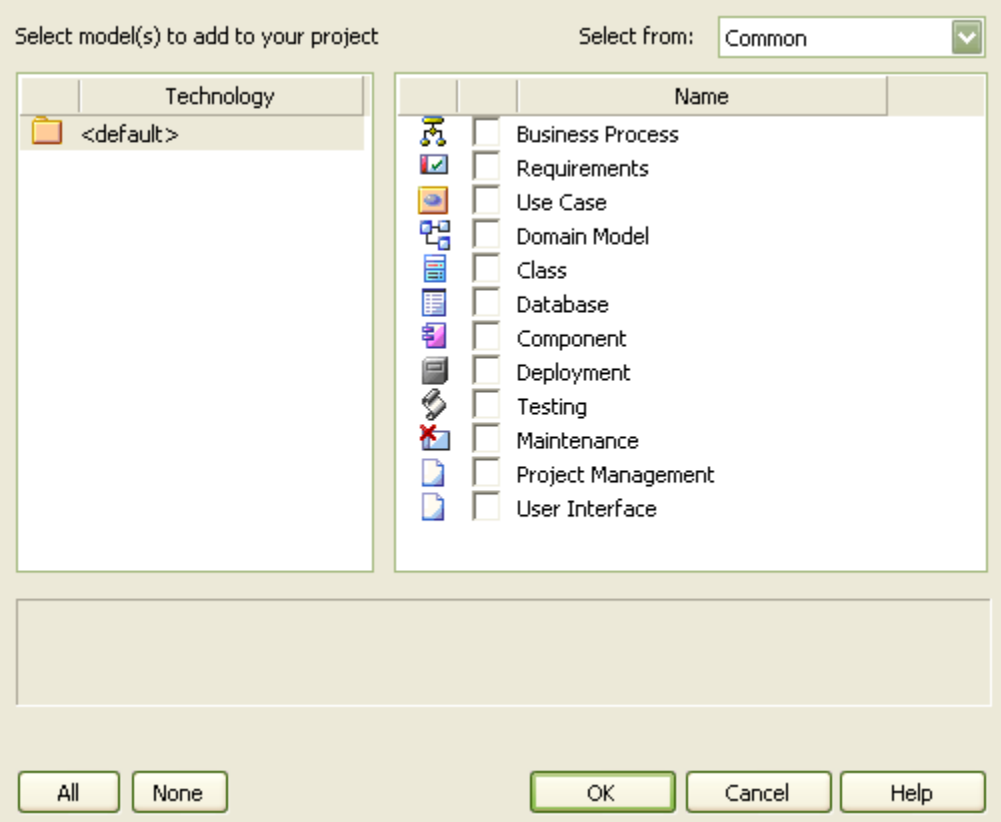


2. In the *Recent Projects* panel click on the project to remove.
3. Click on the **Remove Selection from List** button.

Note: *Removing the link to a model from the Start Page only removes the link to the model and does not remove the .EAP file from the file system.*

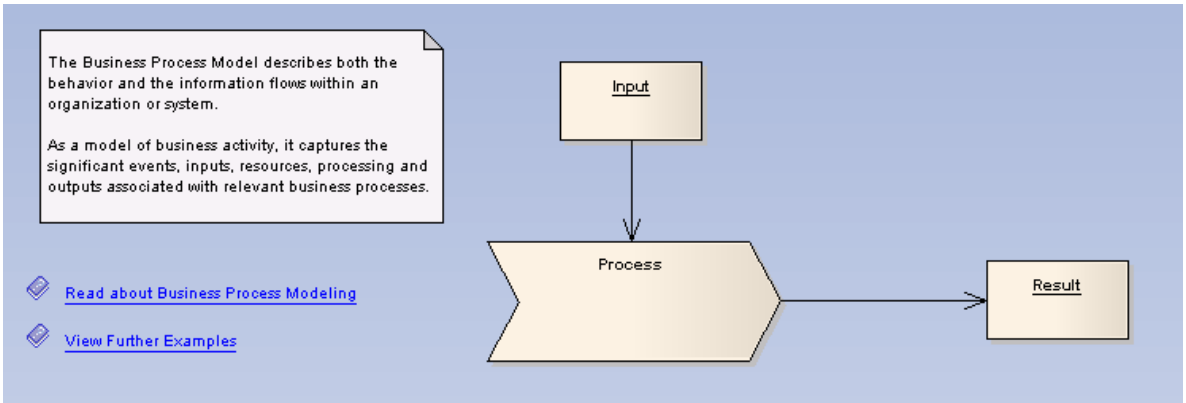
3.3 Model Templates

The model templates contained in Enterprise Architect are designed to assist in the creation of projects and models for both new and experienced users. Each template provides a framework on which you can create your model.



Template Format

All the model templates provided with Enterprise Architect follow the format described below.



Note
The note introduces you to the model template and outlines its purpose.

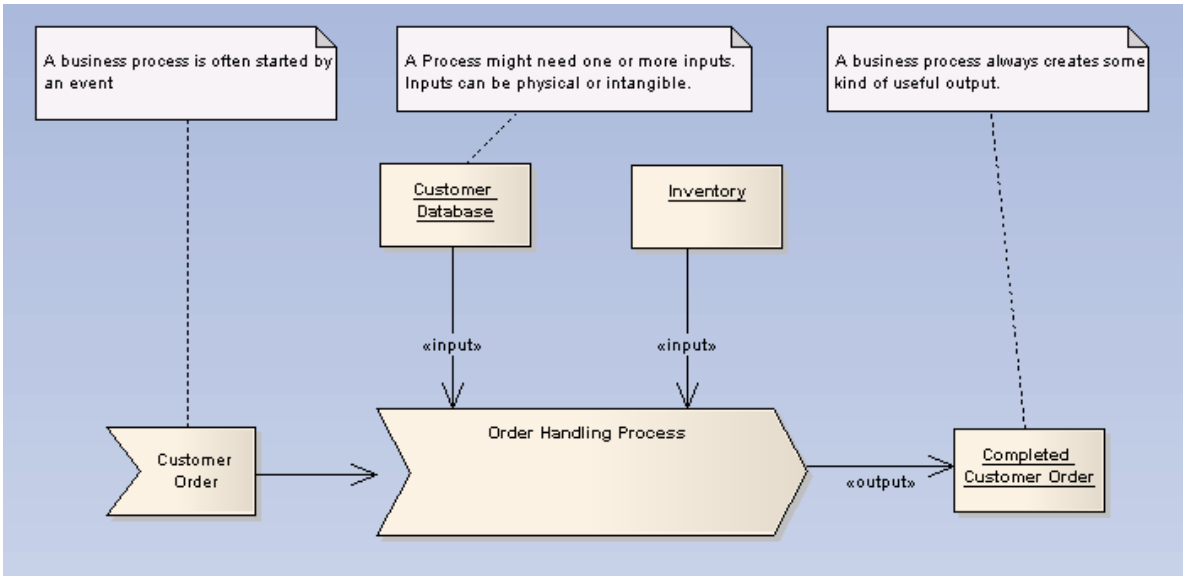
Help Links
Help links provide further information on how to use the model. Depending on the model template, links to examples and other useful information are also provided.

Template
The Template section in the model template provides a framework for creating your own model.

The topics listed below provide an introduction to the terminology and icons used in the model templates, and give you a quick guide to the UML concepts important to the templates and how they are applied in Enterprise Architect.

3.3.1 Business Process Model Template

The *Business Process Model* describes both the behavior and the information flows within an organization or system. As a model of business activity, it captures the significant events, inputs, resources, processing and outputs associated with relevant business processes.



Online Resources

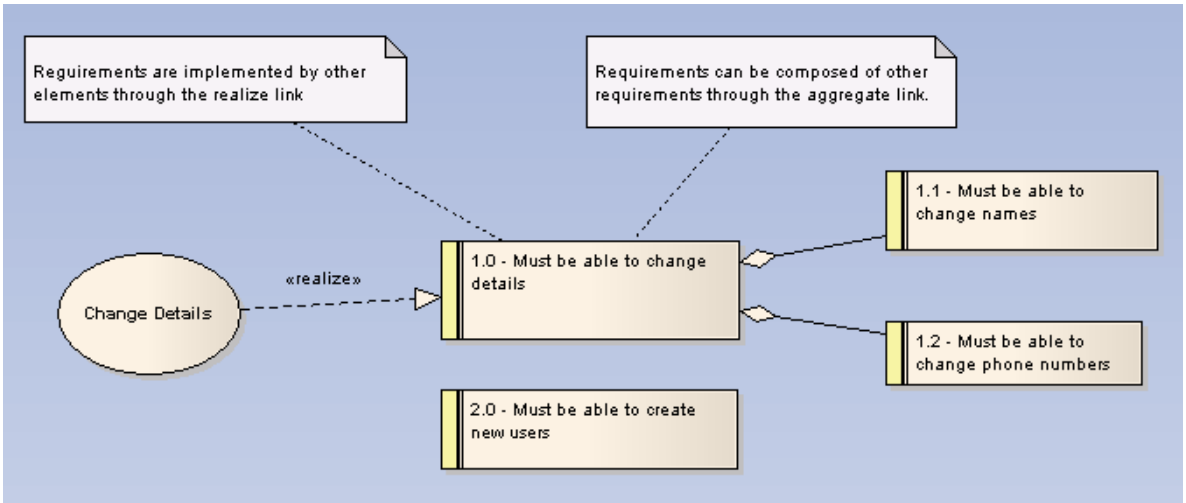
- The Business Process Model

See Also

- Business Modeling 451
- Analysis Diagram 1069

3.3.2 Requirements Model Template

The *Requirements Model* is a structured catalogue of end-user requirements and the relationships between them. The Requirements Management 436 built into Enterprise Architect can be used to define requirement elements, link requirements to model elements, link requirements together into a hierarchy and report on requirements.



Online Resources

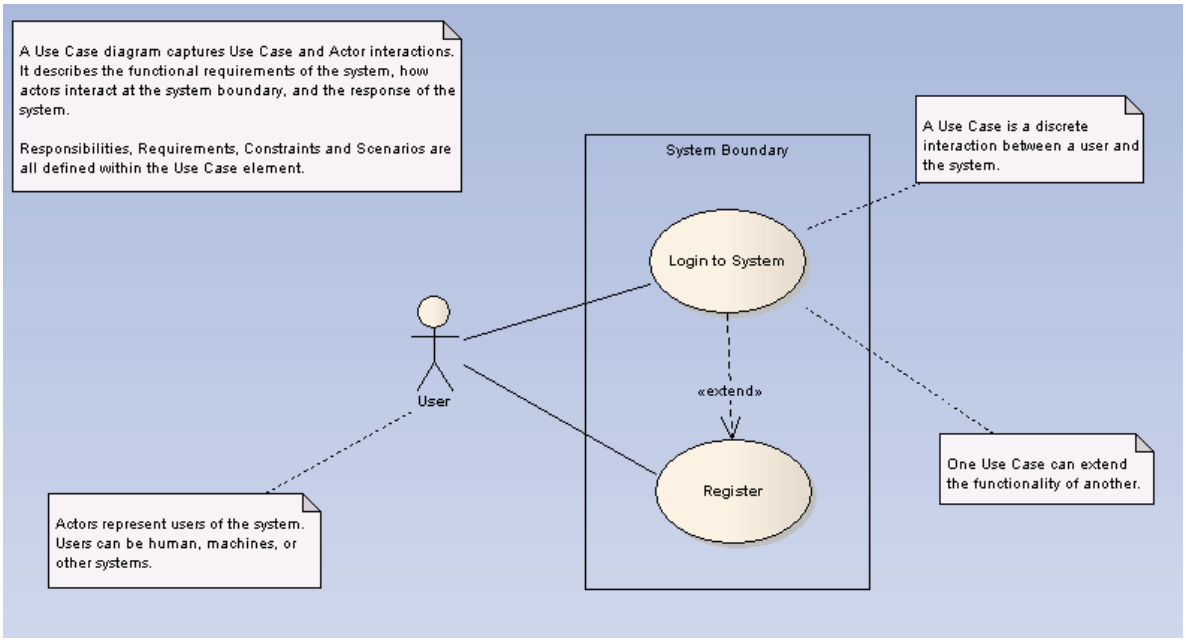
- Requirements Management in Enterprise Architect

See Also

- Requirements Management 436
- Packages 230

3.3.3 Use Case Model Template

The *Use Case Model* describes a system's functionality in terms of Use Cases. Each Use Case represents a single repeatable interaction that a user or 'actor' experiences when using the system, emphasizing the user's perspective of the system and interactions. See Use Case 1158 for more information.



Online Resources

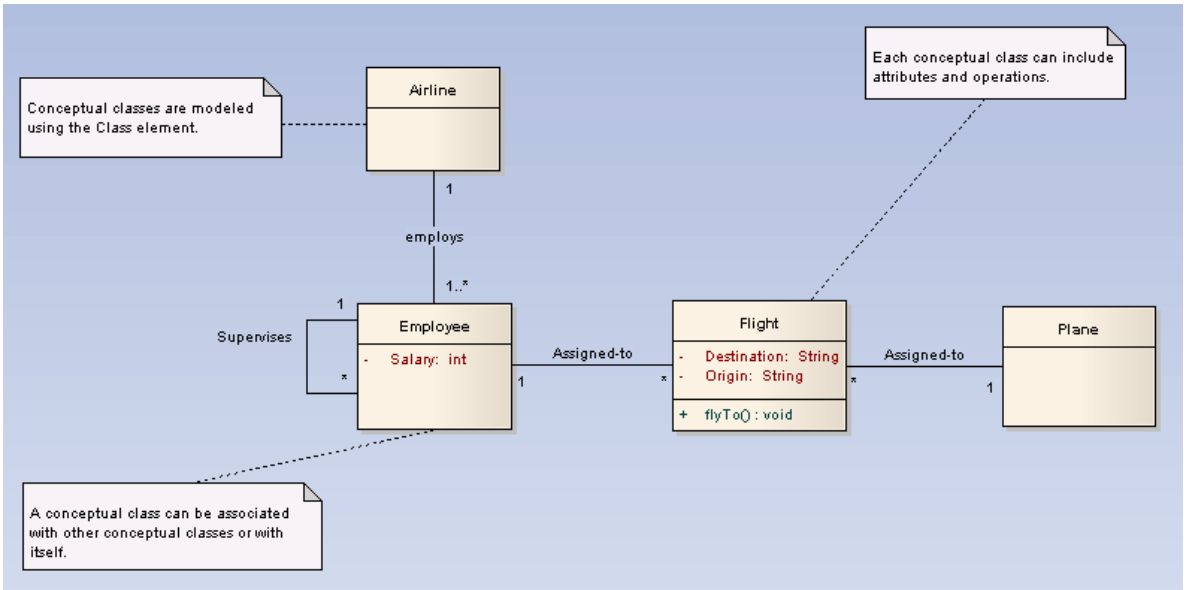
- The Use Case Model

See Also

- Use Case 1158
- Use Case Toolbox Pages 105
- Use Case Diagram 1011

3.3.4 Domain Model Template

A *Domain Model* is a high-level conceptual model, defining physical and abstract objects in an area of interest to the Project. It can be used to document relationships between and responsibilities of conceptual classes (that is, classes that represent the concept of a group of things rather than Classes that define a programming object). It is also useful for defining the terms of a domain.

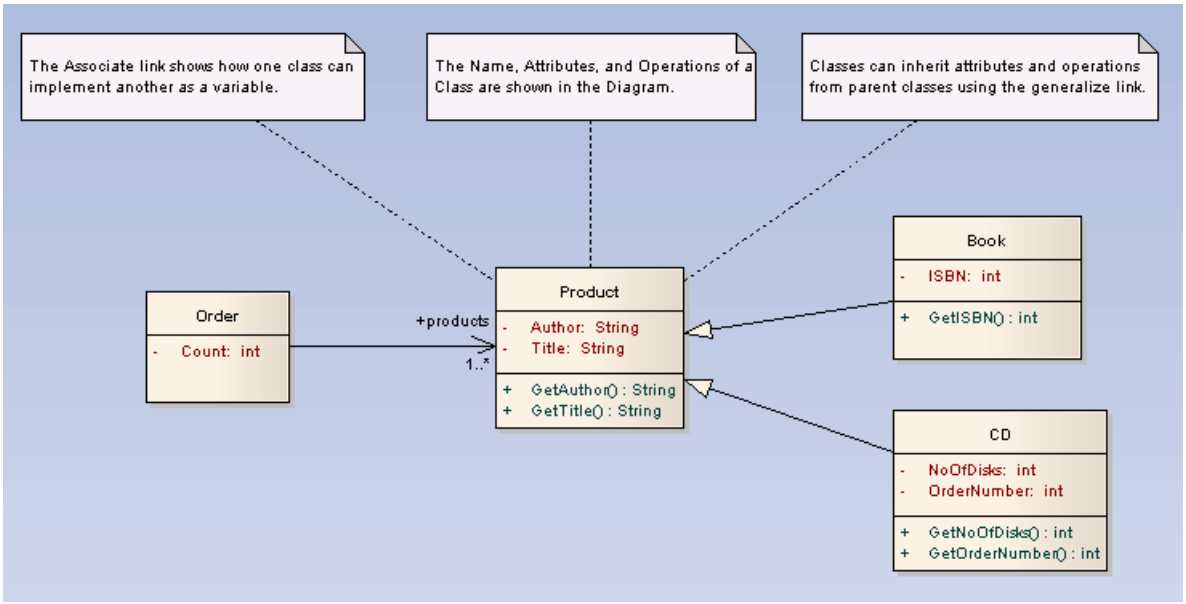


A Domain Model shows:

- The physical and organizational units of the domain; for example, *Employee* and *Flight*
- The relationships between these units; for example, Employee is *assigned to* Flight
- The multiplicity 404 of those relationships; for example, *one* employee can be assigned to *no* flights, *one* flight or *many* flights (represented by the **1** and the ***** at the ends of that relationship).

3.3.5 Class Model Template

The *Class Model* is a rigorous, logical model of the software system under construction. Classes generally have a direct relationship to source code or other software artifacts that can be grouped together into executable components.



Online Resources

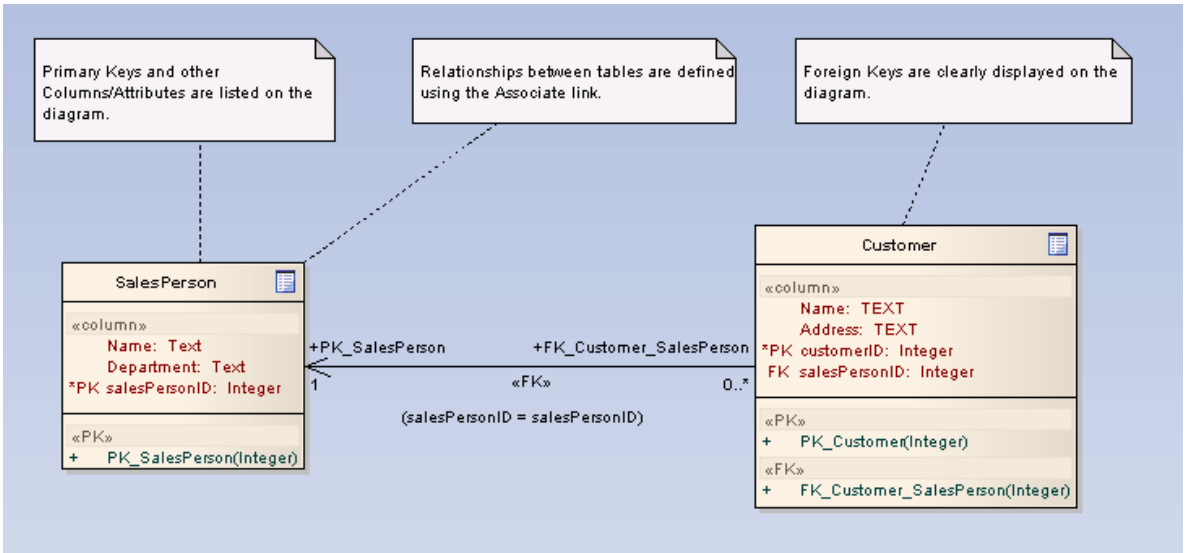
- The Logical Model

See Also

- Class 1095
- Class Diagram 1060
- Class Toolbox Pages 105

3.3.6 Database Model Template

The *Database Model* describes the data which must be stored and retrieved as part of the overall system design. Typically this means relational database models that describe the tables and data in detail and enable generation of DDL scripts to create and setup databases.



Online Resources

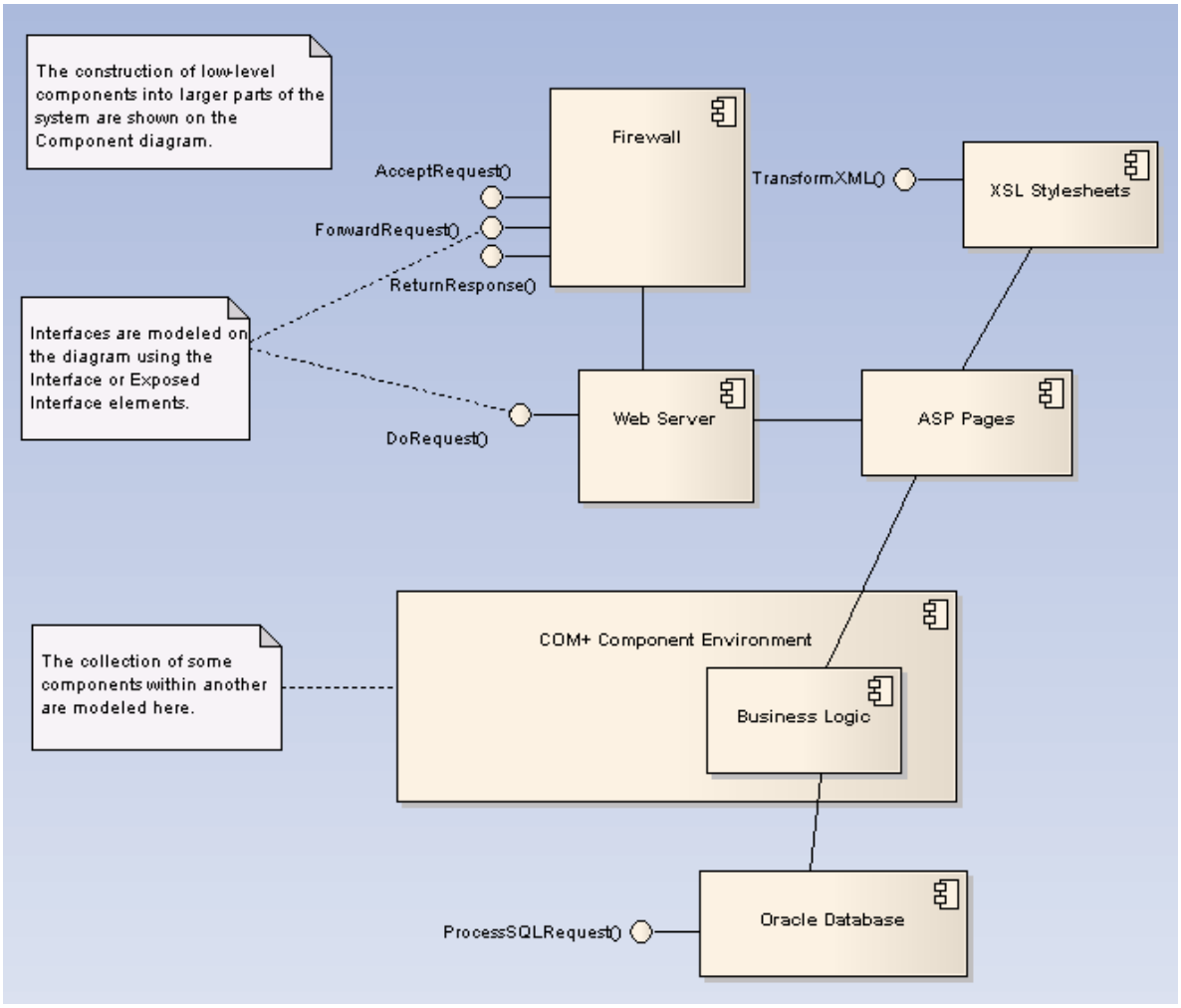
- UML Database Modeling

See Also

- Database Modeling 836

3.3.7 Component Model Template

The *Component Model* defines how Classes, artifacts and other low level elements are collected into high level components, and the interfaces and connections between them. Components are compiled software artifacts that work together to provide the required behavior within the operating constraints defined in the requirements model.



Online Resources

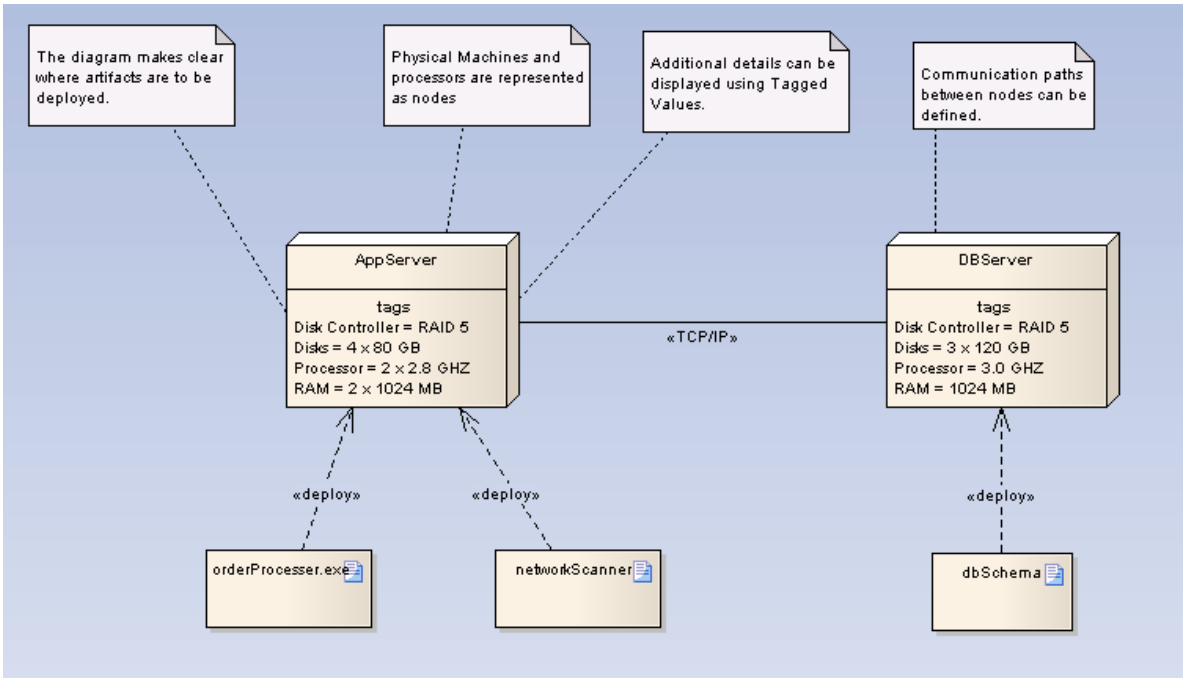
- The Component Model

See Also

- Component 1107
- Component Diagram 1066
- Component Toolbox Pages 111

3.3.8 Deployment Model Template

The *Deployment Model* describes how and where a system is to be deployed. Physical machines and processors are represented by nodes, and the internal construction can be depicted by embedding nodes or artifacts. As artifacts are allocated to nodes to model the system's deployment, the allocation is guided by the use of deployment specifications.



Online Resources

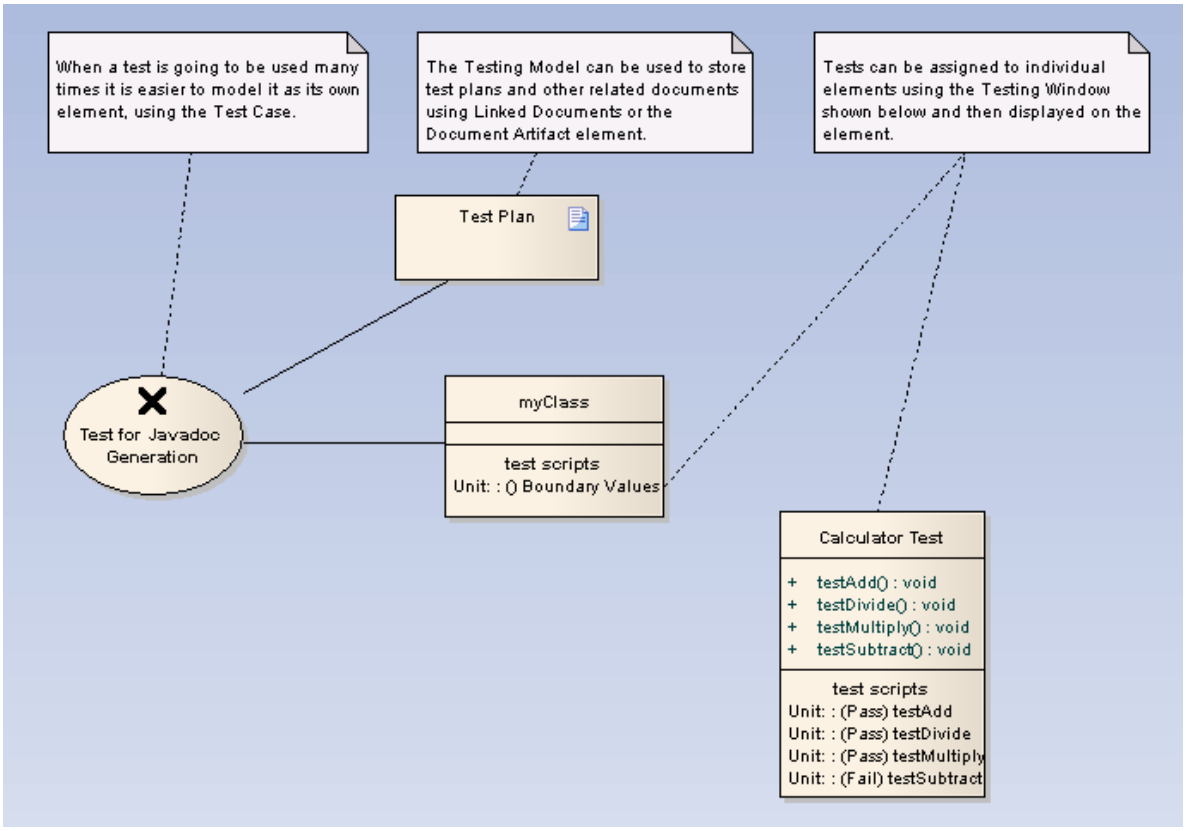
- The Physical Model

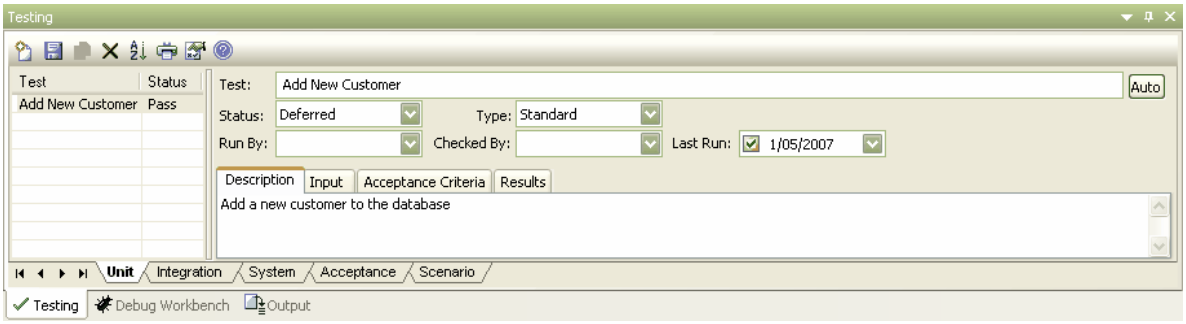
See Also

- Deployment and Rollout 224
- Deployment Diagram 1068
- Deployment Toolbox Pages 112
- Displaying Tagged Values 246

3.3.9 Testing Model Template

The Test Model describes and maintains a catalogue of tests, test plans and results that are executed against the current model.





Online Resources

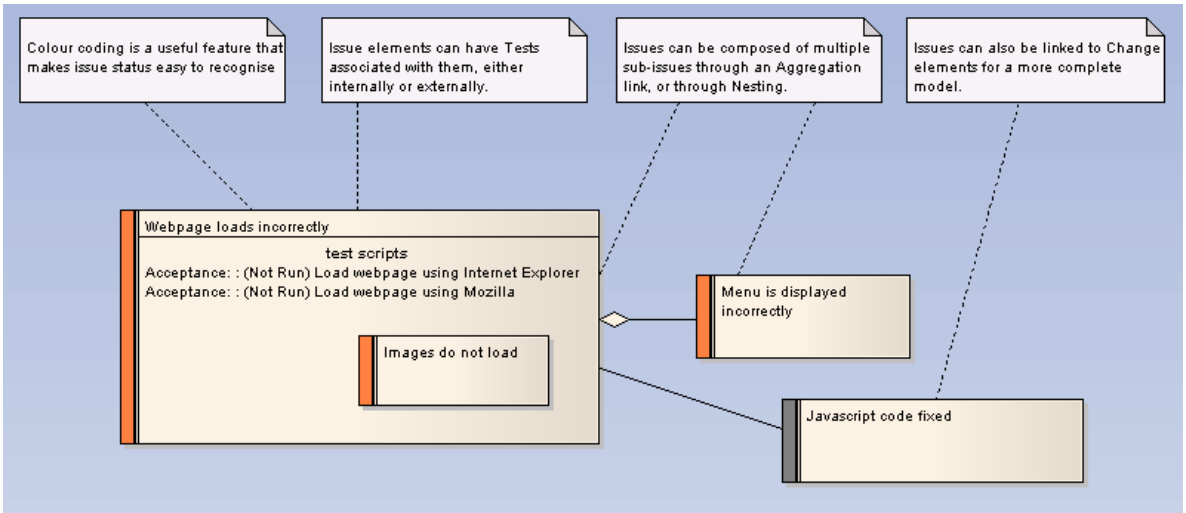
- Testing Support in Enterprise Architect

See Also

- Testing 684
- Show Test Scripts 693

3.3.10 Maintenance Model Template

The *Maintenance Model* enables visual representation of issues arising during and after development of a software product.. The Model can be enhanced with the integration of change elements and testing.



See Also

- Maintenance 695
- Color Coding 439

3.3.11 Project Model Template

The *Project Model* details the overall project plan, phases, milestones and resourcing requirements for the current project. Project Managers can use Enterprise Architect to assign resources to elements, measure risk and effort and to estimate project size. Change control and maintenance are also supported.

Online Resources

- Project Manager

See Also

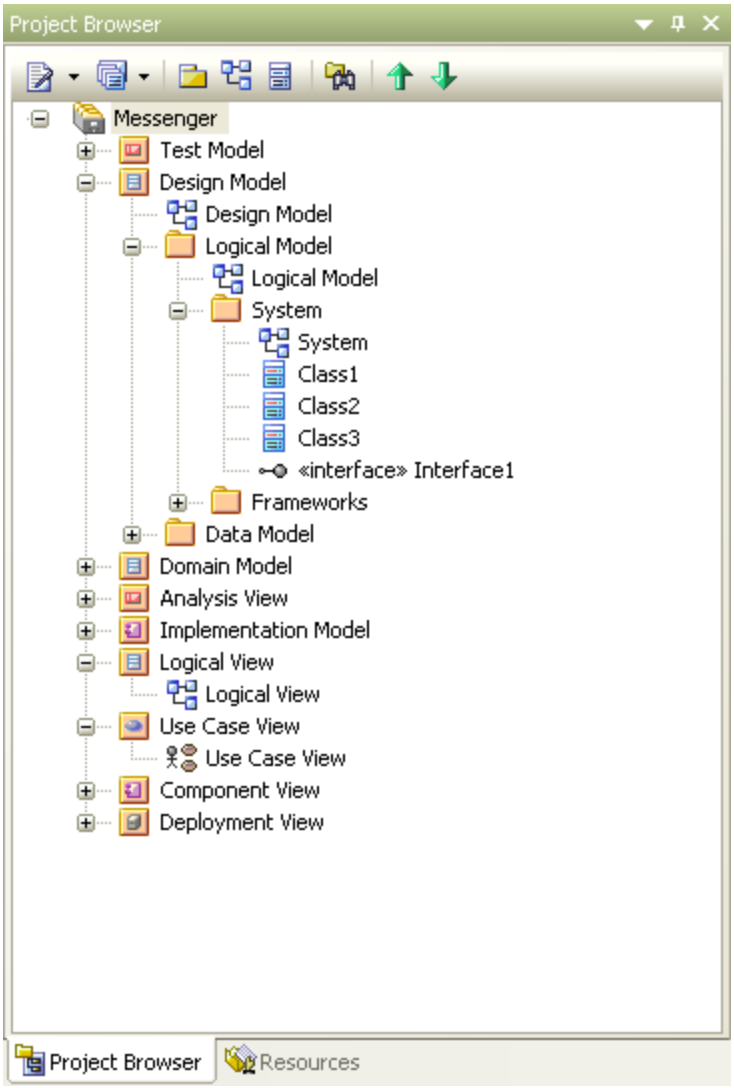
- Project Management 669

3.4 The Project Browser

The *Project Browser* window enables you to navigate through the Enterprise Architect project space. It displays packages, diagrams, elements and element properties.

You can drag and drop elements between folders, or even drop elements from the *Project Browser* window directly into the current diagram.

If you right-click on an item in the *Project Browser* window, you can perform additional actions such as adding new packages, creating diagrams, renaming items, creating documentation and other reports, and deleting model elements. You can also edit the name of any item in the *Project Browser* window by selecting the item and pressing **[F2]**.



Tip: *The Project Browser window is the main view of all model elements in your model; use the mouse to navigate the model.*

Views

The *Project Browser* window is divided into *Views*, each of which contains packages and other elements. The View hierarchy is described below:

View	Description
Views	The root view and base of your project model.
Use Case View	The functional and early analysis view. Contains Business Process and Use Case models.
Dynamic View	Contains state charts, activity and interaction diagrams. The dynamics of your system.
Logical View	The Class Model and Domain Model view.

View	Description
Component View	A view for your system components. The high level view of what software is to be built (such as executables, DLLs and components).
Deployment View	The physical model; what hardware is to be deployed and what software is to run on it.
Custom View	A work area for other views, such as Formal requirements, recycle bin, interview notes and non-functional requirements.

Note: *You can hide and show the Project Browser window by pressing* **[Alt]+[0]**.

See Also

- Project Browser Icon Overlays 44

3.4.1 Order Package Contents

Enterprise Architect enables you to change the order of elements listed in the *Project Browser* window.

Elements by default are first listed in order of type, then of set position, then alphabetically. You can use the context menu options to move an element up or down within its type, but not outside its type. This means you can resequence Packages or Diagrams or Use Cases, but you cannot mix elements up.

Ordering elements is very important when it comes to structuring your model, especially packages. RTF documents honor any custom ordering when printing documentation.

See Also

- Set the Default Project Browser Window Behavior 41

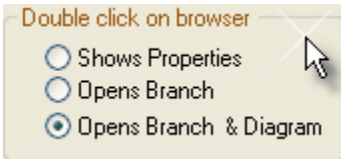
3.4.2 Set Default Project Browser Behavior

The *General* page of the *Options* dialog provides several options for altering the look and behavior of the *Project Browser* window.

To access the *General* page, select the **Tools | Options | General** menu option.

Double-click Behavior

1. In the *Double click on browser* panel, select the appropriate radio button.



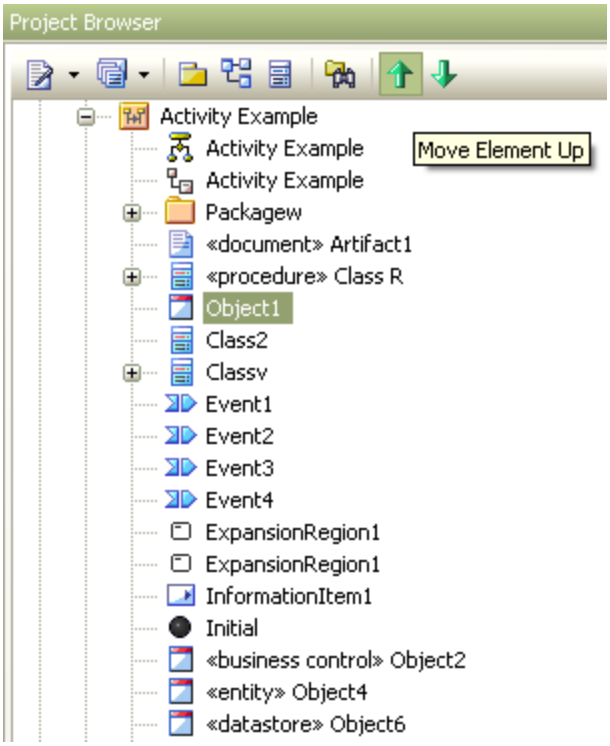
- **Shows Properties** - double-clicking an item in the *Project Browser* window opens a *Property* dialog (if available) for that element
- **Opens Branch** - double-clicking an item in the *Project Browser* window expands the tree to show the item's children. If there are no children, nothing happens.
- **Opens Branch & Diagram** - as above, but also opens the first diagram beneath the item, if applicable.

Enable Free Sorting

1. On the *General* page, in the *Project Browser* panel, select the **Allow Free Sorting** checkbox.

Free sorting of elements in the *Project Browser* window , regardless of element type, is now enabled.

For example, in the illustration below the element *Object1* has been moved from its original position with the other Object elements, to amongst the Class elements. You move elements using the **Up-arrow** and **Down-arrow** icons at the end of the *Project Browser* toolbar.



The **Down-arrow** icon moves the element further down the tree, and the **Up-arrow** icon moves the element further up the tree.

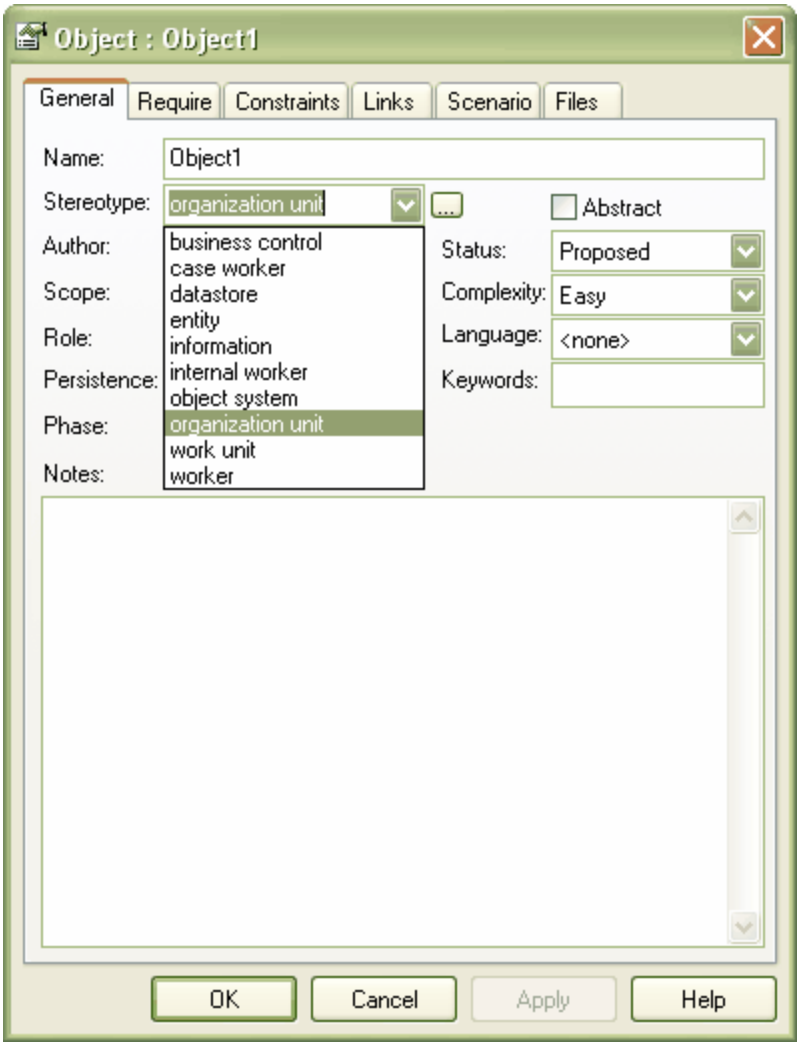
Show Stereotypes

1. On the *General* page, in the *Project Browser* panel, select the **Show Stereotypes** checkbox.
2. As prompted, shut down and restart Enterprise Architect to enable this change to take effect.

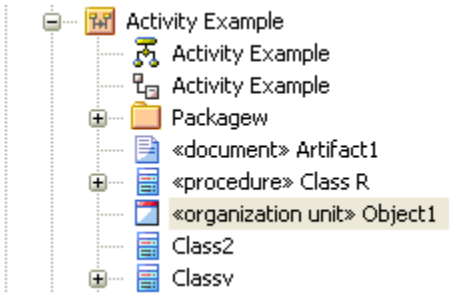
Element and feature stereotypes are now shown in the *Project Browser* window.

Note: *In the screen illustration above, the* **Show Stereotypes** *option has already been selected. See, for example,* Artifact1, Class R *or* Object2*.*

You set the stereotype of an element such as *Object1* in its *Properties* dialog



The stereotype then displays in front of the element name in the *Project Browser* window, as below.



3.4.3 Project Browser Icon Overlays

The *Project Browser* window displays the status of each package in the model by overlaying status icons on the package icon. The following table describes what each overlaid icon means.

Icon	Indicates that...
	This package is controlled and is represented by an XMI file on disk. Version control either is not being used or is not available. You can edit the package.
	This package is version controlled and checked out to you, therefore you can edit the package.
	This package is version controlled and not checked out to you, therefore you cannot edit the package (unless you check the package out).
	This package is version controlled, but you checked it out whilst not connected to the version control server. You can edit the package but there could be version conflicts when you check the package in again.
	This package is a namespace root. It denotes where the namespace structure starts; packages below this point are generated as namespaces to code.
<MDG Add-In icon>	MDG Add-Ins specify their own icon to denote that this branch of the model belongs to that Add-In. All packages connected to an MDG Add-In correspond to a namespace root, so the namespace root icon is not displayed.

Similarly, the *Project Browser* window indicates attribute and operation scope status with icons. The following table describes what each indicator icon means.

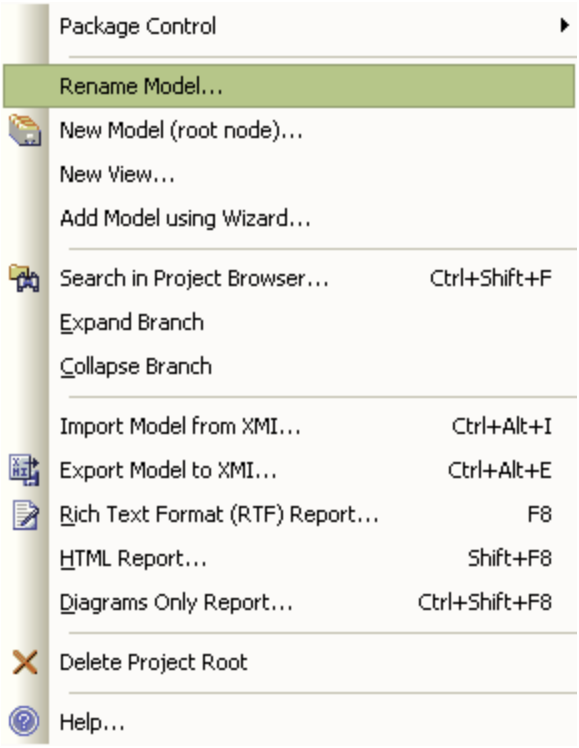
Icon	Indicates that...
	The attribute or operation is scoped as protected.
	The attribute or operation is scoped as private.

See Also:

- Controlled Packages 567
- Checking In and Checking Out 610
- Offline Version Control 612
- Namespaces 737
- MDG Add-Ins 1352

3.4.4 Model Context Menu

The *Root Node* in the *Project Browser* window is the *Model* element. You can have more than one model element. The first level packages beneath the Model node are sometimes referred to as *Views* as they commonly divide a model into categories such as Use Case Model and Logical Model. Right-click on the Root Node to display the **Model** context menu.

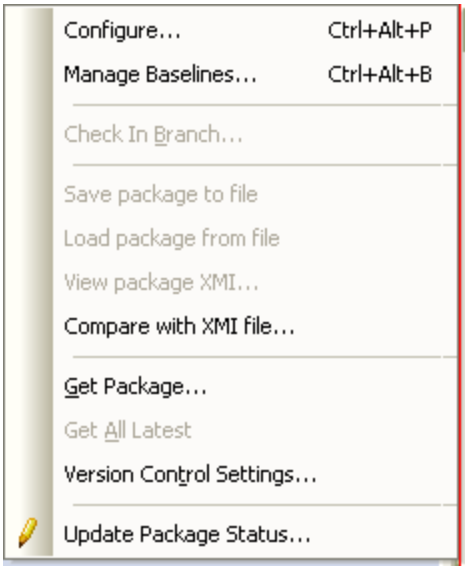


Menu Option	Description
Package Control	Display the **Package Control** 46 submenu.
Rename Model	Rename the current model.
New Model (root node)	Create a new project root (model).
New View	Create a new View (package).
Add Model using Wizard	Add additional models using the Model Wizard 463
Search in Project Browser	Search the *Project Browser* window. **[Ctrl]+[Shift]+[F]**
Expand Branch	Expand all items.
Collapse Branch	Collapse all items.
Import Model from XMI	Import a model from an XMI file. **[Ctrl]+[Alt]+[I]**
Export Model to XMI	Export a model to XMI. **[Ctrl]+[Alt]+[E]**
Rich Text Format (RTF) Report	Produce RTF documentation for the model. **[F8]**
HTML Report	Produce HTML documentation for the model. **[Shift]+[F8]**
Diagrams Only Report	Produce a diagrams only report (in RTF) for the model. **[Ctrl]+[Shift]+[F8]**
Delete Project Root	Delete the Model node and all subordinate Views and packages.

Menu Option	Description
Help	Display additional help.

3.4.4.1 Root Node Package Control Sub-Menu

To display the root node **Package Control** sub-menu, right click on the Model node in the *Project Browser* window and click on the **Package Control** menu option.

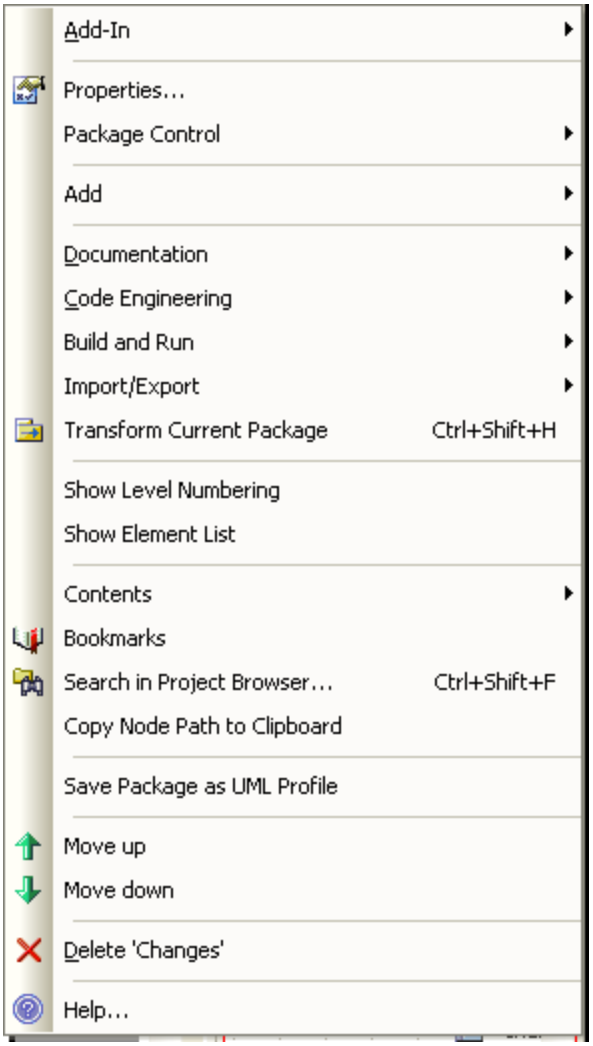


From this menu you can:

- Configure various settings for the package
- Retrieve the latest version of the package from the repository. Available only for packages that are checked in. **Get All Latest** is not intended for sharing .EAP files and should only be used when people have their own individual databases.
- Display the *Version Control Options* 587 dialog 587.
- Provide a bulk update on the status of a package, this includes status options such as Proposed, Validate and Mandatory.
- Set the namespace root for languages that support namespaces; for more information see the Namespaces 737 topic.

3.4.5 Package Context Menu

Right-click on a View or Package element in the *Project Browser* window. The following context menu displays.

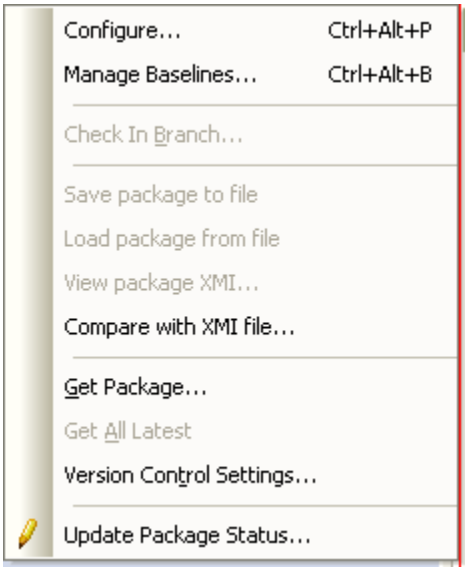


Menu Option	Description
Add-In	Connect to external Add-Ins and external projects.
Properties	Add new packages to the model.
Package Control 49	**See Also** Version Control 584.
Add 50	Add a new diagram, element or another package to the current package.
Paste Diagram	If you have copied a diagram from another package, this option displays to enable you to paste the diagram into the currently-selected package.
Documentation 50	Produce a variety of documentation in RTF format.

Menu Option	Description
Code Engineering 51	Perform Code Engineering functions.
Build and Run 52	Build, run and debug functions.
Import/Export 53	Import and Export using XMI text files.
Transform Current Package	Perform a model transformation 879 on the selected package. **[Ctrl] +[Shift]+[H]**
Show Level Numbering	Adds a sequence number to each element in the package, based on the element's position in the package hierarchy. For nested elements, the numbering indicates level; that is: 3.2 3.2.1 3.2.1.1. This option is only available for packages, and the numbering only applies to the elements in the package, not diagrams.
Show Element List	Displays the *Element List* 137, showing the elements contained in the selected package.
Contents 54	Reorganize the package after making changes.
Bookmarks	Bookmark 717 all elements in the selected folder.
Find in Project Browser	Search the View for specific elements. **[Ctrl]+[Shift]+[F]**
Copy Node Path to Clipboard	Copy the selected package hierarchy structure to the clipboard.
Save Package as UML Profile	Save the selected package as a Profile 407.
Set View Icon	Change the display icon for the selected package.
Move up	Move the package up in the list.
Move down	Move the package down the list.
Delete <packagename>	Delete the selected package and its contents.
Help	Display the appropriate Help topic.

3.4.5.1 Package Control Sub-Menu

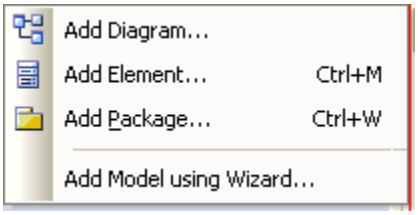
The **Package Control** sub-menu is available from the **Package** context menu.



Menu Option
Configure various settings for the package 570. [Ctrl]+[Alt]+[P]
Manage Baselines 630. [Ctrl]+[Alt]+[B]
Save the package to file 571. [Ctrl]+[Alt]+[S]
Load a package from a file 572. [Ctrl]+[Alt]+[L]
View package XMI. [Ctrl]+[Alt]+[X]
Compare with XMI file.
Get package for version control 584
Get All Latest for version control 584
Version Control 587 Settings
Update the package's status

3.4.5.2 Add Sub-Menu

The **Add** sub-menu enables you to add a new diagram, element or another package to the current package.



Menu Option
Add Diagram 237
Add Element 1078 [Ctrl]+[M]
Add Package 1137 [Ctrl]+[W]
Add Model using Wizard 463

3.4.5.3 Documentation Sub-Menu

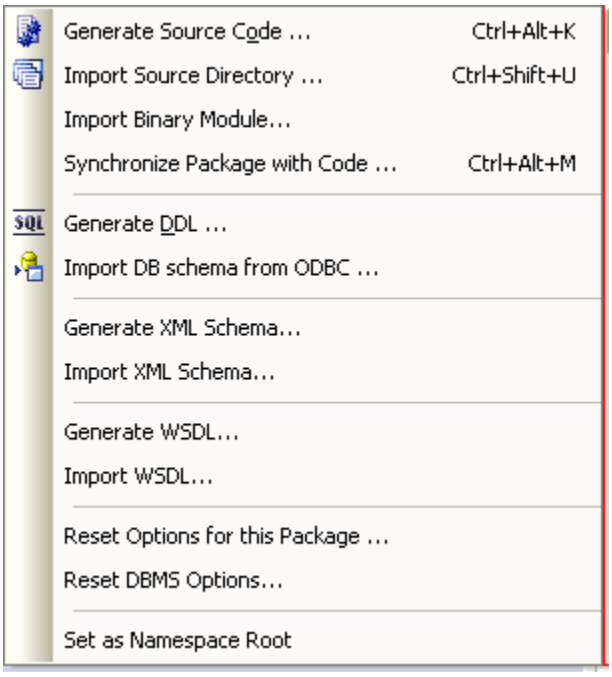
The **Documentation** sub-menu is available from the **Package** context menu.

Menu Option
Rich Text Format (RTF) Report 937 [F8]
HTML documentation 995 [Shift]+[F8]

Menu Option
Diagrams Only Report 991 [Ctrl]+[Shift] +[F8]
Testing Report 694
Open in Relationship Matrix 445
RTF Report Options 978
Copy RTF Bookmark 982
Implementation Report 992
Dependency Report 444
Testing Details 692
Resource Allocation 679
Package Metrics 673

3.4.5.4 Code Engineering Sub-Menu

Right-click on the required package in the *Project Browser* window and select the **Code Engineering** menu option.

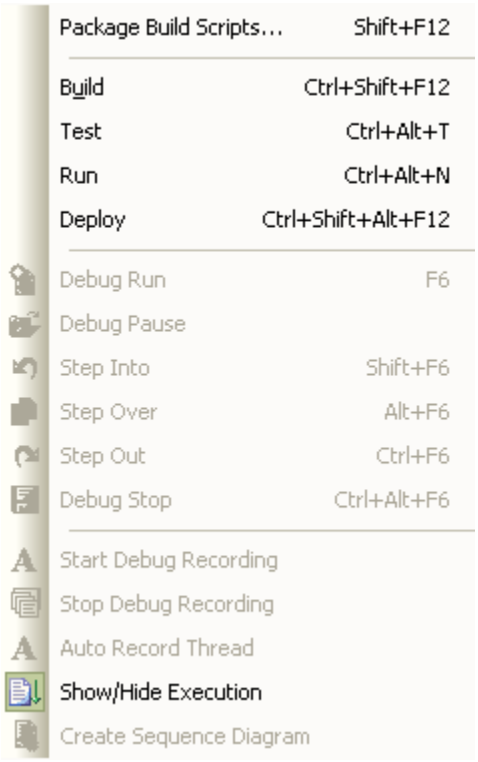


Menu Option
Generate Source Code 730 [Ctrl]+[Alt]+[K]

Menu Option
Import Source Directory 721 [Ctrl]+[Shift]+[U]
Import Binary Module 725
Synchronize Package With Code 729 [Ctrl]+[Alt]+[M]
Generate DDL 865
Import DB schema from ODBC 870
Generate XML Schema 925
Import XML Schema 925
Generate WSDL 934
Import WSDL 935
Reset Options for this Package 760
Reset DBMS Options 867
Set as Namespace Root 737

3.4.5.5 Build and Run Sub-Menu

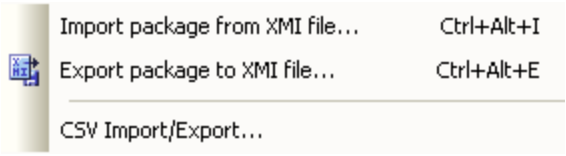
The Build and Run 783 sub-menu options are available from the **Package** context menu.



Menu Option
Package Build Scripts 786 [Shift]+[F12]
Build 783 [Ctrl]+[Shift]+[F12]
Test 783 [Ctrl]+[Alt]+[T]
Run 799 [Ctrl]+[Alt]+[N]
Deploy 799 [Ctrl]+[Shift]+[Alt]+[F12]
Debug Run 799 [F6]
Step Into 799 [Shift]+[F6]
Step Over 799 [Alt]+[F6]
Step Out 799 [Ctrl+[F6]
Debug Stop 799 [Ctrl]+[Alt]+[F6]
Start Debug Recording 827
Stop Debug Recording 827
Create Sequence Diagram 827

3.4.5.6 Import/Export Sub-Menu

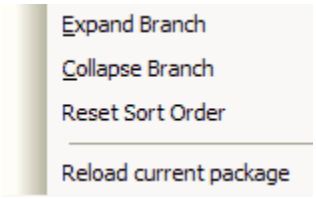
The **Import/Export** sub-menu is available from the **Package** context menu.



Menu Option
Import package 564 from XMI file [Ctrl]+[Alt]+[I]
Export package 563 to XMI file [Ctrl]+[Alt]+[E]
CSV Import 583 / Export 581

3.4.5.7 Contents Sub-Menu

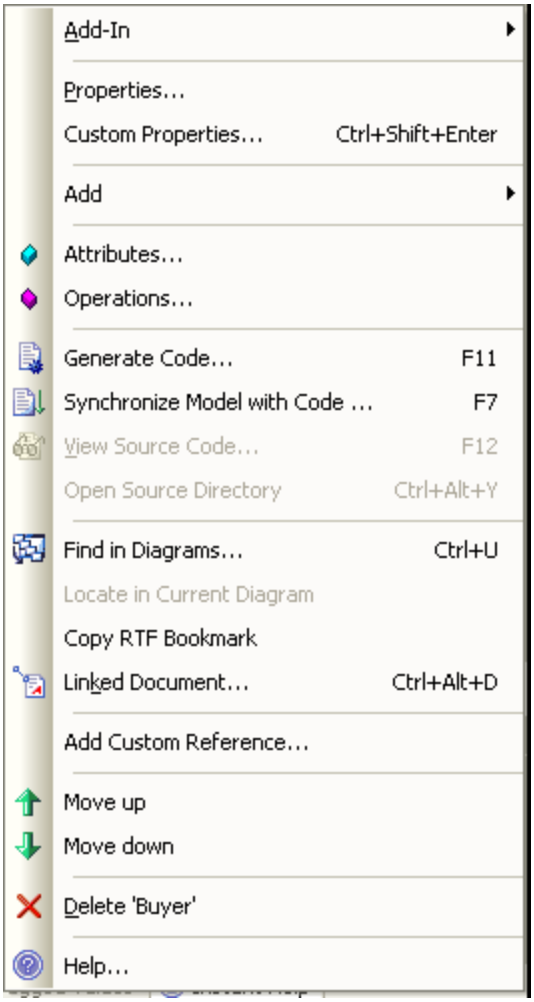
The **Contents** sub-menu is available from the **Package** context menu.



Menu Option
Expand Branch - expand all of the items in the *Project Browser* window
Collapse Branch - collapse all of the items in the *Project Browser* window
Reset Sort Order
Reload current package

3.4.6 Element Context Menu - Project Browser

Right-click on an *element* (such as Class, Object, Activity, State) in the *Project Browser* window to open the element's context menu. The example below illustrates the options available from this menu



Menu Option	Description
Properties	View and modify the element properties.
Custom Properties	Customize the properties. **[Ctrl]+[Shift]+[Enter]**
Add 56	Create a diagram.
Attributes	Displays the *Attribute* dialog ready to create a new attribute.
Operations	Displays the *Operations* dialog ready to create a new operation
Generate Code	Generates the source code for this element. **[Ctrl]+[G]**. See Generate Source Code 730
Synchronize Model with Code	Synchronizes the source code with the element in the diagram. **[Ctrl]+[R]**.See Reverse Engineer and Synchronizing 720

Menu Option	Description
View Source Code	View the source code files. **[Ctrl]+[E]**
Open Source Directory	Opens the source directory. **[Ctrl]+[Alt]+[Y]**
Find in Diagrams	Locates the element in all open diagrams. **[Ctrl]+[U]**
Locate in Current Diagram	Selects the element in the current visible diagram.
Copy RTF Bookmark	Copy a bookmark 982 in RTF format to the clipboard.
Linked Document	Creates a Linked Document (Corporate edition only). **[Ctrl]+[Alt]+[D]** see Linked Documents 375
Add Custom Reference	
Move Up	Move the element up in the list of elements within this package.
Move Down	Move the element down in the list of elements within this package.
Delete '<element Name>'	Delete the element.
Help	Get additional help.

3.4.6.1 Add Sub Menu

The **Add** sub-menu enables you to create a diagram to explain or expand on the selected element, or to create a link 394 to another element.

Elements such as Actors, Classes and Activities can define a large amount of information that can be conveniently represented by or expanded in a child diagram. The **Add** sub-menu lists options for creating child diagrams of appropriate types. The types listed as options depend on the type of element selected.

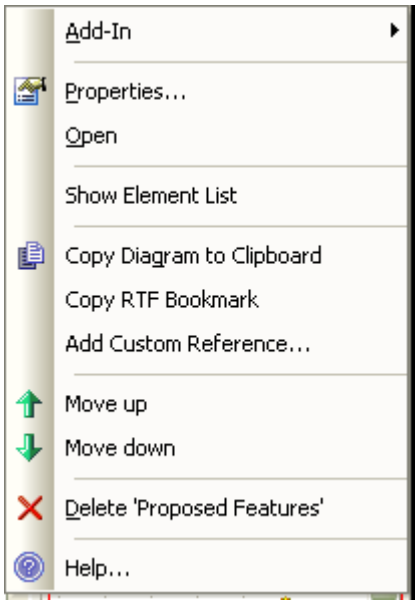
Other elements, such as Timing, Exit and History have much more specific functions that do not require expansion. Therefore, the **Add** sub-menu for these elements only provides the option to create a link to another element, and does not offer options for creating diagrams.

Although the **Add** sub-menu lists options to create diagrams of specific types, when you select an option the *New Diagram* 237 dialog displays and you can select another type of diagram if necessary. Therefore, from the **Add** sub-menu you can actually create a wide range of diagrams including:

- A Use Case diagram 1011
- An Activity diagram 1009
- A State Machine diagram 1013
- A Timing diagram 1025
- A Sequence diagram 1042
- An Interaction Overview diagram 1055
- A Communication diagram 1052
- An Analysis diagram 1069
- A Package diagram 1058
- A Class diagram 1060
- An Object diagram 1062
- A Composite Structure diagram 1063
- A Component diagram 1066
- A Deployment diagram 1068
- A Custom diagram 1071.

3.4.7 Diagram Context Menu - Project Browser

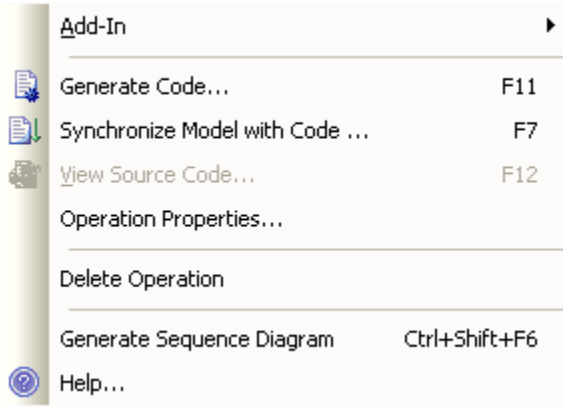
Right-click on a diagram in the *Project Browser* window to open the **Diagram** context menu. The example below illustrates the functions available from this menu:



Menu Option	Description
Properties	View and modify the element properties.
Open	Open the diagram in the *Diagram View*.
Show Element List	Displays the *Element List* 137, listing the elements in the selected diagram.
Copy Diagram to Clipboard	Copy the diagram for pasting/copying to another location (see Duplicate a Diagram 246).
Copy RTF Bookmark	Copy a bookmark 982 in RTF format to the clipboard.
Add Custom Reference	Add this diagram as a cross reference 298 to other elements.
Move up	Move the diagram up in the list of diagrams within this package.
Move down	Move the diagram down in the list of diagrams within this package.
Delete '<diagram name>'	Delete the diagram.
Help	Display the Enterprise Architect Help.

3.4.8 Method Context Menu

To display the **Method** context menu, right-click on a method in the *Project Browser* window.



Menu Option	Description
Generate Code	Generates code for the method. **[F11]**
Synchronize Model with Code	Synchronizes code for the method. **[F7]**
View Source Code	Opens the *Source Code Viewer* and displays the method. **[F12]**
Operation Properties	Displays the *Properties* dialog for the method.
Delete Operation	Deletes the method.
Generate Sequence Diagram	See Record Debug Session For a Method 827. **[Ctrl]+[Shift]+[F6]**
Help	Displays additional help.

3.5 The Main Menu

The **Main Menu** provides mouse-driven access to many high-level functions related to the project life cycle, along with administration functions.

In order, the menus available are:

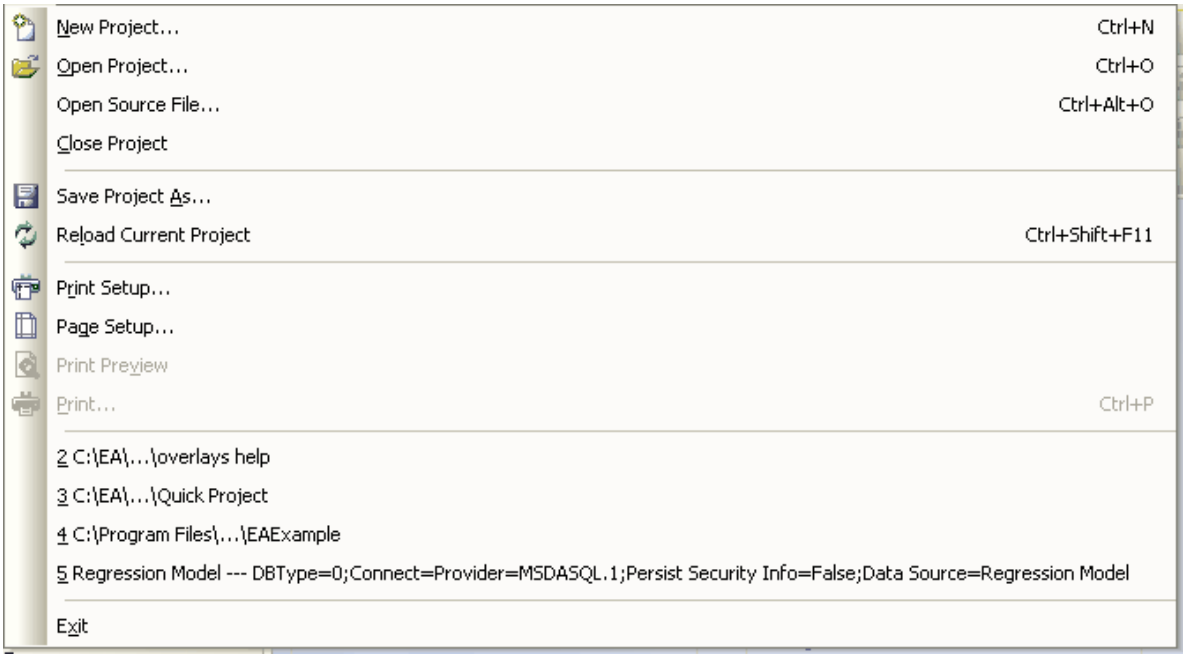
- The File 59 menu
- The Edit 64 menu
- The View 66 menu
- The Project 70 menu
- The Diagram 76 menu
- The Element 78 menu
- The Tools 82 menu
- The Add-Ins 1315 menu
- The Settings 96 menu

- The Window 99 menu
- The Help 100 menu.

The above topics provide an overview of the functions available from the main menu and their general purposes.

3.5.1 The File Menu

The **File** menu provides options to create, open, close and save projects, and also to perform print tasks.



Menu Option	Functionality and Function Keys
New Project	Creates a new Enterprise Architect project 462; or press **[Ctrl]+[N]**.
Open Project	Opens a project 461; or press **[Ctrl]+[O]**.
Open Source File	Opens a Source File; or press **[Ctrl]+[Alt]+[O]**.
Close Project	Closes the current project.
Save Project As 61	Saves the current model with a new name, or creates a desktop shortcut to the current model.
Reload Current Project	Reloads the current project (use in a multi-user environment to refresh the *Project Browser* window); or press **[Ctrl]+[Shift]+[F11]**.
Page Setup	Configures the page settings for printing.
Print Setup	Configures your printer's settings.
Print Preview	Previews 60 how the currently displayed diagram prints.
Print	Prints the currently displayed diagram; or press **[Ctrl]+[P]**.

Menu Option	Functionality and Function Keys
	Enterprise Architect provides facilities to change the scale 277 of the printed diagram (the number of pages it takes up) and to print or omit page headers and footers 270 on the diagram.
Recent Files List	Lists the most recently opened projects, to a maximum of eight.
Exit	Exits Enterprise Architect.

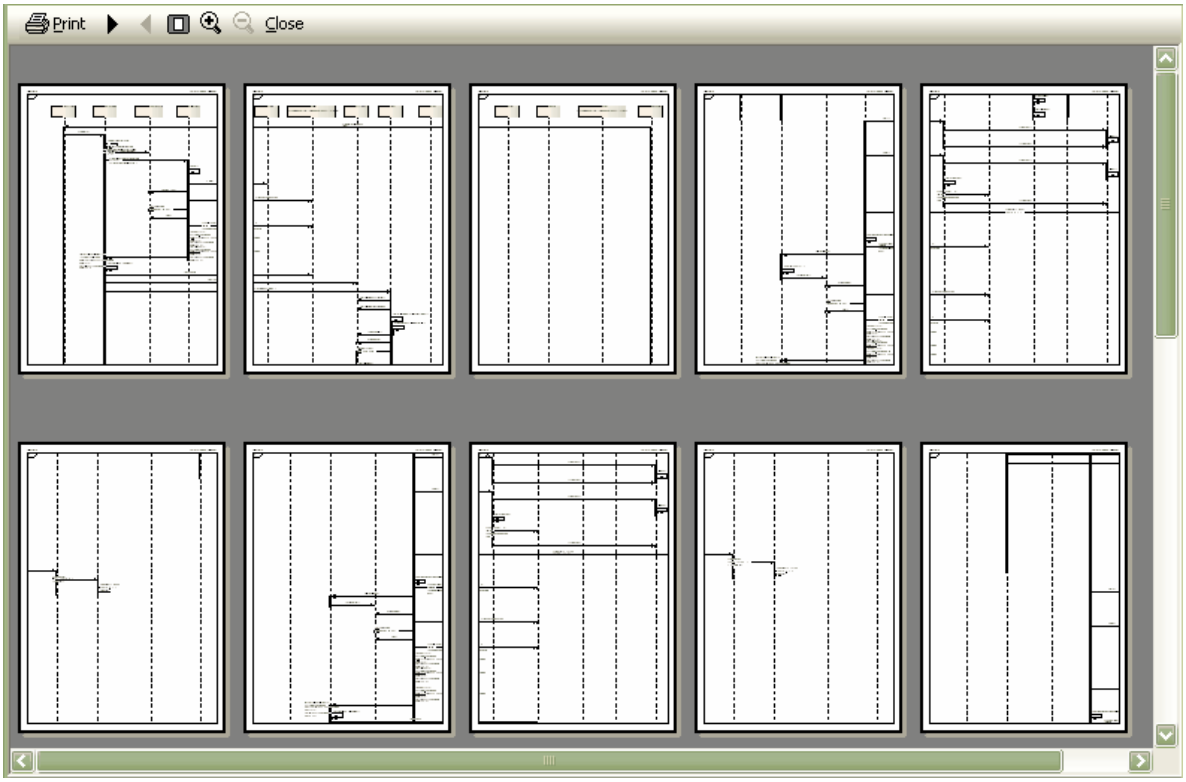
See Also

- The Main Menu 58
- The Edit Menu 64
- The View Menu 66
- The Project Menu 70
- The Diagram Menu 76
- The Element Menu 78
- The Tools Menu 82
- The Settings Menu 96
- The Window Menu 99
- The Help Menu 100

3.5.1.1 Print Preview

When you select the **File | Print Preview** menu option, the display initially shows the first two pages on one screen, with no scroll bar. To toggle between this two-page display and a single-page display, click on the  icon in the preview screen toolbar. In either mode, you can use the forward and back arrows to scroll through the pages of the diagram.

To display more than two pages on one screen, up to a maximum of ten pages, click on the **Zoom Out** button in the preview screen toolbar. The screen now includes the horizontal and vertical scroll bars, which you can also use to scroll through the pages of the diagram.



3.5.1.2 Save Model Copy or Shortcut

Enterprise Architect enables you to create a desktop shortcut (or *Proxy* file) to your model or (for an EAP file) a direct copy of your model (you cannot create a copy of a DBMS model).

Each shortcut is a file containing the connection string for the model. However, the shortcut also defines *views* that Enterprise Architect should open as it opens the model, such as:

- The Model Search 139 with a specific text string and search type

  Note: *For searches operating on the current tree selection, a diagram in the target package must be opened first.*

- A specific diagram
- The Relationship Matrix 445 with a saved profile
- The default Discussion Forum 198.

You can define more than one diagram to open (but not more than one search, Discussion Forum or Relationship Matrix profile). Enterprise Architect opens the appropriate windows in the sequence in which you list the options, displaying the last view in the list. For example, you might create your shortcut to open, in sequence:

- A Development module
- The Module Search for a *simple* search on the term *Issue*
- The module Issues diagram
- The module Changes diagram.

The project would then open with the Enterprise Architect work area showing the two diagram tabs and the Module Search tab, and with the Changes diagram displayed in the *Diagram View* 136.

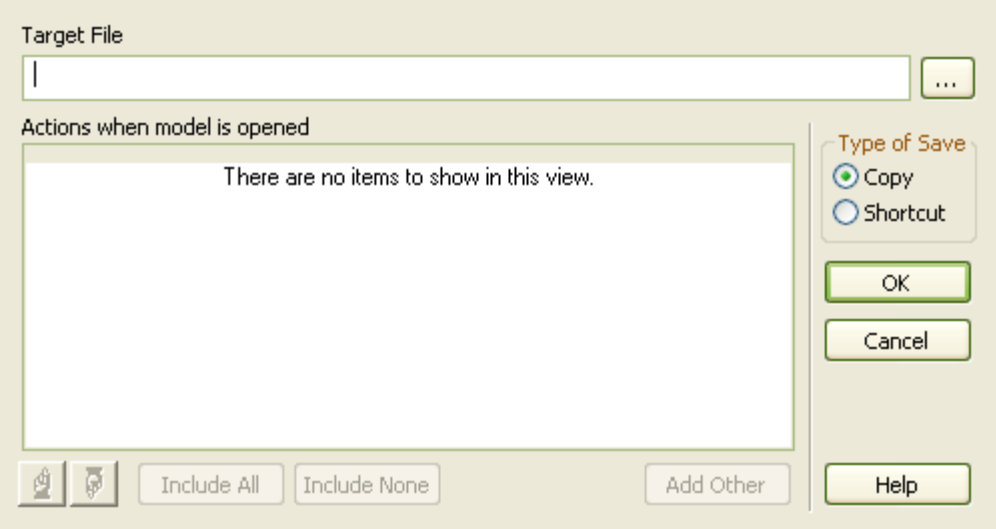
Note: *These options are not valid for a* ***copy*** *of the model.*

Note: *If specified, the shortcut views override any default diagram 76 defined for the model or current user.*

Create Copy or Shortcut

To create a copy of your model, or a shortcut to your model, follow the steps below:

1. On the *Start Page*, open the required project.
2. Select the **File | Save Project As** menu option. The *Save As* dialog displays.

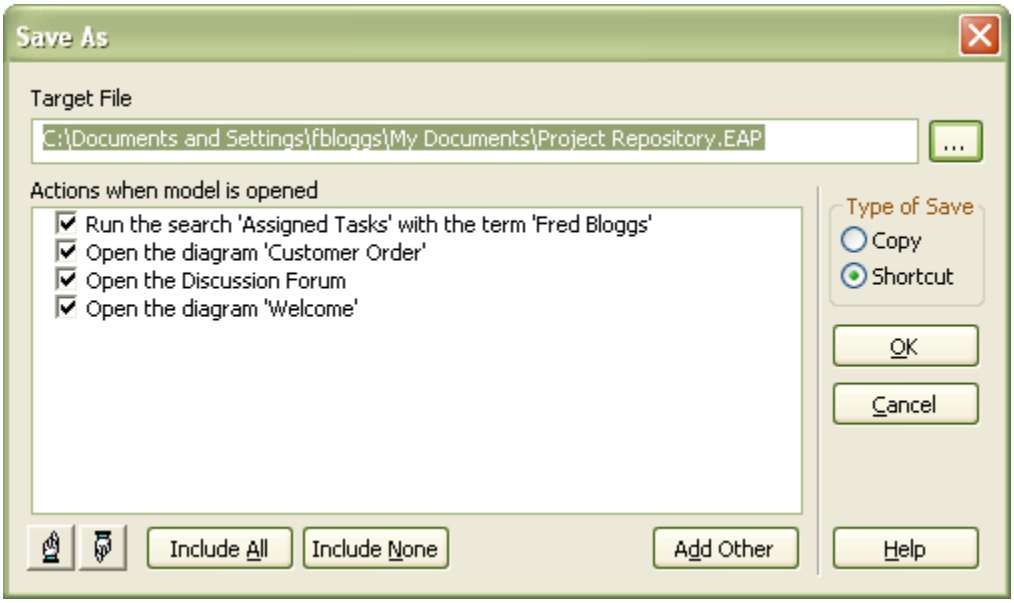


3. Click on the **[...]** (Browse) button at the end of the **Target File** field. The *Save Project As* dialog displays.
4. Browse for the appropriate file location (such as *C:\Documents and Settings\<username>\Desktop*) and, in the **File name** field, type an appropriate filename. All shortcuts are EAP files, regardless of whether the model itself is an EAP file or a DBMS model.
5. Click on the **Save** button to return to the *Save As* dialog.
6. Click on one of the following:
   - The **Copy** radio button to create a direct copy of the model, and click on the **OK** button to save the copy and end the procedure
   - The **Shortcut** radio button to create a desktop shortcut for the model

   Note: *These radio buttons display only if the model is an EAP file. If the model is a DBMS file, the target file can only be a shortcut.*
7. Click on the **Add Other** button and select the required option to define:
   - A diagram to open
   - A Relationship Matrix profile to open
   - The Project Discussion Forum
   - A Model Search to perform.

   The appropriate browser or dialog displays to define the view to display. Enter the details and click on the **OK** button.
8. Repeat step 7 for as many views as you require. Each entry is automatically selected, with a tick in the checkbox.

   To delete an entry, click on the checkbox to remove the tick. The entry is deleted when you save the shortcut.



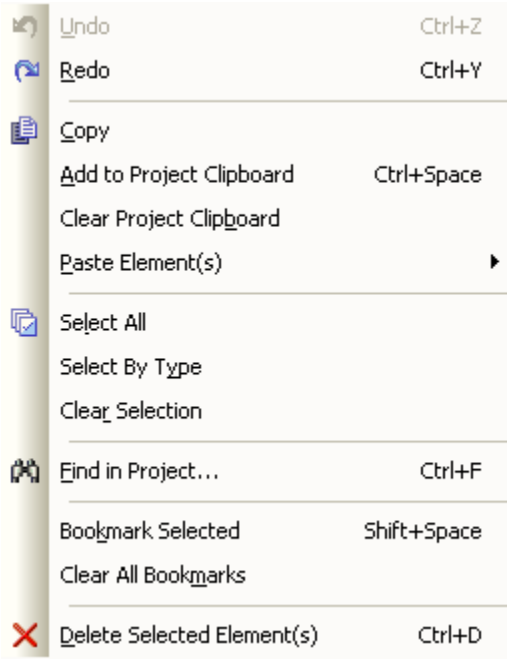
9. To change the sequence and/or make a different view display first in the *Diagram View*, click on the appropriate entry and click on the 'Up Hand' or 'Down Hand' buttons.
10. Click on the **OK** button to save the shortcut. Check your Desktop - the model should now be represented there by an icon.

When you subsequently open the *Save As* dialog, it lists the views in the order in which they were opened. You can add further views, or remove them from the shortcut.

Note: *When you use a shortcut to access a project that you you have recently opened in Enterprise Architect, the Recent list on the Enterprise Architect Start Page has two entries for the project - one created when you opened the project in Enterprise Architect and one created when you used the desktop shortcut.*

3.5.2 The Edit Menu

The **Edit** menu shown below provides a range of functions, which apply to diagram elements for the currently open diagram.



Menu Option	Functionality and Function Keys
Undo 266	Undo the last action performed. (Note that some actions cannot be undone.)
Redo	Re-applies the last undone action.
Copy	Copy the current selection into the buffer.
Add to Project Clipboard	Add the current element to the Enterprise Architect clipboard. **[Ctrl]**+**[Space].**
Clear Project Clipboard	Clear any elements from the Enterprise Architect clipboard.
Paste Element(s)	Paste clipboard elements into current diagram. See below.
Select All	Select all elements concurrently on the current diagram.
Select By Type	Prompts you to specify which type of element to select.
Clear Selection	Deselect all elements.
Find in Project	Enables you to search the entire project 143 for particular phrases or words. **[Ctrl]**+**[F].**
Bookmark Selected	Bookmarks 717 the selected element(s). If the selected element is already bookmarked, this option removes the bookmark. **[Shift]**+**[Space].**
Clear All Bookmarks	Clears bookmarks 717 from any bookmarked elements in the current diagram.
Delete Selected Element (s)	Deletes the selected element from the diagram. **[Ctrl]**+**[D]**.

The Paste Elements Sub-Menu

Paste what is in the buffer as either a new element or as a link to the element.

Note: *You can paste images from the Enterprise Architect Clipboard or the MS Windows clipboard. The Enterprise Architect clipboard takes precedence, so you must clear that clipboard before you can paste from the MS Windows clipboard.*

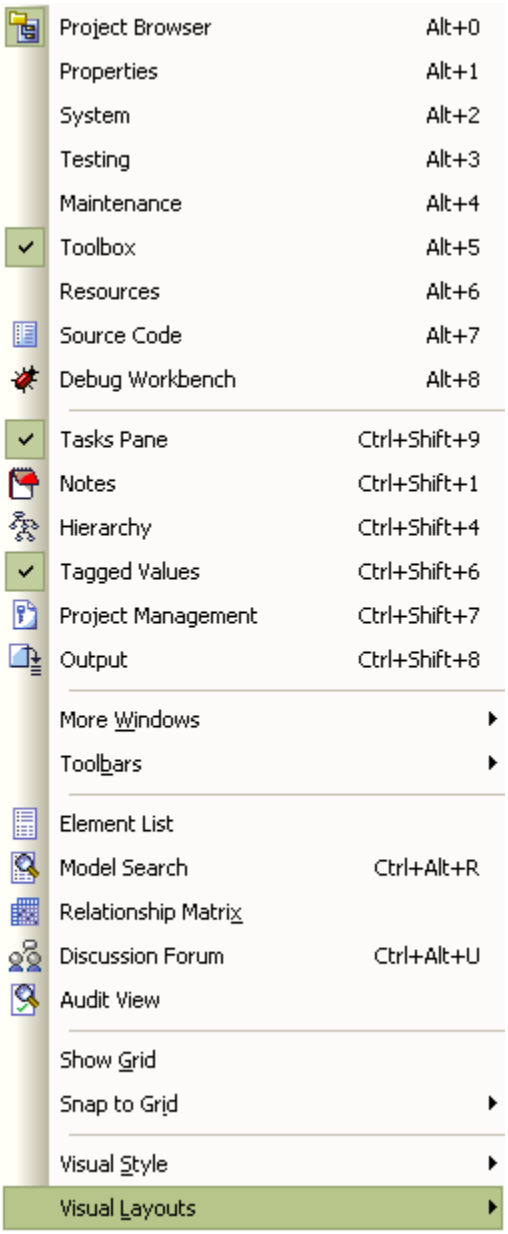
Menu Option	Functionality and Function Keys
as Link 249	Paste the element in the buffer as a link (ie. a reference) to the element. **[Shift]**+**[Insert]** If there are images in the MS Windows clipboard and none in the Enterprise Architect clipboard, you can: • Paste an image from the MS Windows clipboard into a new element as the appearance of the new element or • Paste an image from the MS Windows clipboard into the diagram as a new boundary's appearance.
as New 249	Paste the element in the buffer as a completely new element. **[Ctrl]**+**[Shift]**+**[V]**
Paste Image from Clipboard	Paste the element in the Enterprise Architect Clipboard into the same diagram or a different diagram, as a metafile (that is, a definition of the element) as many times as is necessary. **[Ctrl]+[Shift]**+**[Insert]** If you paste the element into a different diagram, the classifier identifies the source diagram for the element.

See Also

- The Main Menu 58
- The File Menu 59
- The View Menu 66
- The Project Menu 70
- The Diagram Menu 76
- The Element Menu 78
- The Tools Menu 82
- The Settings Menu 96
- The Window Menu 99
- The Help Menu 100

3.5.3 The View Menu

From the **View** menu you can set local user preferences, including which toolbars or windows are hidden or visible.



Menu Option	Functionality and Function Keys
Project Browser	Select to show the *Project Browser* 39 window, deselect to hide it. **[Alt]+[0]**
Properties	Select to show the *Properties* 159 window, deselect to hide it. **[Alt]+[1]**
System	Select to show the *System* 164 window 164, deselect to hide it. **[Alt]+[2]**

Menu Option	Functionality and Function Keys
Testing	Select to show the *Testing* 684 window 684 , deselect to hide it. **[Alt]+[3]**
Maintenance	Select to show the *Maintenance* 695 window 695, deselect to hide it. **[Alt]+[4]**
Toolbox	Select to show the *Enterprise Architect UML Toolbox* 101 window, deselect to hide it. **[Alt]+[5]**
Resources	Select to show the *Resources* 161 window, deselect to hide it. **[Alt]+[6]**
Source Code	Select to show the *Source Code Viewer* 165 window, deselect to hide it. **[Alt] +[7]**
Debug Workbench	Select to show the *Debug Workbench* 813, deselect to hide it. **[Alt]+[8]**
Tasks Pane	Select to show the *Tasks Pane* 176, deselect to hide it. **[Ctrl]+[Shift]+[9]**
Notes	Select to show the *Notes* 163] 163 window, deselect to hide it. **[Ctrl]+[Shift]+[1]**
Hierarchy	Select to show the *Hierarchy* 168 window 168, deselect to hide it. **[Ctrl]+[Shift] +[4]**
Tagged Values	Select to show the *Tagged Values* 169 window 169, deselect to hide it. **[Ctrl] +[Shift]+[6]**
Project Management	Select to show the *Project Management* 174 window 174, deselect to hide it. **[Ctrl]+[Shift]+[7]**
Output	Select to show the *Output* 175 window 175, deselect to hide it. **[Ctrl]+[Shift]+[8]**
More Windows	See explanation below.
Toolbars	See explanation below.
Element List 137	Displays the current diagram or package in context-sensitive, editable flat list.
Model Search 139	Opens the Enterprise Architect *Model Search* window and its facilities. **[Ctrl] +[Alt]+[R]**
Relationship Matrix 445	Opens the relationship matrix to cross reference elements to each other by connector type.
Discussion Forum 198	Opens the *Project Forum.* **[Ctrl]+[Alt]+[U]**
Audit View 622	Displays the *Audit View*, which shows the information that has been recorded by auditing.
Show Grid	Select to show the grid, deselect to hide it.
Snap to Grid	See explanation below.
Visual Style	See explanation below.
Visual Layouts	See explanation below.

The More Windows Sub-Menu

Select the windows to be visible and deselect those to be hidden. You can select from:

- Element Browser 166
- Relationships 167 **[Ctrl]+[Shift]+[2]**
- Rules and Scenarios 167 **[Ctrl]+[Shift]+[3]**

- **Web Browser [Ctrl]+[Shift]+[3] -** Opens the web browser page at the site you have specified on the *Options* 182 dialog, in the **Web Home** field.
- Pan and Zoom 177 **[Ctrl]+[Shift]+[N]**

Note: *This sub-menu is a tear off menu* 158.

The Toolbars Sub-Menu

Select the toolbars to be visible and deselect those to be hidden. You can select from:

- Default Tools 124
- Project 124
- Code Generation 125
- UML Elements 127
- Diagram 128
- Current Element 128
- Current Connector 129
- Format Tool 130
- Status Bar 134
- Workspace Views 131
- Other Views 132

Note: *This sub-menu is a tear off menu* 158.

The Snap to Grid Sub-Menu

The **Snap to Grid** menu offers two options:

- **Standard Grid** - constrains elements to the grid when they are added to diagrams.
- **Smart Placement** - places elements even distances away from other elements and spaces elements evenly.

If the **Standard Grid** or **Smart Placement** options are not enabled, the elements can be placed freely on the diagram.

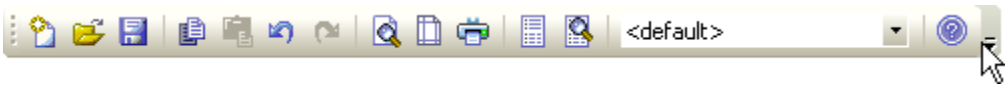
The Visual Style Sub-Menu

Displays windows with the following visual styles 194:

- A flat **XP** look and feel
- The **2003** style look and feel
- The **2005** style look and feel
- The modern **2007** look and feel
- **Classic** Windows look and feel.

You can also use the:

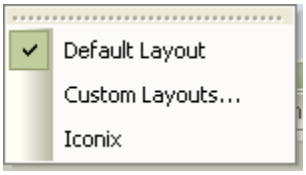
- **Animate Autohide Windows** option to animate windows that have been automatically hidden 157
- **Show Toolbar Customize Button** option to toggle the button on the end of the toolbar that enables you to customize the toolbar buttons, as shown below:



- **Hide Diagram Caption Bar** option to hide or redisplay the diagram caption bar at the top or bottom of a diagram. The caption bar is illustrated below:

The Visual Layouts Sub-Menu

Set the layout of docked windows, toolbars and the Enterprise Architect UML *Toolbox* to a custom layout. Current options are the default layout, your own user layout , or the Iconix layout for working with the Iconix process.



See Also

- Custom Layouts 193
- The Main Menu 58
- The File Menu 59
- The Edit Menu 64
- The Project Menu 70
- The Diagram Menu 76
- The Element Menu 78
- The Tools Menu 82
- The Settings Menu 96
- The Window Menu 99
- The Help Menu 100

3.5.4 The Project Menu

Use the **Project** menu for tasks related to the management of your project, such as recording issues, setting estimation parameters and compiling a glossary.

Menu Option	Use to
Add Package	Create a new package. **[Ctrl]+[W]**
Add Diagram 237	Create a new diagram in the current package. **[Ctrl]+[Y]**
Add Element 294	Create a new element on the current diagram. **[Ctrl]+[M]**
Documentation	See below.
Source Code Engineering	See below.
Build and Run	See below.
Database Engineering	See below.
Model Transformations	See below.
Model Validation	See below.
Web Services	See below.

Menu Option	Use to
XML Schema	See below.
Security	See below.
Version Control	See below.
Import/Export	See below.
Manage Baselines 630	Store a model branch as a snapshot. **[Ctrl]+[Alt]+[B].** Available in the Corporate edition only.
Use Case Metrics	Set Use Case Metrics 673 to assist in estimating project size.
View Project Statistics	View some basic project statistics.

The Documentation Sub-Menu

Note: *This sub-menu is a tear off menu* 158.

Generate various types of documentation.

Menu Option	Use to
Rich Text Format Report 937	Generate a report for the currently selected package in rich text format. **[F8]**
HTML Report 994	Generate a report for the currently selected package in HTML format. **[Shift] +[F8]**
Diagrams Only Report 991	Generate an RTF report containing only a selection of diagrams. **[Ctrl]+[Shift] +[F8]**
Testing Report 694	Generate an RTF report of the model's existing test documentation.
Issues 707	Generate an RTF report of the model's Issues.
Glossary 714	Generate an RTF report of the model's Glossary.
Implementation Details	Generate an implementation report 992 for the currently-selected package.
Dependency Details	Generate a dependency report 990 for the currently-selected package.
Testing Details	Generate test details 692 for the currently-selected package.
Resource and Tasking Details	View resource details 679.

The Source Code Engineering Sub-Menu

Note: *This sub-menu is a tear off menu* 158.

Forward and reverse engineer code using the language of your choice.

Menu Option	Use to
Generate Package Source 734 **Code** 734	Generate source code 731 for the currently selected package. **[Ctrl]+[Alt]+[K]**

Menu Option	Use to
Synchronize Package Contents	Synchronize selected package with the source code. **[Ctrl]+[Alt]+[M]**
Import Source Directory 721	Reverse engineer an entire directory structure. **[Ctrl]+[Shift]+[U]**
Import Binary Module 725	Import a binary module (Corporate and Professional editions only).
Import ActionScript Files 722	Import code written in ActionScript with the file extension .AS.
Import C Files 723	Import code written in ANSI C with the file extension .C or .H.
Import C# Files 723	Import code written in the C# programming language with the file extension .CS.
Import C++ Files 723	Import code written in the C++ programming language with the file extension .H, .HPP, or .HH.
Import Delphi Files 724	Import code written in the Delphi programming language with the file extension . PAS.
Import Java Files 724	Import code written in the Java programming language with the file extension . JAVA.
Import PHP Files 724	Import code written in PHP with the file extension .PHP, .PHP4, .INC.
Import Python Files 725	Import code written in Python with the file extension .PY
Import Visual Basic Files 725	Import code written in the Visual Basic programming language with the file extension .FRM, .CLS, .BAS or .CTL.
Import VB.Net Files 725	Import code written in the VB.Net programming language with the file extension .VB.

The Build and Run Sub-Menu

Link your project with a compiler for building, running and debugging.

Menu Option	Use to
Package Build Scripts 783	Create and configure compiler scripts. **[Shift]+[F12]**
Build 784	Build the application for your current script. Execute the Build script in the *Source Code Configuration* 783 dialog. **[Ctrl]+[Shift]+[F12]**
Test 783	Execute the Test script you configured in the *Source Code Configuration* 783 dialog. **[Ctrl]+[Alt]+[F12]**
Run 783	**[Ctrl]+[F12]**
Deploy 783	**[Ctrl]+[Shift]+[Alt]+[F12]**
Debug Run 799	Run the application. Execute the Run script in the *Source Code Configuration* 783 dialog. **[Ctrl]+[Alt]+[F5]**
Debug Pause	Pause and restart execution of a debug run.
Step Into 799	Step into the current function. **[Ctrl]+[Alt]+[F6]**

Menu Option	Use to
Step Over 799	Step over the current function. **[Ctrl]+[Alt]+[F7]**
Step Out 799	Step out of the current function. **[Ctrl]+[Alt]+[F8]**
Debug Stop 799	Stop the current debug session. **[Ctrl]+[Alt]+[F9]**
Start Debug Recording 827	Start recording your trace for a debug session.
Stop Debug Recording 827	Stop the recording.
Auto Record Thread	Autorecord your debug session. The *Stack Trace History*, *Stack* tab and *Source Code Editor* dynamically update to reflect the current execution sequence for the thread; Stack Trace Recording ends when the thread ends, or when you click on the **Stop** button.
Show/Hide Execution	Displays the executing code when a thread has encountered a breakpoint. The command presents the source code file in an editor window with the current line of code highlighted for the thread that has the current focus.
Create Sequence Diagram 827	Create a sequence diagram from the Stack Trace History 799.

The Database Engineering Sub-Menu

Menu Option	Use to
Import DB Schema from ODBC 870	Import a database schema from an ODBC data source.
Generate Package DDL 865	Generate a DDL script to create the tables in the currently selected package.

The Model Transformations Sub-Menu

Menu Option	Use to
Transform Selected Elements 879	Perform an MDA-Style transformation to the currently selected elements. **[Ctrl]+[Alt]+[F]**
Transform Current Package 879	Perform an MDA-Style transformation to the currently selected package. **[Ctrl]+[Shift]+[H]**

The Model Validation Sub-Menu

Note: *This sub-menu is a tear off menu 158.*

Menu Option	Use to
Validate Selected	Validate 526 a selected element, diagram or package from the *Project Browser* window. **[Ctrl]+[Alt]+[V]**
Cancel Validation	Cancel the validation process.
Configure	Configure the Validation 526 rules from the list of available rules.

The Web Services Sub-Menu

Menu Option	Use to
Import WSDL 935	Reverse engineer a WSDL file as a UML Class model.
Generate WSDL 934	Forward engineer a UML Class model to a Web Service Definition Language (WSDL) file.

The XML Schema Sub-Menu

Menu Option	Use to
Import XML Schema 925	Reverse engineer a W3C XML Schema (XSD) file as a UML Class model.
Generate XML Schema 925	Forward engineer a UML Class model to a W3C XML Schema (XSD) file.

The Security Sub-Menu

Note: *This feature is available in the Corporate edition only.*

Note: *This sub-menu is a tear off menu 158.*

Configure security settings for your project.

Menu Option	Use to
Manage Users 540	Add, modify and remove users, including maintaining permissions.
Manage Groups 544	Add, modify and remove security groups, including maintaining permissions.
Manage Locks 548	View and manage element locks.
Change Password	Change current security password.
Login as Another User	Switch login to a different user.
My Locks 556	View and delete user level locks. **[Ctrl]+[Shift]+[L]**
Enable Security	Enable or disable user security 539 to limit access to update functions in the model.
Require User Lock to Edit	Control the security policy 538.
Encrypt Password	Add encryption to your password.

The Version Control Sub-Menu

Menu Option	Use to
Configure Current Package 587	Specify whether this package (and its children) is controlled and, if so, which file it is controlled through. **[Ctrl]+[Alt]+[P]**
Version Control Settings 587	Specify the options required to connect to a Source Code Control (SCC) provider.
Work Offline	Disconnect version control from the network.

The Import/Export Sub-Menu

Note: *This sub-menu is a tear off menu 158.*

Perform import and export to XMI and CSV.

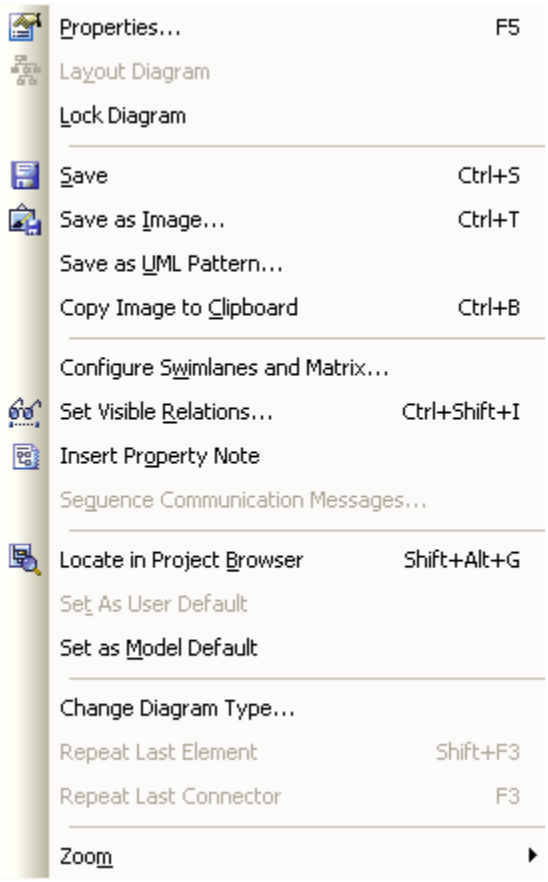
Menu Option	Use to
Import Package from XMI 564	Import a package from an XMI (XML based) file. **[Ctrl]+[Alt]+[I]**
Export Package to XMI 563	Export the currently selected package to an XMI (XML based) file. **[Ctrl]+[Alt]+[E]**
CSV Import/Export 580	Import 583 or Export 581 information on Enterprise Architect elements in CSV format. **[Ctrl]+[Alt]+[C]**
CSV Import/Export Specifications 580	Set up CSV import Export Specifications.
Batch XMI Export 572	Export a group of controlled packages in one action.
Batch XMI Import 573	Run a batch import of multiple packages.

See Also

- The Main Menu 58
- The File Menu 59
- The Edit Menu 64
- The View Menu 66
- The Diagram Menu 76
- The Element Menu 78
- The Tools Menu 82
- The Settings Menu 96
- The Window Menu 99
- The Help Menu 100

3.5.5 The Diagram Menu

The **Diagram** menu enables you to save diagram images to file as well as configure diagram properties and options.



Menu Option	Functionality and Function Keys
Properties	View and edit the *<type> Diagram: <name>* dialog for the current diagram. **[F5]**
Layout Diagram 238	Configure automatic diagram layout settings (not available for Behavioral diagrams).
Lock Diagram	Prevent the diagram from being edited.
Save	Save the current position of all diagram elements. **[Ctrl]+[S]**
Save as Image	Save the diagram as a bitmap (.BMP), GIF (.GIF) or Windows Metafile (.WMF). **[Ctrl]+[T]**
Save as UML Pattern 426	Save the current diagram as a UML pattern.
Copy Image to Clipboard	Copy the current diagram to the clipboard. **[Ctrl]+[B]**
Configure Swimlanes and Matrix	Add, modify and delete swimlanes 254 or the swimlanes matrix 257 for the current diagram.

Menu Option	Functionality and Function Keys
Set Visible Relations 399	Hide or show individual links for the current diagram. **[Ctrl]+[Shift]+[I]**
Insert Property Note 248	Display the properties for the current diagram on screen.
Sequence Communication Messages 1197	Change the order of the communication messages 1196 in the current diagram.
Locate in Project Browser	Locate the current diagram in the *Project Browser* window. **[Shift]+[Alt]+[G]**
Set as User Default	If security is enabled, sets the current diagram as the default diagram opened when the current user re-opens this model. The User Default diagram overrides the Model Default diagram (see **Set as Model Default**, below).
Set as Model Default 274	Set the current diagram as the default diagram opened when the current model is re-opened.
Change Diagram Type 245	Change the type of the current diagram.
Repeat Last Element	Create an instance of the same type as the last element created. **[Shift]+[T]**
Repeat Last Connector	Create an instance of the same type as the last connector created. **[F3]**
Zoom	Change the zoom factor on the current diagram - see *The Zoom Sub-Menu*, below.

The Zoom Sub-Menu

Note: *This sub-menu is a tear off menu* 158.

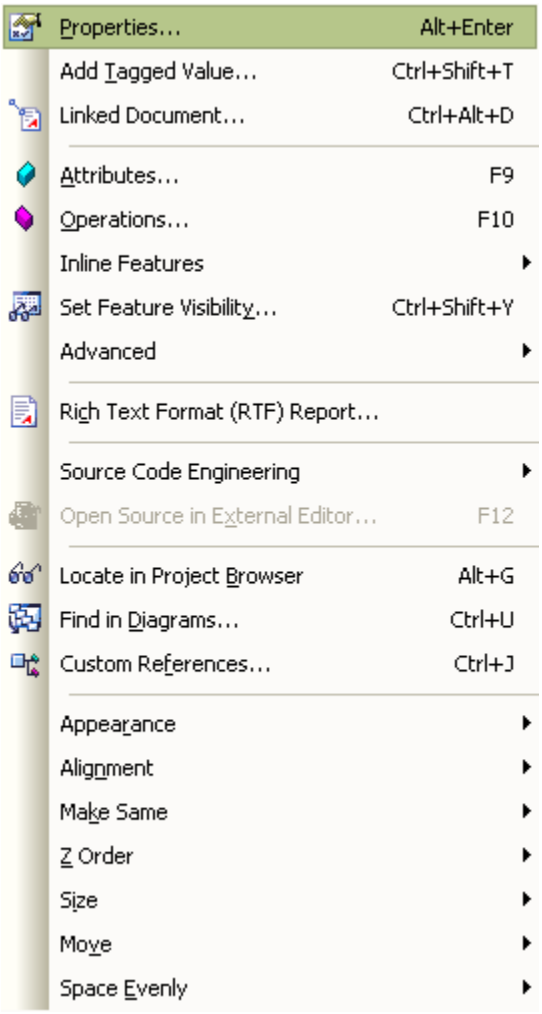
Option	Use to
Zoom 279 **in**	Enlarge display of the diagram by 10%, keeping the selected element within the displayed area.
Zoom Out	Reduce display of the diagram by 10%.
Zoom to 100%	Return display of the diagram to normal size.
Fit to Window	Adjust display of the diagram to show all elements within the current window size.

See Also

- Diagram Tabs 134
- The Main Menu 58
- The File Menu 59
- The Edit Menu 64
- The View Menu 66
- The Project Menu 70
- The Element Menu 78
- The Tools Menu 82
- The Settings Menu 96
- The Window Menu 99
- The Help Menu 100

3.5.6 The Element Menu

You can configure and access element details using the **Element** menu. This enables you to control element layout, generate documentation and manage project resources.



Menu Option	Functionality and Function Keys
Properties	View the Properties window 355 of the selected element. **[Alt]+[Enter]**
Add Tagged Value	Add a Tagged Value 369 to the currently selected element. **[Ctrl]+[Shift]+[T]**
Linked Document	Link the element to a rich text document. **[Ctrl]+[Alt]+[D]**
Attributes 333	View and edit the attributes for the selected element. **[F9]**
Operations 343	View and edit the operations for the selected element. **[F10]**
Inline Features	See below.
Set Feature Visibility	Set various states relating to the selected element(s) visibility. **[Ctrl]**

Menu Option	Functionality and Function Keys
	+[Shift]+[Y]
Advanced	See below.
Rich Text Format (RTF) Report	Generate a report for the currently selected package in rich text format 937.
Source Code Engineering	See below.
Open Source in External Editor	Open the source code of the selected Class in the default external editor for that language. (Source code must have been generated 730, and the selected element must be a Class.) **[Ctrl]+[E]** or **[F12]**.
Locate in Project Browser	Locate the currently selected element in the *Project Browser* window **[Alt]+[G]**. (If no element is selected, **[Alt]+[G]** locates the current diagram in the *Project Browser* window.)
Find in Diagrams	Display all occurrences of the currently selected element. **[Ctrl]+[U]**
Custom References	Show model element cross references 298. **[Ctrl]+[J]**
Appearance	See below.
Alignment	See below.
Make Same	See below.
Z Order	See below.
Size	See below.
Move	See below.
Space Evenly	See below.

The Inline Features Sub-Menu

The **Inline Features** sub-menu provides various options to directly edit Class diagram model elements from the Class diagram.

Menu Option	Description
Edit Selected	Attach a note or attach a constraint to the element. **[F2]**
View Properties	Opens the dialog window containing details of the selected element feature, or the element if no feature is selected.
Insert New After Selected	Inserts a new item to the element. **[Ctrl]+[Shift]+[Insert]**
Add Attribute	Adds an attribute to the element. **[Ctrl]+[Shift]+[F9]**
Add Operation	Adds an operation to the element. **[Ctrl]+[Shift]+[F10]**
Add Other	Enables you to insert a feature on the specific element item, such as Maintenance features and Testing features. **[Ctrl]+[F11]**
Delete Selected from Model	Deletes the selected item from the model. **[Ctrl]+[Shift]+[Delete]**

Other options that are available while in editing elements mode in a diagram (when an attribute or operation is highlighted) include:

Key	Description
[Enter]	Accept current changes.
[Ctrl]+[Enter]	Accept current changes and open a new slot to add a new item.
[Esc]	Abort edit, without save.
[Shift]+[F10]	Context menu for in-place editing.
[Ctrl]+[Space]	Invoke the *Classifier* dialog.

The Advanced Sub-Menu

The **Advanced** sub-menu provides various options to choose from to customize the appearance of model elements.

Menu Option	Description
Overrides & Implementations 352	Automatically override methods from parent Classes and from realized interfaces. **[Ctrl]+[Shift]+[O]**
Set Parents and Interfaces 296	Manually set an element's parent or an interface it realizes. **[Ctrl]+[I]**
Embedded Elements	Enables you to attach elements 288 to the currently selected element. **[Ctrl]+[Shift]+[B]**
Change Type	Change the element type 301 of the selected element.

The Source Code Engineering Sub-Menu

Note: *This sub-menu is a tear off menu* 158.

Forward and reverse engineer code using the language of your choice.

Menu Option	Description
Generate Current Element	Generate source code 731 for the currently selected element. **[Ctrl]+[G]** or **[F11]**
Synchronize Current Element	Synchronize selected Class with source code. **[Ctrl]+[R]** or **[F7]**
Batch Generate Selected Element(s)	Batch generate source code for the currently selected element(s). **[Shift]+[F11]**
Batch Synchronize Selected Element(s)	Batch synchronize the currently selected element(s) with source code. **[Ctrl]+[R]**
Open Source Directory	Open the directory containing the source for this element. **[Ctrl]+[Alt]+[Y]**

The Appearance Sub-Menu

The **Appearance** sub-menu provides various options to choose from to customize the appearance of model elements.

Menu Option	Description
Autosize	Auto-size a group of elements in a diagram to a best fit. **[Alt]+[Z]**

Menu Option	Description
Configure Default Appearance 306	Set border, font and background color and border thickness for the selected element. **[Ctrl]+[Shift]+[E]**
Select Alternate Image	Select an alternative image for the selected element. **[Ctrl]+[Shift]+[W]**
Apply Image From Clipboard	Insert the image currently held on the clipboard.

The Alignment Sub-Menu

Use the **Alignment** sub-menu to align the selected element(s) to each other.

Menu Option	Description
Left	Align left edges of elements. **[Ctrl]+[Alt]+[Left]**
Right	Align right edges of elements. **[Ctrl]+[Alt]+[Right]**
Top	Align top edges of elements. **[Ctrl]+[Alt]+[Up]**
Bottom	Align bottom edges of elements. **[Ctrl]+[Alt]+[Down]**
Centers	Align centers of elements, horizontally or vertically.

The Make Same Sub-Menu

Use the **Make Same** sub-menu to make the selected elements the same width, the same height or both.

The Z Order Sub-Menu

Use the **Z Order** sub-menu to bring the selected element(s) back, forward, to the front of all other elements or behind all other elements.

The Size Sub-Menu

Use the **Size** sub-menu to make the selected element(s) wider, narrower, taller or shorter by one increment.

The Move Sub-Menu

Use the **Move** sub-menu to move the selected element(s) left, right, up or down by one increment.

The Space Evenly Sub-Menu

Use the **Space** sub-menu to distribute the selected elements evenly.

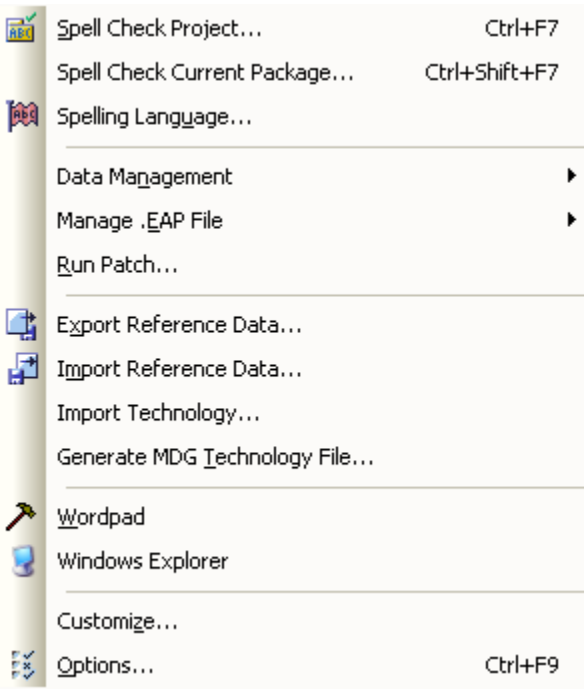
Menu Option	Description
Across	Space elements evenly, horizontally. **[Alt]+[-]**
Down	Space elements evenly, vertically. **[Alt]+[=]**

See Also

- The Main Menu 58
- The File Menu 59
- The Edit Menu 64
- The View Menu 66
- The Project Menu 70

3.5.7 The Tools Menu

The **Tools** menu provides access to various tools including those related to code engineering, managing .EAP files, spelling options, external resources and customization of features such as configuring shortcuts.



Menu Option	Functionality and Function Keys
Spell Check Project	Spell check 210 the current project. **[Ctrl]+[F7]**
Spell Check Current Package	Spell check 210 the current package. **[Ctrl]+[Shift]+[F7]**
Spelling Language	Specify language to use for spell checking.
Data Management	See below.
Manage .EAP File	See below.
Run Patch	Execute a SQL patch 517.
Export Reference Data 658	Export reference data to XML files for convenient model updating.
Import Reference Data 660	Import reference data from XML files for convenient model updating.

Menu Option	Functionality and Function Keys
Import Technology	Import Technology file.
Generate MDG Technology File	Displays the *MDG Technology Wizard*. See *The Enterprise Architect Software Developers' Kit (SDK).* 1464
Wordpad	Open Wordpad.
Windows Explorer	Open Windows Explorer.
Customize	Customize the operation of Enterprise Architect.
Options	Customize your general settings through the Options dialog 182. **[Ctrl]+[F9]**

The Data Management Sub-Menu

Manage your project's data.

Menu Option	Description
Project Transfer 517	Move a complete project from one repository to another. ***Note:*** *You cannot move a project from a source .EAP file of a version earlier than 3.5.0.*
Project Compare 519	Compare the total project sizes of two projects.
Project Integrity Check 515	Check data integrity of a project. **[Shift]+[F9]**

The Manage .EAP File Sub-Menu

Repair, compact or replicate your .EAP file.

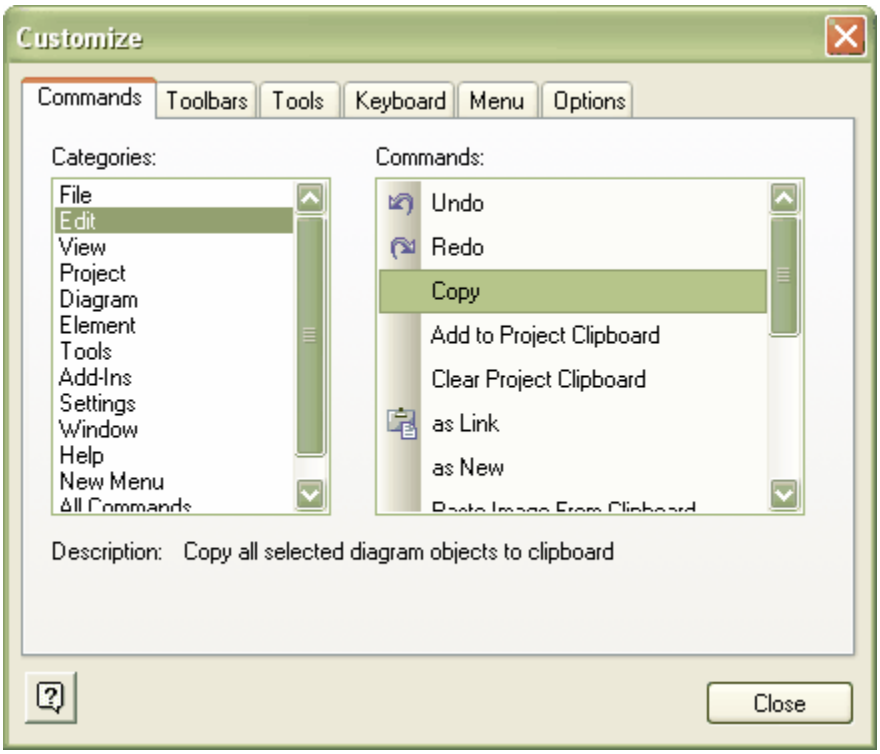
Menu Option	Description
Repair .EAP File 522	Repair an Enterprise Architect project. If a project has not been closed properly, in rare cases it might not open correctly. This option attempts to repair such projects. ***Note:*** *All users must be logged off the project while it is being repaired.*
Compact .EAP File 522	Compact an Enterprise Architect project. Eventually projects might benefit from compacting to conserve space. ***Note:*** *Ensure everyone is logged off the target project, then select this option to compact it.*
Make Design Master 559	Make a design master project; this is the master project for creating replicas.
Create New Replica 558	Create a new replica from the Design Master 559.
Synchronize Replicas 559	Copy changes from one replica set member to another.
Remove Replication 560	Remove all replication features if you no longer require a model to be replicable.
Resolve Replication Conflicts 561	Resolve any conflicts caused when multiple users have changed the same element between synchronization points.

See Also

- The Main Menu 58
- The File Menu 59
- The Edit Menu 64
- The View Menu 66
- The Project Menu 70
- The Diagram Menu 76
- The Element Menu 78
- The Settings Menu 96
- The Window Menu 99
- The Help Menu 100

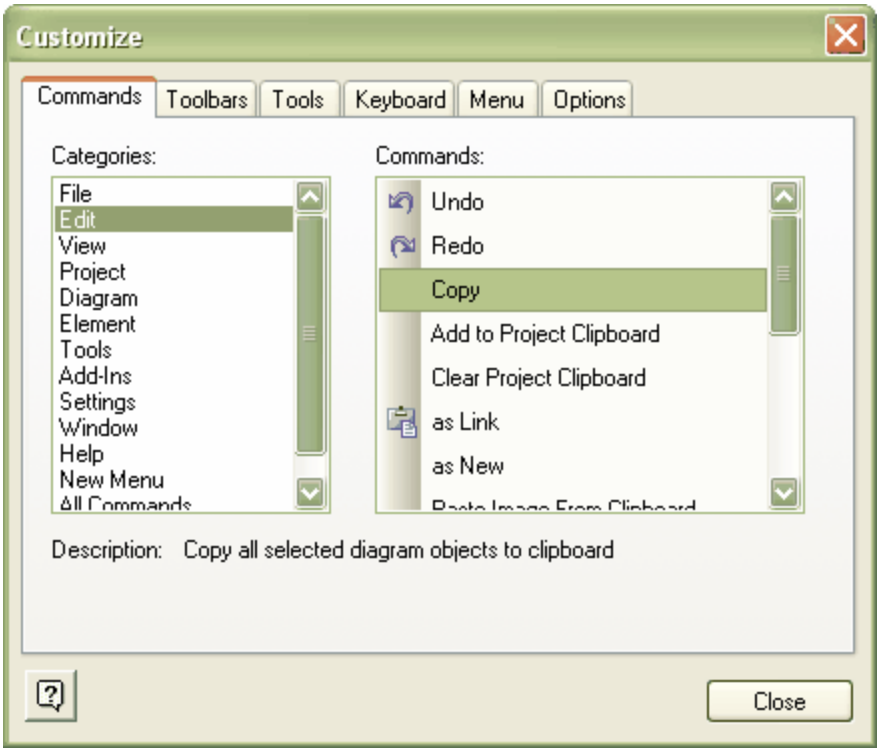
3.5.7.1 The Customize Dialog

The *Customize* dialog enables you to customize Commands 85, Toolbars 133, Tools 88, Keyboard Keystrokes 92, Menus 95 and Options 96 within Enterprise Architect.



3.5.7.1.1 Customize Commands

The *Customize* window *Commands* tab provides access to many of Enterprise Architect's functions, enabling you to place them into a toolbar.



To add a command to a toolbar, click on the category in the *Categories:* panel and select the command from the list for that category in the *Commands*: panel. Drag the command on top of the toolbar to add it to.

If you right-click on the command icon in the toolbar while the customize window is open, a context-sensitive menu displays. This menu offers options for deleting commands from a toolbar, and for changing the appearance of commands.

To remove a command from the toolbar, right-click on the command graphic or text and select the **Delete** menu option.

To change the appearance of a command graphic, right-click on the command graphic or text and select the **Button Appearance...** menu option. The *Button Appearance* dialog displays, which you can use to add graphical icons to commands that do not have them by default.

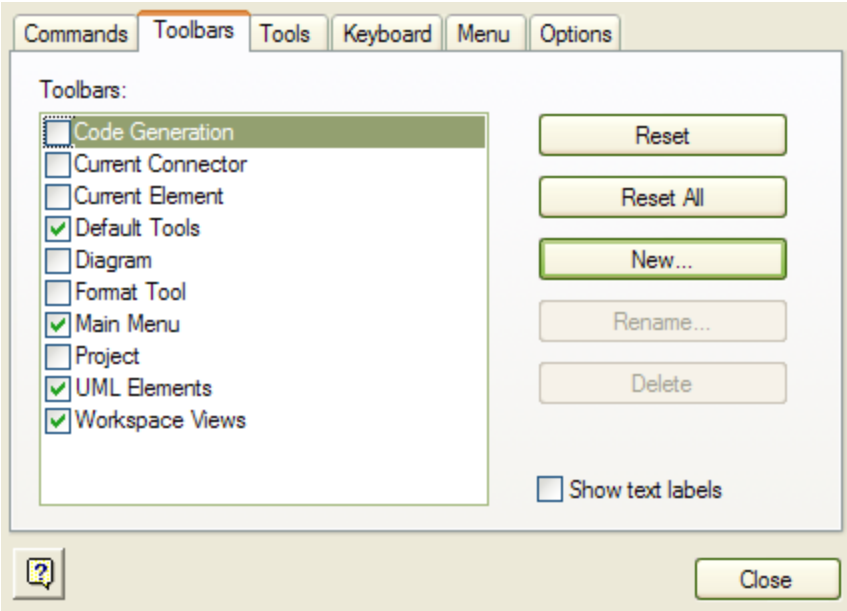
Note: *Some commands do not come with a convenient icon, which results in an empty toolbar button. Either avoid placing these commands on toolbars or use the context-sensitive menu to select an appropriate icon for the command.*

Tip: *Read the* *Create a New Toolbar and Populate it with Commands* 86 *section of the* **Customize Toolbars** *topic.*

3.5.7.1.2 Customize Toolbars

The *Toolbars* tab on the *Customize* window enables you to:

- Select existing toolbars to display on your screen, and
- Create and configure new toolbars as required.



To access the *Toolbars* tab, either:

- On the **Tools** menu select **Customize**, or
- At the far right of any toolbar, click on the drop-down arrow and select the **Customize** option.

Using the *Toolbars* tab you can:

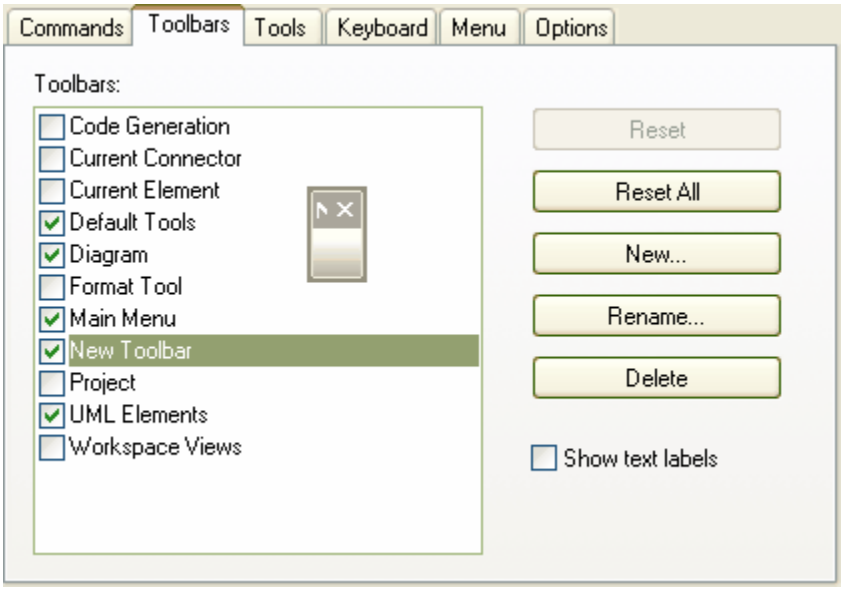
- Hide or show toolbars by selecting the appropriate checkbox
- Rename toolbars
- Create new toolbars
- Delete toolbars
- Modify toolbar contents by dragging commands from the Command 85 tab onto a visible toolbar
- Reset a toolbar to its default contents and position.

Create a New Toolbar and Populate it with Commands

To create a new toolbar and populate it with commands:

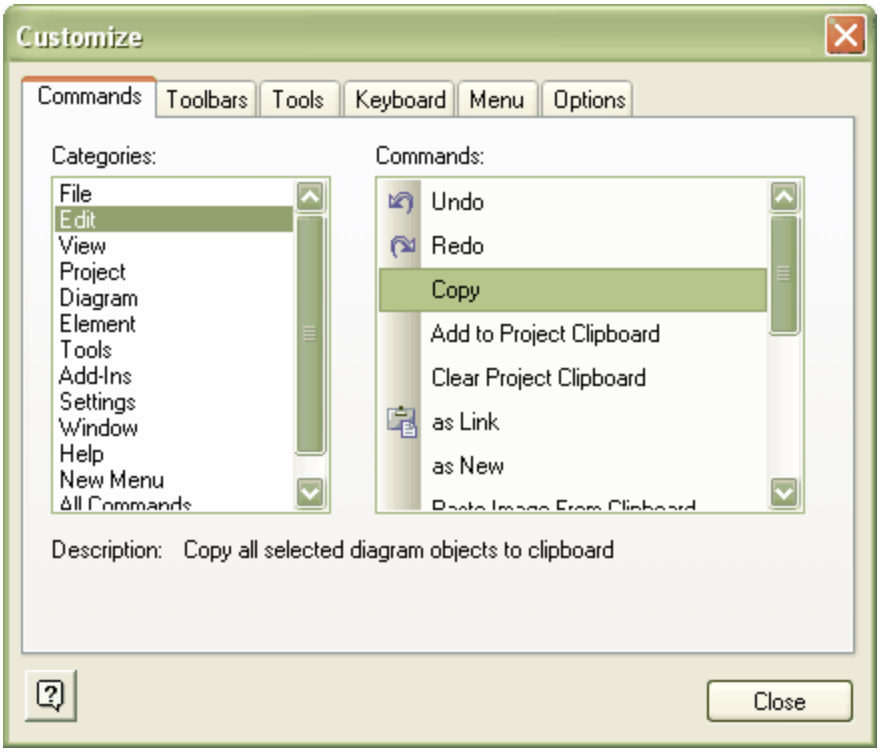
1. Select the **Tools | Customize** menu option. The *Customize* dialog displays.
2. Click on the *Toolbars* tab.
3. Click on the **New** button. The *Toolbar Name* dialog displays.

4. In the **Toolbar Name** field, type a name for your new toolbar and click on the **OK** button. Your new toolbar is created and shown 'floating' on the main screen (see the red circle below).



Note: *You can select the* **Show text labels** *checkbox to display textual descriptions of toolbar items.*

5. Now add commands to your toolbar. Click on the *Commands* tab. This forces the new toolbar behind the *Customize* dialog, so you might have to drag the *Customize* dialog to the side to find your new toolbar.



7. Find the command to add to your toolbar in the **Commands** list. The **Categories** list on the left represents the Enterprise Architect menu structure and the **Commands** list updates each time you click on a different category.
8. Drag the selected command from the list into the new toolbar. If you selected the **Show text labels**

checkbox, your toolbar should now look like this:

If you did not select the **Show text labels** checkbox, your toolbar should look like this:

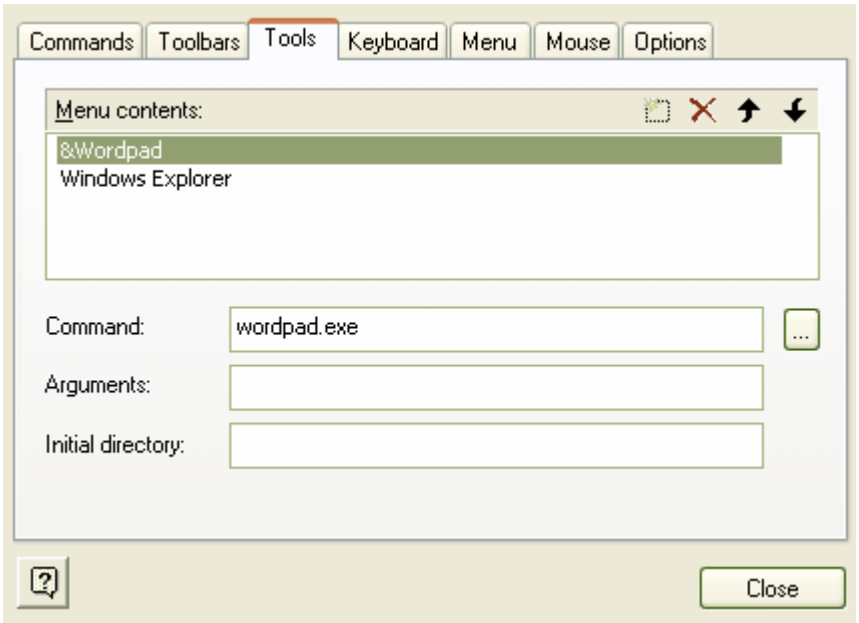
You can add as many commands to your toolbar as required. Your new toolbar behaves the same way as other toolbars; you can position it next to the other toolbars at the top of the application workspace, dock it to the side of the workspace, or close it.

3.5.7.1.3 Custom Tools

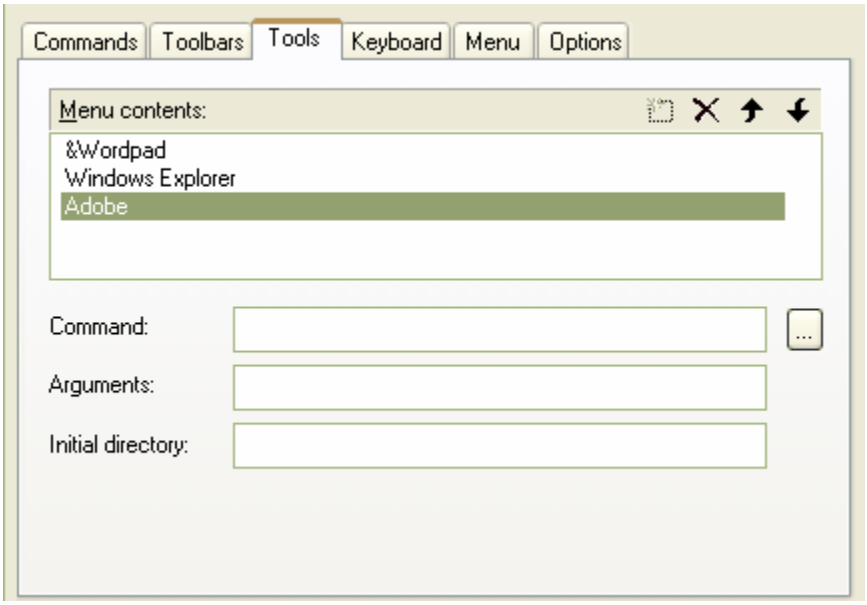
The *Tools* tab on the *Customize* dialog provides a means of extending the power of the Enterprise Architect desktop. From here you can configure custom tools and make them accessible from the **Main Menu**. You can create menu options that link to different applications, compilers, batch scripts, automation scripts, URLs or documentation.

Add and Configure Custom Tools

1. Select the **Tools | Customize** menu option. The *Customize* dialog displays.
2. Click on the *Tools* tab.

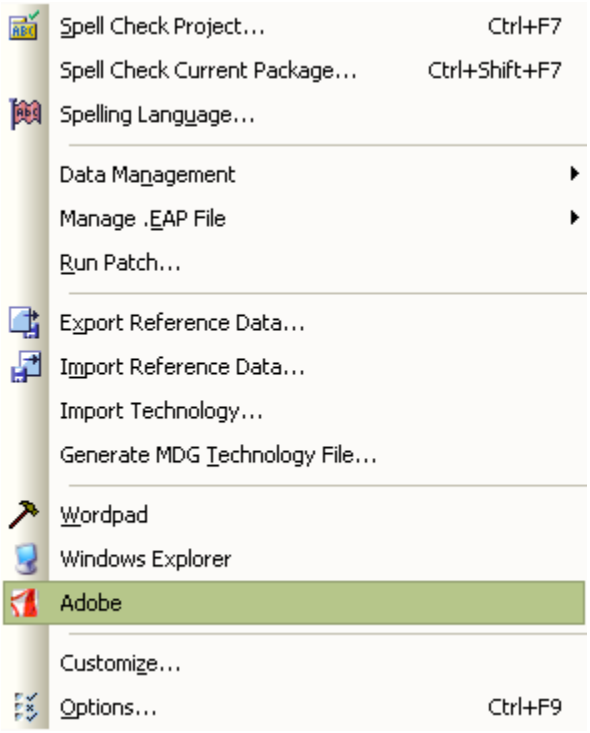


3. Click on the **New** icon (left of the red **X**). A blank field displays in the *Menu contents* list.



4. Type in the name of the tool as it should appear in the menu.
5. In the **Command** field, type the name of the tool.exe file to use; the tool must be a valid filename.

   Note: *Programs installed with your operating system (eg. Notepad, Wordpad) do not require a full file path. Programs installed separately (eg. Microsoft Visual Studio) require the full file path in the* **Command** *field. If necessary, use the* **[...]** *(Browse) button to locate the tool in the file system (see Using Parameters 90).*
6. Add any arguments required by the tool (see Opening External Tools 90 and Passing Parameters to External Applications 91), and specify an initial directory if required.
7. Close the *Customize* dialog. Your tool should have now been added to the **Tools** menu as shown below.



3.5.7.1.3.1 Opening External Tools

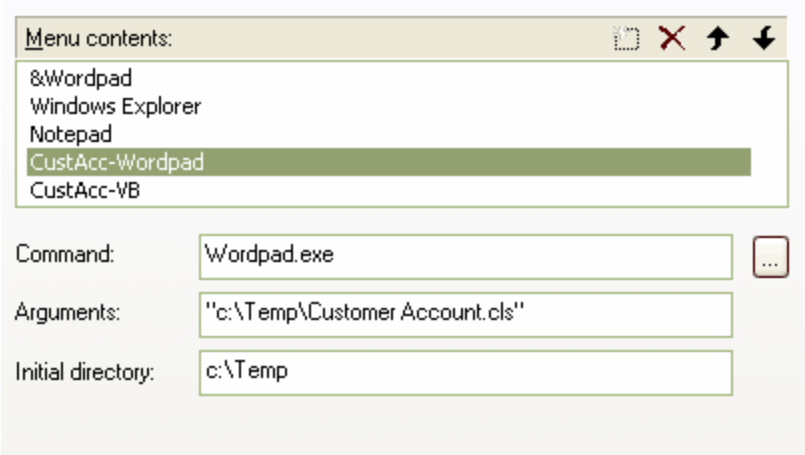
When configuring custom tools in Enterprise Architect, you can specify a file to be opened by the external application.

Select the **Tools | Customize** menu option. The *Customize* dialog displays; click on the *Tools* tab. Now you can:

- Specify a custom tool 88 (application) using the **Command** field
- Define a file to open or parameters to pass 91 to this application, using the **Arguments** field.

Example 1

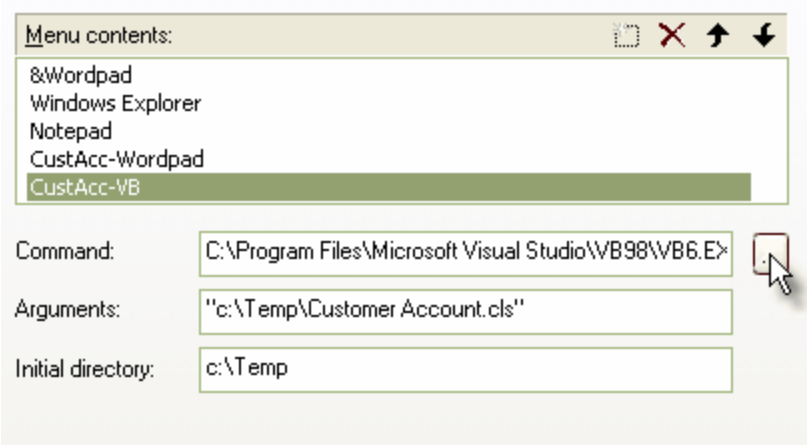
This example opens the file *c:\Temp\Customer Account.cls* using Wordpad. If you save from within Wordpad the initial directory is *c:\Temp*.



Tip: *If there are any spaces in the paths in the* **Command**, **Argument** *or* **Initial Directory** *fields, you must enclose the whole path in double quotes. For example:* "c:\Temp\Customer Account.cls" *must have quotes but* c:\Temp\CustomerAccount.cls *does not have to have quotes.*

Example 2

This example opens the file *c:\Temp\Customer Account.cls* using VB. As VB is not installed with the operating system, the whole file path for VB must be included in the **Command** field; you can select this using the **[...]** (Browse) button to locate the VB executable. If you save from within VB the initial directory is *c:\Temp*.

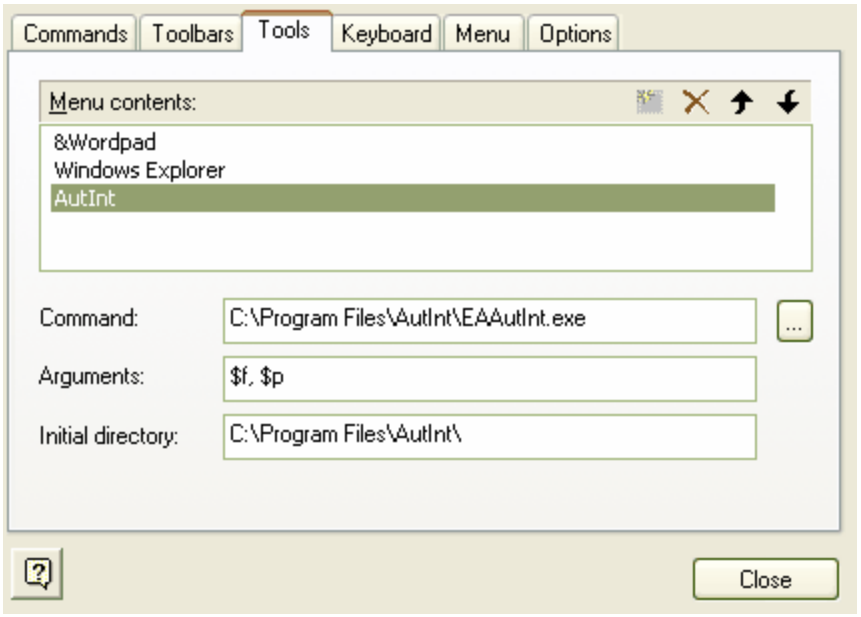


3.5.7.1.3.2 Passing Parameters to External Applications

When configuring custom tools in Enterprise Architect, you can pass parameters to the application.

Select the **Tools | Customize** menu option. The *Customize* dialog displays; click on the *Tools* tab. Now you can:

- Specify a custom tool 88 (application) using the **Command** field.
- Define a file to open 90 or parameters to pass to this application using the **Arguments** field.



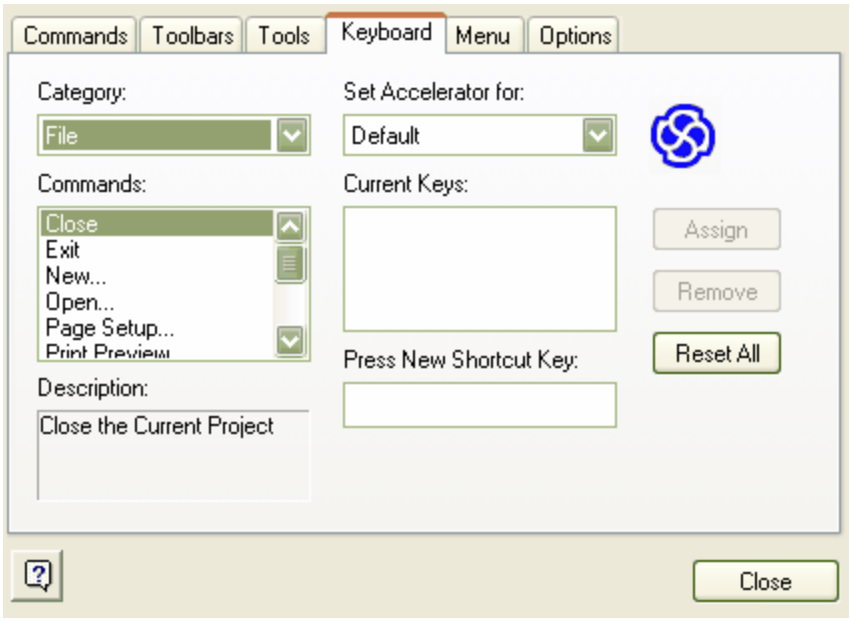
The available parameters for passing information to external applications are:

Parameter	Description	Notes
$f	Project Name	For example, **c:\projects\EAexample.eap.**
$F	Calling Application (Enterprise Architect)	Enterprise Architect
$p	Current Package ID	For example, **144**
$P	Package GUID	GUID for accessing this package.
$d	Diagram ID	Id for accessing associated diagram.
$D	Diagram GUID	GUID for accessing associated diagram.
$e	Comma separated list of element IDs	All elements selected in the current diagram.
$E	Comma separated list of element GUIDs	All elements selected in the current diagram.

***Tip**: For more information on using the Automation Interface visit www.sparxsystems.com/AutIntVB.htm.*

3.5.7.1.4 Customize Keyboard

The *Keyboard* tab on the *Customize* window enables you to configure shortcuts used to access main menu options. This is convenient for creating additional shortcut keys, or for changing the current configuration to match your work habits or other applications.

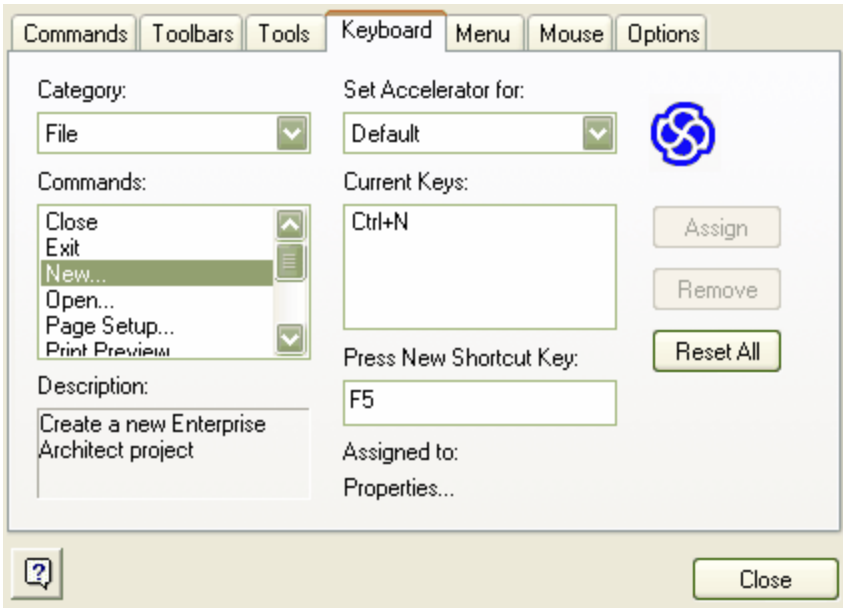


Modifying Keyboard Shortcuts

To modify a keyboard shortcut, follow the steps below:

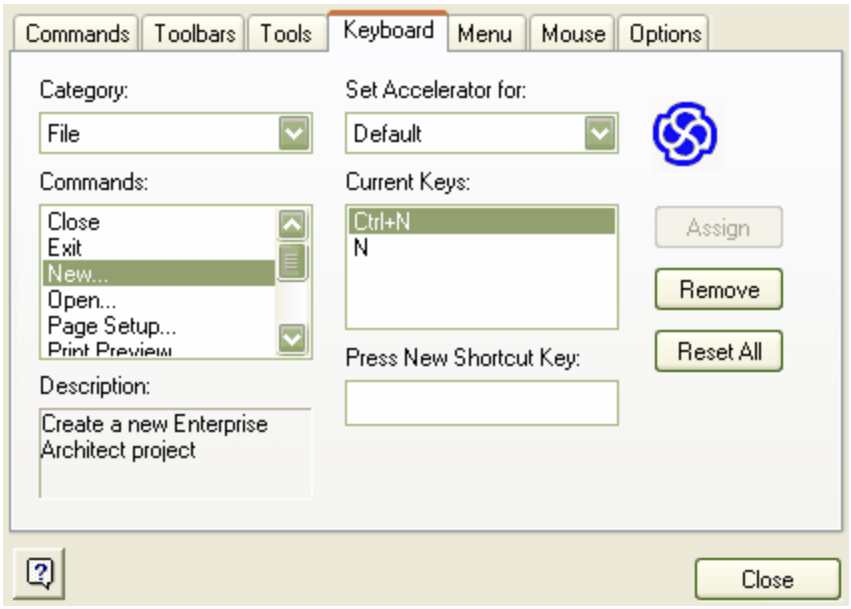
1. Select the **Tools | Customize** menu option. The *Customize* dialog displays.
2. Click on the *Keyboard* tab, and in the **Category** field click on the drop-down arrow and select the menu containing the command to modify.
3. In the **Command** field, click on the drop-down arrow and select the command. The current shortcut key (if any) for the command is displayed in the **Current Keys** field.
4. Move the cursor to the **Press New Shortcut Key** field and press the required shortcut key(s) for this command.

   Note: *Press the actual keys to use. For example, to use* **[F5]** *press the* **[F5]** *key, don't type* **F** *then* **5**.



Note: *In the example above, the* **Assign** *button is disabled. This is because* **[F5]** *is already a shortcut to view diagram properties. If this occurs you must select a different shortcut key.*

5. Once you have selected an available shortcut, click on the **Assign** button to apply the change. In the example below, the new shortcut is **[N].**



6. This has added a new shortcut so that both **[N]** and **[Ctrl]+[N]** create a new Enterprise Architect project.

   If you intend **[N]** to be the only shortcut for this action, select **[Ctrl]+[N]** in the **Current Keys** list and click on the **Remove** button.

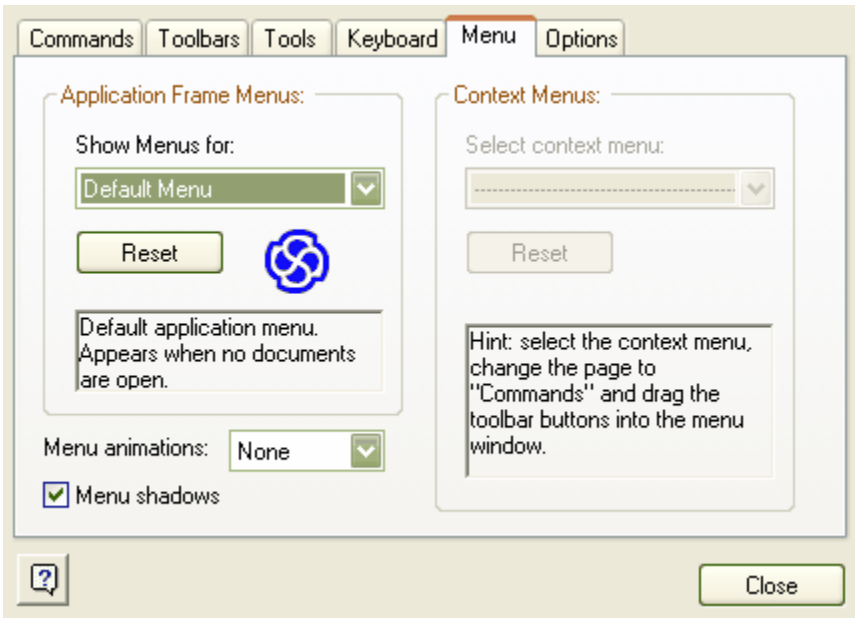
   Tip: *Remember that you can always revert to the default shortcut keys by clicking on the* **Reset All** *button*

Note: *Modified shortcut keys are stored in the registry, so they only affect the current user.*

Warning: ***About Custom Layouts and Keyboard Shortcuts:*** *If you have set keyboard shortcuts, these are not overridden if you switch to the* **Default Layout** *or the* **Iconix Layout** *option. However, if you have set keyboard shortcuts and you switch to a* **User Layout**, *your keyboard shortcuts are overridden, unless you have saved them as part of the User Layout you have switched to. For more information about custom layouts, see the* Custom Layouts 193 *topic.*

3.5.7.1.5 Customize Menu

The *Menu* tab on the *Customize* window enables you to customize the appearance of your menus.



Application Frame Menus

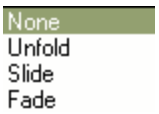
Currently the **Show Menus For** feature is disabled as Enterprise Architect is not an MDI application.

Context Menus

Currently this feature is disabled.

Menu Animations

The following menu animations can be selected from the **Menu animations** drop-down list:

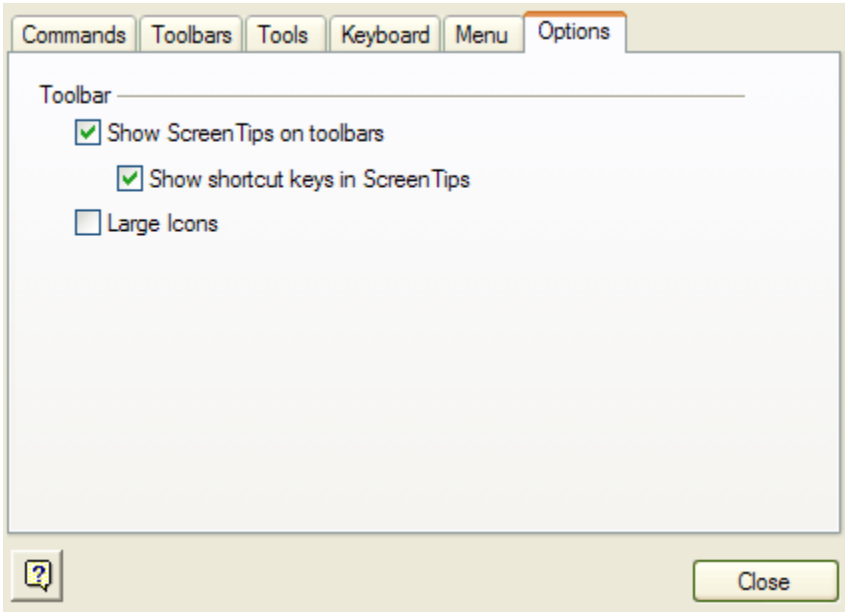


Menu Shadows

Menu shadows can be toggled on or off by selecting or clearing the **Menu shadows** checkbox.

3.5.7.1.6 Customize Options

The *Options* tab on the *Customize* window enables you to customize the appearance of toolbar items.

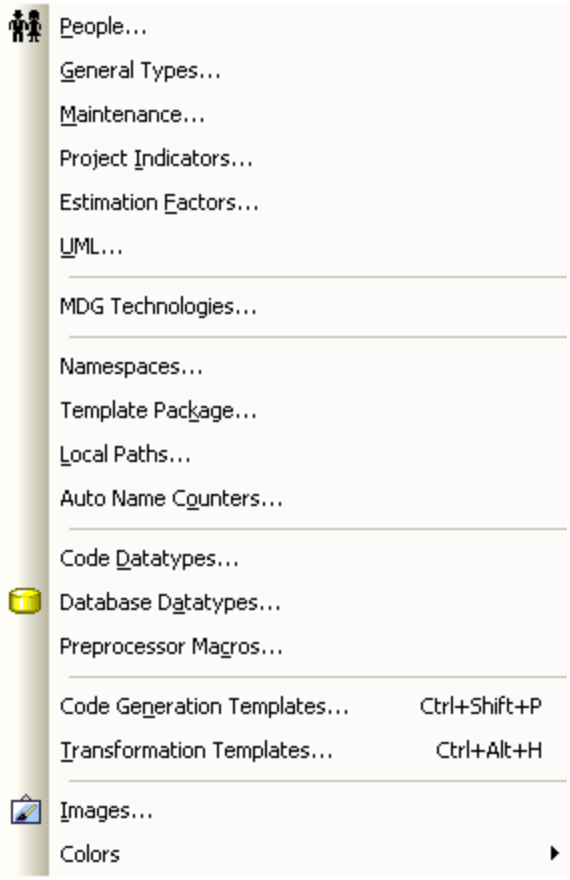


You can toggle the following options by selecting or clearing the checkboxes:

- **Show Screen Tips on toolbars**
- **Show shortcut keys in Screen Tips**
- Use **Large Icons**.

3.5.8 The Settings Menu

The **Settings** menu enables you to configure various settings for your overall project. Configure the resources involved, general types, maintenance types, metrics and estimation types, stereotypes, Tagged Values, cardinality values, datatypes, language macros, local directories, image management, CSV import and export specifications, and reference data export/import.



Menu Option	Description
People	Displays the *People* 633 dialog, which enables you to configure the authors, clients, resources and roles for your project.
General Types	Displays the *General Types* 642 dialog, which enables you to configure requirements, status types, constraints and scenarios for your project.
Maintenance	Displays the *Maintenance* 649 dialog, which enables you to track problem types and test types.
Project Indicators	Enables you to define the project indicators (risks 683, efforts 680 and metrics 682) used in Resource Management 675.
Estimation Factors	Displays the *Estimation factors* dialog, which enables you to configure estimation 669 factor types (Technical Complexity Factors 670, Environmental Complexity Factors 671, and Default Hour Rate 674) for your project.
UML	Enables you to configure stereotypes, Tagged Values and the cardinality list for your project.
MDG Technologies	Displays the *MDG Technologies* 431 dialog, which enables you to load in and use MDG Technology files.
Namespaces	Enables you to locate and delete model namespaces.

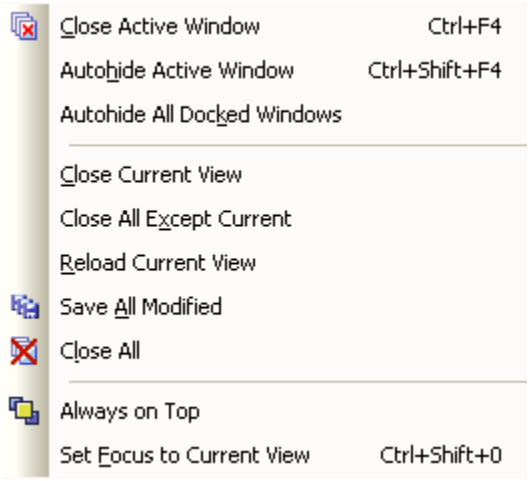
Menu Option	Description
Template Package	Enables you to configure or change the default template directory.
Local Paths 745	Enables you to configure local directories and paths.
Auto Name Counters 295	Enables you to configure automatic naming for elements.
Code Datatypes	Enables you to add, modify and delete programming languages datatypes 656.
Database Datatypes	Enables you to add, modify and delete database datatypes 869.
Preprocessor Macros	Enables you to add and delete preprocessor macros 745.
Code Generation Templates	Enables you to modify code generation templates using the Code Templates Editor 761. **[Ctrl]+[Shift]+[P]**
Transformation Templates	Enables you to modify transformation templates using the Transformation Templates Editor 881. **[Ctrl]+[Alt]+[H]**
Images	Opens the *Image Manager* 260.
Colors	Enables you to configure the custom colors for the project. Displays two options: • **Get Project Custom Colors** - get the custom colors • **Set Project Custom Colors** - set the custom colors Custom colors are as used in the *Appearance* 306 dialog 306.

See Also

- The Main Menu 58
- The File Menu 59
- The Edit Menu 64
- The View Menu 66
- The Project Menu 70
- The Diagram Menu 76
- The Element Menu 78
- The Tools Menu 82
- The Window Menu 99
- The Help Menu 100

3.5.9 The Window Menu

The **Window** menu provides access to various actions related to configuring open windows.



Menu Option	Description
Close Active Window	Close the window which currently has focus. **[Ctrl]+[F4]**
Autohide Active Window	Autohide 157 the window which currently has focus. **[Ctrl]+[Shift]+[F4]**
Autohide All Docked Windows	Autohide 157 all windows that are docked.
Close Current View	Closes the current view
Close All Except Current	Closes all except the currently selected view.
Reload Current View	Refreshes the current view.
Save All Modified	Save all modified data.
Close All	Close all opened windows in the main tab view.
Always on Top	Forces the main Enterprise Architect window to be on top of all other window.
Set Focus to Current View	**[Ctrl]+[Shift]+[0]**

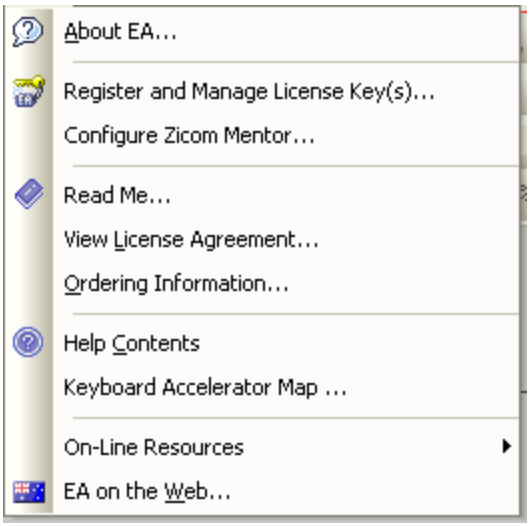
See Also

- The Main Menu 58
- The File Menu 59
- The Edit Menu 64
- The View Menu 66
- The Project Menu 70
- The Diagram Menu 76
- The Element Menu 78

- The Tools Menu 82
- The Settings Menu 96
- The Help Menu 100

3.5.10 The Help Menu

The **Help** menu provides access to the Enterprise Architect help files, the Read Me file, the Enterprise Architect License Agreement and various features on the Sparx Systems website.



Menu Option	Description
About EA	View information about Enterprise Architect, including your registration details.
Register and Manage License Key(s)...	Enables you to configure and manage the license keys used to register the name and keys for Enterprise Architect and its Add-Ins. For more information see the License Management 662 topic.
Configure Zicom Mentor...	Register a third party Add-In for Enterprise Architect. For more information see the Zicom Mentor page on the Sparx Systems website.
Read Me	View the Readme.txt file, which details the changes and enhancements in Enterprise Architect, build by build.
View License Agreement	View the Enterprise Architect End User License Agreement.
Ordering Information 13	View information on how to purchase Enterprise Architect.
Help Contents	View the Enterprise Architect help files.
Keyboard Accelerator Map	View the keyboard accelerator map. You can customize your keyboard shortcuts 92, if required.
On-Line Resources	See below.
EA on the Web	Visit the Sparx Systems website.

The On-Line Resources Sub-Menu

Access help and resources on-line at the Sparx Systems website.

Menu Option	Description
User Forum and News	Visit the Enterprise Architect user discussion forum.
Request-a-Feature	Request a feature you would like to see in Enterprise Architect.
Bug Report Page	Report the details of a bug you have found in Enterprise Architect.
Latest Version Details	Find out the details of the latest Enterprise Architect build.
Automation Interface	Access the Enterprise Architect Automation Interface guide.
Introducing UML	Access the Sparx Systems online UML tutorials.
Pricing and Purchase Options	Purchase or upgrade Enterprise Architect over the internet.

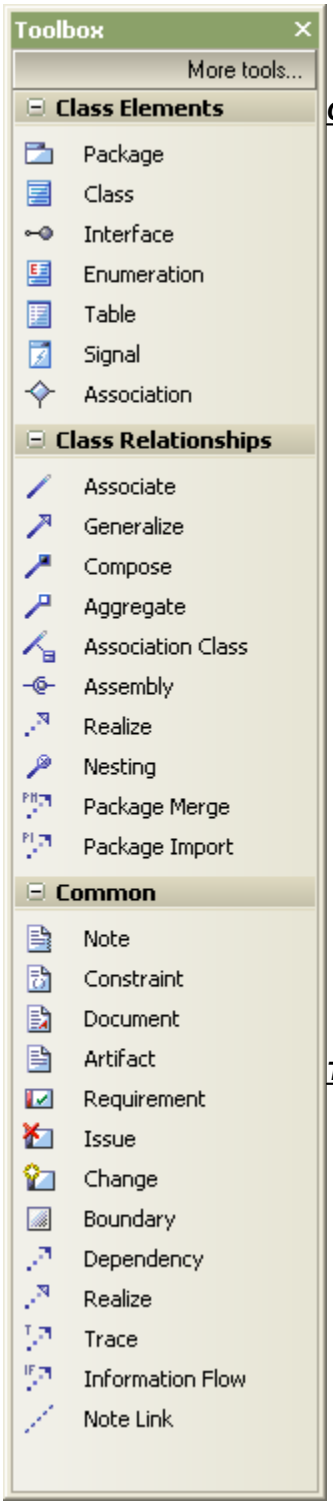
See Also

- The Main Menu 58
- The File Menu 59
- The Edit Menu 64
- The View Menu 66
- The Project Menu 70
- The Diagram Menu 76
- The Element Menu 78
- The Tools Menu 82
- The Settings Menu 96
- The Window Menu 99
- The Help Menu 100

3.6 The Enterprise Architect UML Toolbox

The Enterprise Architect UML *Toolbox* is used to create elements and connectors on a diagram. Within the *Toolbox*, related UML elements and connectors are organized into *pages* that you select using the **More Tools** option. You can customize the *Toolbox* pages by adding MDG Technologies 432 and UML Profiles 407 to the *Toolbox*.

Note: *Enterprise Architect provides Toolbox pages for the Iconix, BPMN 1.4 and Mind Mapping technologies as part of the initial install.*



The *Toolbox* can be docked on either side of the diagram, or free floated on top of the diagram to expose more surface for editing.

Creating Elements and Connectors:

1. Select the required diagram from the *Project Browser* window.
2. Click on **More tools,** select the appropriate *UML, Extended* or customized *Toolbox* option, and select the diagram type from the menu. Three pages display: *<type> Elements*, *<type> Relationships* and *Common*.

   If you select the **<default>** option, you display only the *Common* page.
3. Click on the required item; for example, the *Class* element or *Associate* relationship.
4. For element items, click anywhere on the diagram to place the new element.
5. For connector items, drag the cursor between the start and end elements on the diagram. Alternatively, drag from the start element to an empty area of the diagram; the Quick-linker 179 enables you to create the end element.
6. Edit the element properties 355 or connector properties 401, as required.

Note: *The Toolbox pages relate to specific UML diagrams. When you open a diagram, the Toolbox automatically provides the Elements and Relationships pages corresponding to the UML diagram type. This does not prevent the use of elements and connectors from other pages in a given diagram, though some combinations might not represent valid UML.*

Note: *Dropping a* Package *element from the Toolbox into a diagram creates a new package in the Project Browser window, and a default diagram of the same type as the current diagram.*

Tip: *You can hide and show the Toolbox using the*  **Hide/Show Toolbox** *button on the shortcut toolbar.*

Toolbox Appearance Options

You can modify the appearance of the *Toolbox* pages in a number of ways, mainly through the context menu. Right-click on the *Toolbox* page to display the menu.

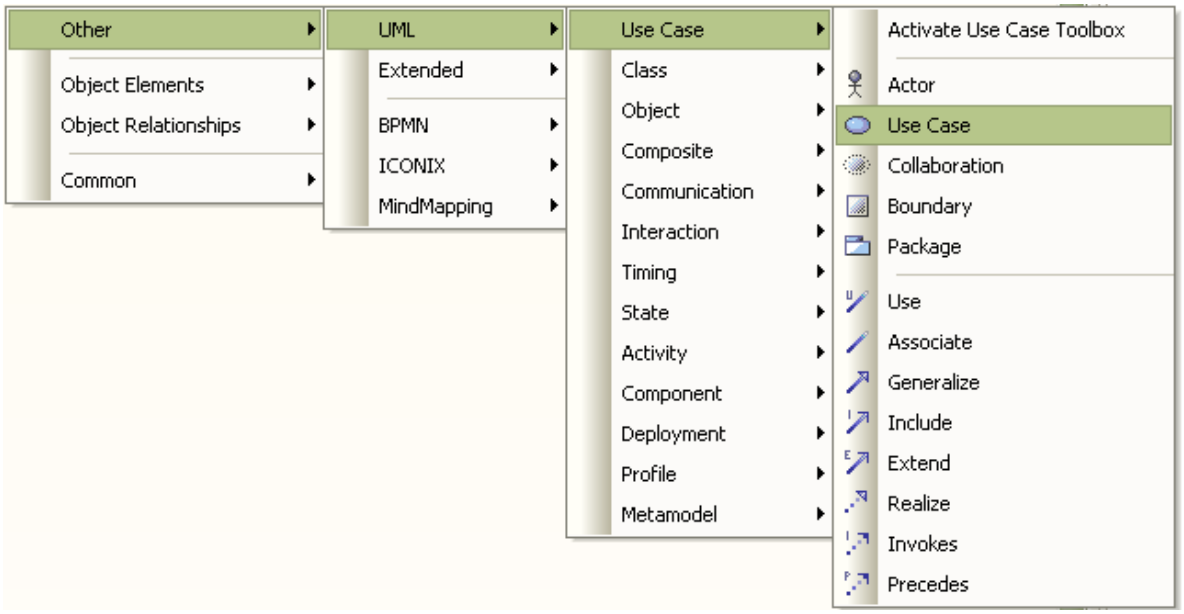
- To collapse a page to just show the heading (*<type> Elements*, *<type> Relationships* or *Common*), select the **Collapse** context menu option. Alternatively, click on the 'minus' box at the left of the page heading. To expand the page again, click on the heading.
- To hide the element or relationship labels (and subsequently redisplay them), select the **Hide Labels** or **Show Labels** context menu option. The icons in the page then 'wrap' within the page, without text labels.

When you hide the labels, you can display the label of an individual

3.6.1 UML Toolbox Shortcut Menu

To add elements and connectors into a diagram, you can access the **UML Toolbox** shortcut menu instead of employing the full Enterprise Architect UML *Toolbox*. The menu provides options to select:

- **Elements** specific to the current diagram type (*Analysis* diagram in the example shown below)
- **Relationships** specific to the current diagram type
- **Common** elements and relationships
- Elements and connectors for **other** diagram types.



The advantage of using the **UML Toolbox** shortcut menu is that it provides an increased amount of the workspace to be used for diagramming rather than being used to display fixed (rather than pop-up) menus.

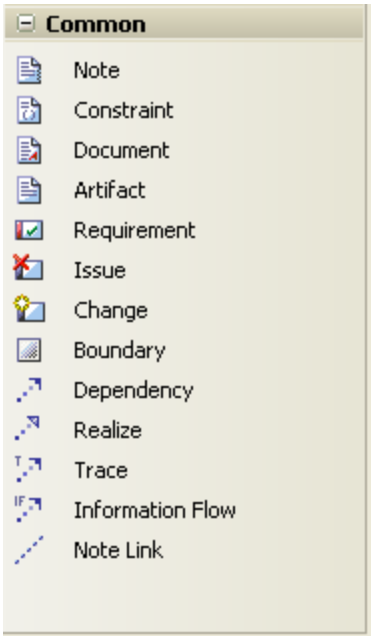
To use the **UML Toolbox** shortcut menu, follow the steps below:

1. Open a diagram.
2. Either:
   - Click on the diagram background and press **[Insert]** or **[Spacebar]**
   - Press and hold **[Ctrl]** and right-click on the diagram background.

   The shortcut menu displays.
3. Select the required option; a list of elements and/or connectors displays (if you select the **Other** option, you must also select the diagram categories from the intermediate menus).
4. Select the element or connector to include in the diagram. The object is added to the diagram.

3.6.2 Common Group

The *Common* page of elements and relationships is displayed at the bottom of every other group. It contains the elements and relationships that can be used on any diagram.



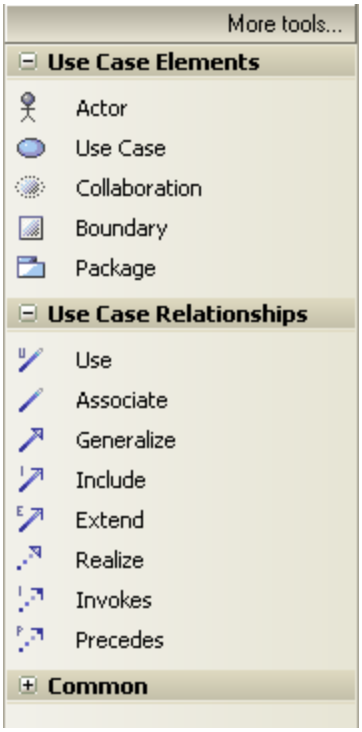
Toolbox Elements and Connectors

Tip: *Click on the elements and connectors below for more information.*

Common Elements	Common Connectors
Note	Dependency
Constraint	Realize
Document	Trace
Artifact	Information Flow
Requirement	Note Link
Issue	
Change	
Boundary	

3.6.3 Use Case Group

Use Case elements are used to build Use Case models 1011. These describe the functionality of the system to be built, the requirements, the constraints and how the user interacts with the system. Often Sequence diagrams are associated with Use Cases to capture work flow and system behavior.



The *Use Case* group is used to model the system functionality from the perspective of a system user. The user is called an *Actor* and is drawn as a stick figure, although the user could be another computer system or similar. A *Use Case* is a discrete piece of functionality the system provides that enables the user to perform some piece of work or something of value using the system.

Examples of Use Cases are: *login, open account, transfer funds, check balance* and *logout*; each of these implies some purposeful and discrete functionality the system is to provide to a user.

The connectors available include: *associate* (an actor uses a Use Case), *extend* (one Use Case can extend another), *include* (one Use Case can include another) and *realize* (this Use Case might realize some business requirement).

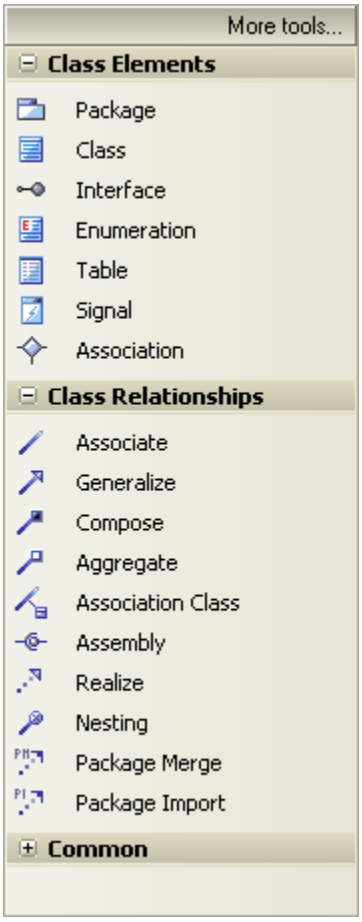
To add an element to the current diagram, click on the required icon and drag it into position on the diagram. Set an element name and other properties as prompted.

To add a relationship, click on the required icon, then click on the start element in the diagram and drag to the end element.

Note: Invokes *and* Precedes *relationships are defined by the Open Modeling Language (OML).*

3.6.4 Class Group

The *Class* group can be used for Package diagrams 1058, Class diagrams 1060 and Object diagrams 1062: those that usually display elements concerned with the logical structure of the system. These include Objects, Classes and Interfaces. Logical models can include domain models (high level business driven object model) to strict development Class models (define inheritance, attributes, operations).



The *Class* group is used for creating Class models and database models. Class modeling is done using the *Class* and *Interface* elements, as well as occasional use of the *Object* element to model Class instances. You can add association or aggregation relationships. See the Class Diagram 34 for an example of this.

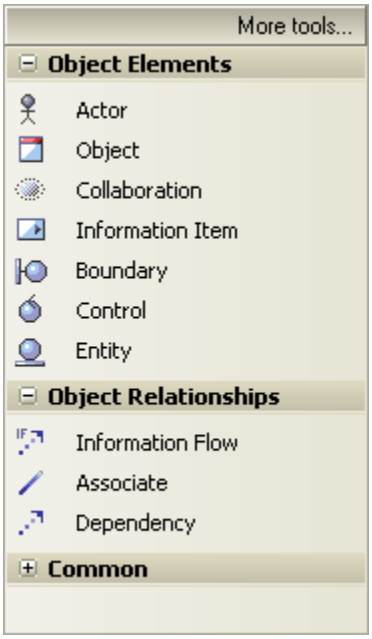
Use the *Table* element to insert a stereotyped Class for use in database modeling. See the topic on data modeling 230 for more details.

To add an element to the current diagram, click on the required icon and drag it into position on the diagram. Set an element name and other properties as prompted.

To add a relationship, click on the required icon, click on the start element in the diagram and drag to the end element.

3.6.5 Object Group

The *Object* group is used to create Object diagrams 1062. Object diagrams reflect multiplicity and the roles instantiated Classes could serve. They are useful in creating different cases in which relationships and Classes are applied.



The user is called an *Actor* and is drawn as a stick figure, although the user could be another computer system or similar.

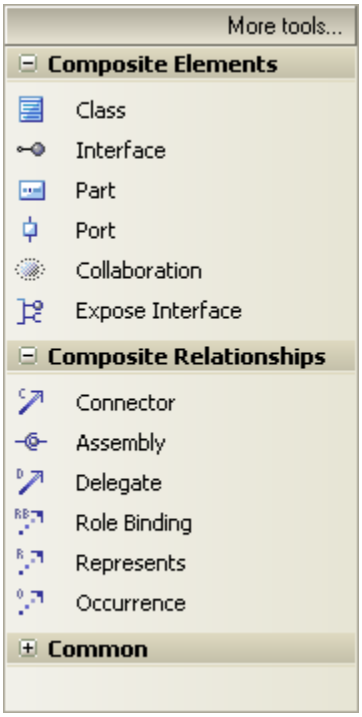
An *Object* is an instance of a Class (see Object 1134).

To add an element to the current diagram, click on the required icon, and drag it into position on the diagram. Set an element name and other properties as prompted.

To add a relationship, click on the required icon, then click on the start element in the diagram and drag to the end element.

3.6.6 Composite Group

The *Composite* group is used for *Composite Structure* 1063 diagrams 1063, which reflect the internal collaboration of Classes, Interfaces, or Components to describe a functionality, and to express run-time architectures, usage patterns, and the participating elements' relationships, which static diagrams might not show.

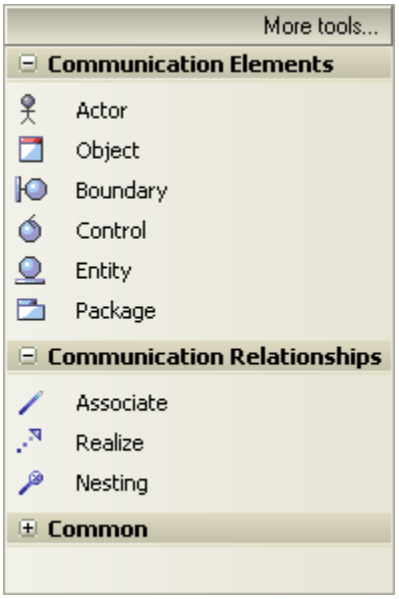


To add an element to the current diagram, click on the required icon, and drag it into position on the diagram. Set an element name and other properties as prompted.

To add a relationship, click on the required icon, then click on the start element in the diagram and drag to the end element.

3.6.7 Communication Group

The *Communication* group is used to model dynamic interactions between elements at run-time. The actor element models a user of the system, while the other elements model things within the system, including standard elements (rectangular element), user interface component (circle with left positioned vertical bar), controller (circle with arrow head in top most position) and entity (circle with bar at bottom).



Communication diagrams 1052 are used to model work flow and sequential passing of messages between elements in real time. They are often placed beneath Use Case elements to further expand on use case behavior over time.

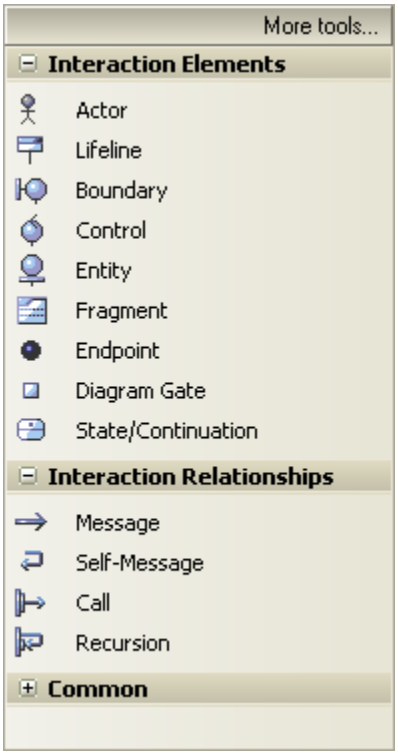
To add an element to the current diagram, click on the required icon, and drag it into position on the diagram. Set an element name and other properties as prompted.

To add a relationship, click on the required icon, then click on the start element in the diagram and drag to the end element.

Note: *Communication diagrams were know as Collaboration diagrams in UML 1.4.*

3.6.8 Interaction Group

The *Interaction* group is used for Interaction diagrams 1024, which are used to model work flow and sequential passing of messages between elements in real time. They are often placed beneath Use Case elements to further expand on use case behavior over time.



The *Interaction* group is used to model dynamic interactions between elements at run-time. The *Actor* element models a user of the system, while the other elements model things within the system, including standard elements (rectangular element), user interface component (circle with left positioned vertical bar), controller (circle with arrow head in top-most position) and entity (circle with bar at bottom). The meaning of these symbols is discussed further in the topic on Sequence diagrams 1042. The *Message* relationship is used to model the flow of information and processing between elements.

The following model elements are supported: Actor (sequence element), Lifeline (sequence element), Boundary (sequence element), Control (sequence element), Entity (sequence element) and Message.

Note: *Messages can be simple or recursive calls.*

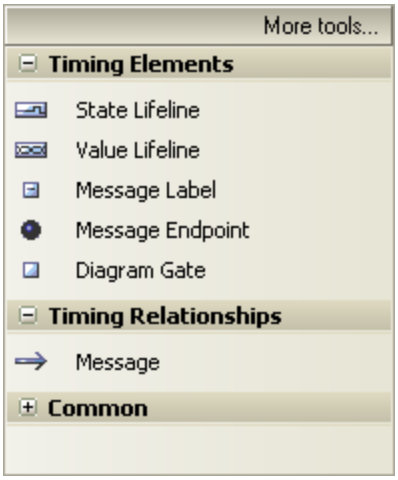
To add an element to the current diagram, click on the required icon, and drag it into position on the diagram. Set an element name and other properties as prompted.

To add a relationship, click on the required icon, then click on the start element in the diagram and drag to the end element.

3.6.9 Timing Group

The *Timing* group is used solely for Timing diagrams 1025, which use a time-scale to define the behavior of objects. The time-scale visualizes how the objects change state and interact over time. Timing diagrams can be used for defining hardware-driven or embedded software components, and time-driven business processes.

Timing diagrams can be used for defining hardware-driven or embedded software components, and time-driven business processes.



A *Lifeline* is the path an object takes across a measure of time, indicated by the x-axis.

A State Lifeline 1149 follows discrete transitions between states, which are defined along the y-axis of the timeline. Any transition has optional attributes of timing constraints, duration constraints and observations.

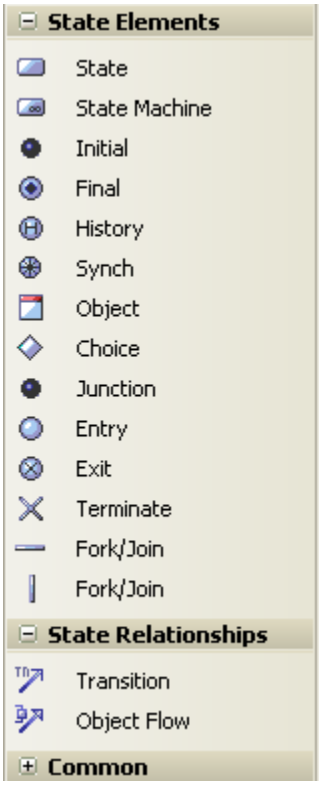
The Value Lifeline 1161 shows the lifeline's state across the diagram, within parallel lines indicating a steady state. A cross between the lines indicates a transition or change in state.

To add an element to the current diagram, click on the required icon, and drag it into position on the diagram. Set an element name and other properties as prompted.

To add a relationship, click on the required icon, then click on the start element in the diagram and drag to the end element.

3.6.10 State Group

The *State* group is used by State Machine diagrams 1013 to show the enableable states a Class or element might be in and the transitions from one state to another. These diagrams are often placed under a Class element in the *Project Browser* window to illustrate how a particular element changes over time.



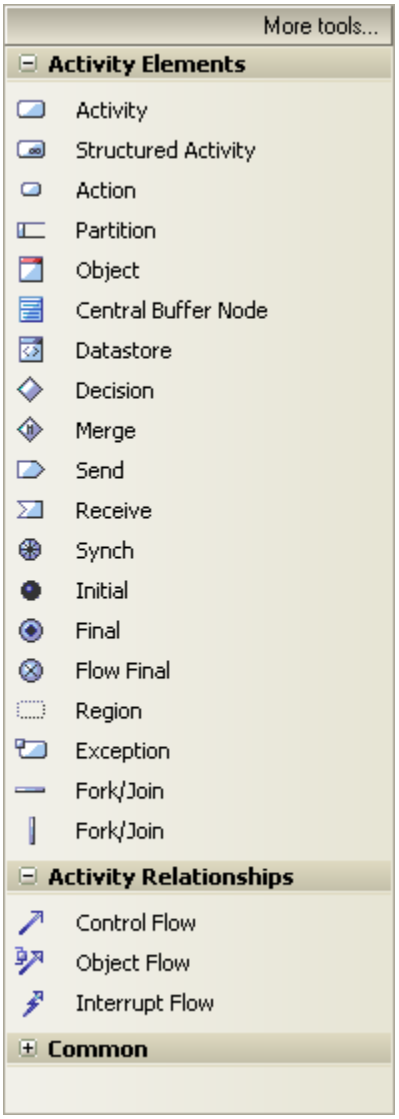
The *State* group provides elements common to State Machine diagrams; basically the *State*, start and end nodes and the *Object Flow* relation. State Machine diagrams are used to model the states or conditions that elements might be in at runtime, such as active, inactive, idle, accelerating or braking.

To add an element to the current diagram, click on the required icon and drag it into position on the diagram. Set an element name and other properties as prompted.

To add a relationship, click on the required icon, then click on the start element in the diagram and drag to the end element.

3.6.11 Activity Group

The *Activity* group is used to model system dynamics from a number of viewpoints in Activity diagrams 1009 and Interaction Overview diagrams 1055. An *Activity* is some work that is carried out; it might overlap several use cases or form only a part of one use case. *Send* and *Receive* events are included as triggers. A *Decision* element marks a point where processing might split based on some outcome or value. The *Flow* relation models an active transition and synch points are used to split and rejoined periods of parallel processing.



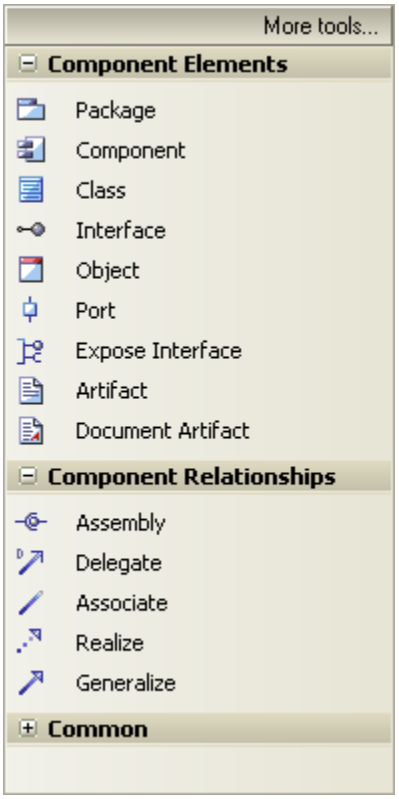
Activity elements enable you to describe the dynamics of the system from the point of view of activities and flows between them. Activities can be stereotyped as a *process* to display a business process icon.

To add an element to the current diagram, click on the required icon, and drag it into position on the diagram. Set an element name and other properties as prompted.

To add a relationship, click on the required icon, then click on the start element in the diagram and drag to the end element.

3.6.12 Component Group

The *Component* group enables you to model the physical components of your system in a Component diagram 1066. A component is a piece of hardware or software that makes up the system, for example, a DLL or Web Server are examples of Components that might be deployed on a Windows 2000 Server (Node). See the Deployment Diagram 1068 for an example of this.



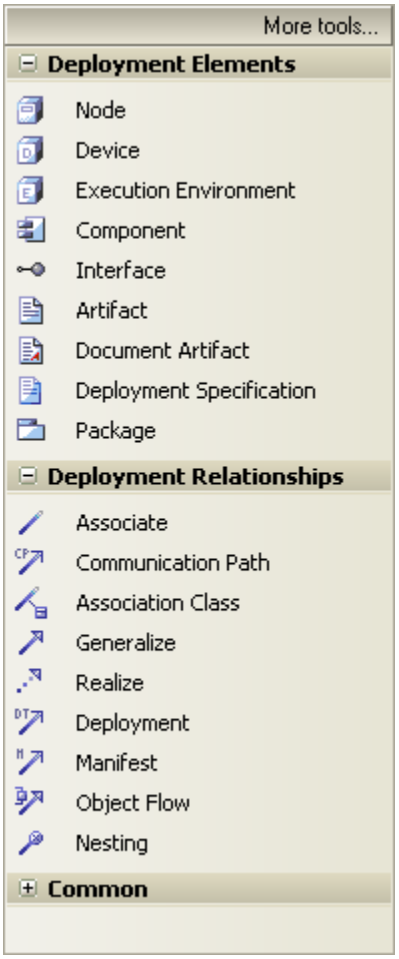
The *Component* group contains elements related to the actual building of the system: the components that make up the system (eg. ActiveX DLL's or Java beans), the Interfaces they expose and the dependencies between those elements.

To add an element to the current diagram, click on the required icon and drag it into position on the diagram. Set an element name and other properties as prompted.

To add a relationship, click on the required icon, then click on the start element in the diagram and drag to the end element.

3.6.13 Deployment Group

The *Deployment* group enables you to model the physical components and deployment structure of your system in a Deployment diagram. A *Component* is a piece of hardware or software that makes up the system, and a *Node* is a physical platform on which the component is to exist. For example, DLLs or Web Servers are Components that could be deployed on a Windows 2000 Server (Node). See the Deployment diagram 1068 topic for an example of this.



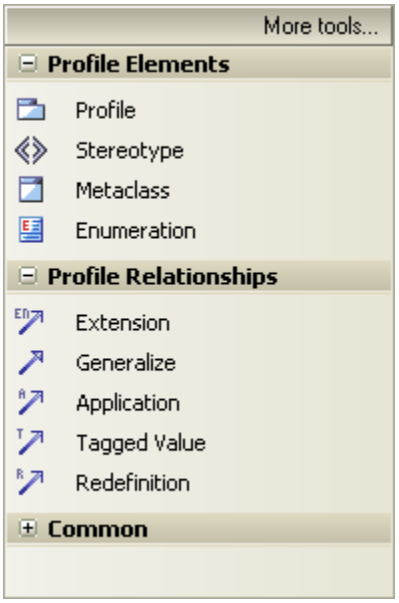
The *Deployment* group contains elements related to the actual building of the system; the components that make up the system (eg. ActiveX DLLs or Java beans) and the nodes those components run on, including the physical connections between nodes.

To add an element to the current diagram, click on the required icon, and drag it into position on the diagram. Set an element name and other properties as prompted.

To add a relationship, click on the required icon, then click on the start element in the diagram and drag to the end element.

3.6.14 Profile Group

The *Profile* group contains some extended UML elements that can be used to create and modify Profiles 407, for rapidly creating stereotyped and Tagged Values that can be applied to structures such as elements, attributes, methods and links.



A *Profile* is used to provide a generic extension mechanism for building UML models in particular domains. They are based on additional Stereotypes and Tagged Values that are applied to structures such as Elements, Attributes, Methods, Links and Link Ends.

A *Stereotype* provides a mechanism for varying the behavior and type of a model element.

A *Metaclass* is used to create a Class whose instances are Classes; a metaclass is typically used to construct metamodels.

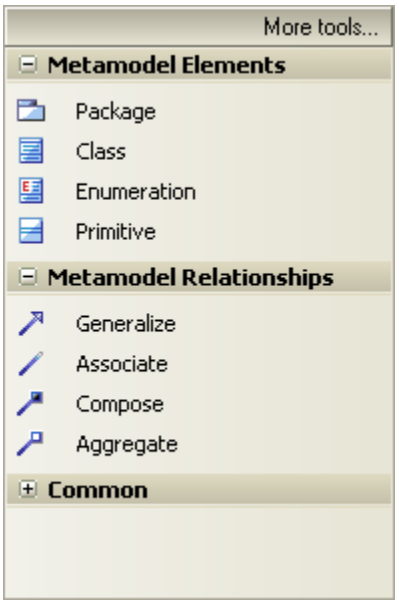
An *Enumeration* creates a Class stereotyped as enumeration, which is used to provide a list of named values as the range of a particular type.

To add an element to the current diagram, click on the required icon, and drag it into position on the diagram. Set an element name and other properties as prompted.

To add a relationship, click on the required icon, then click on the start element in the diagram and drag to the end element.

3.6.15 Metamodel Group

The *Metamodel* group enables you to create metamodel diagrams with support for MOF 574 diagrams.



A *Package* 1137 is a namespace as well as an element that can be contained in other package's namespaces (see Package) 1137.

A *Class* 1095 is a representation of objects, that reflects their structure and behavior within the system.

An *Enumeration* 1113 is a Class with an enumeration stereotype.

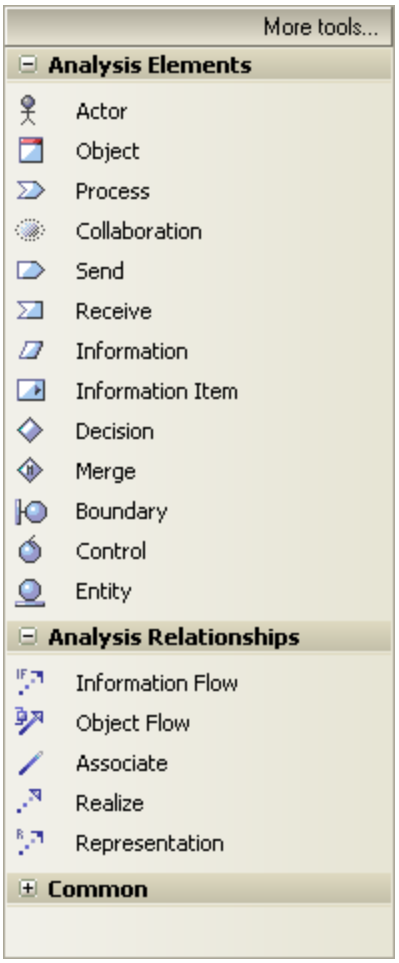
A *Primitive* 1141 supports the MOF specification.

To add an element to the current diagram, click on the required icon and drag it into position on the diagram. Set an element name and other properties as prompted.

To add a relationship, click on the required icon, then click on the start element in the diagram and drag to the end element.

3.6.16 Analysis Group

Analysis-type elements are used early in modeling to capture business processes, activities and general domain information. They are generally used in Analysis diagrams 1069.



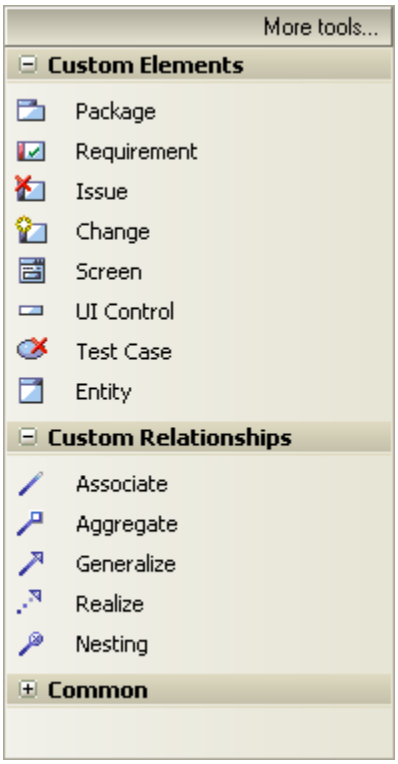
The elements and relationships in the *Analysis* group are used for early modeling of business processes, activities and collaborations. You can use stereotyped activities to model business processes, or stereotyped elements to capture standard UML business process modeling extensions such as worker, case worker, entity, and controller.

To add an element to the current diagram, click on the required icon and drag it into position on the diagram. Set an element name and other properties as prompted.

To add a relationship, click on the required icon, click on the start element in the diagram and drag to the end element.

3.6.17 Custom Group

The *Custom* group contains a few extended UML elements that might be of use in modeling or designing your system in a Custom diagram 1071.



A *Package* is a namespace as well as an element that can be contained in other package's namespaces (see Package) 1137.

A *Requirement* 1174 is a custom element used to capture requirements outside of standard UML elements. A requirement expresses required system behavior that can cross several use cases. You can link requirements to other elements using the *realize* link to express the implementation of a requirement and hence the traceability from user requirements to what is being built.

An *Issue* element is a structured comment that contains information about defects and issues relating to the system/model (see Defects (Issues) 699) 1137. Affected elements are linked by Trace 1219 connectors.

A *Change* element is a structured comment that contains information about changes requested to the system/model (see Changes 698) 1137. Affected elements are linked by Trace 1219 connectors.

A *Screen* 1175 provides a stereotyped Class element that displays a GUI type screen; this can be used to express application GUI elements and flows between them.

A *UI control* 1176 likewise can be used to express GUI controls.

A *Test Case* describes what must be set up in order to test a particular feature (see Test Cases window 684) 1137.

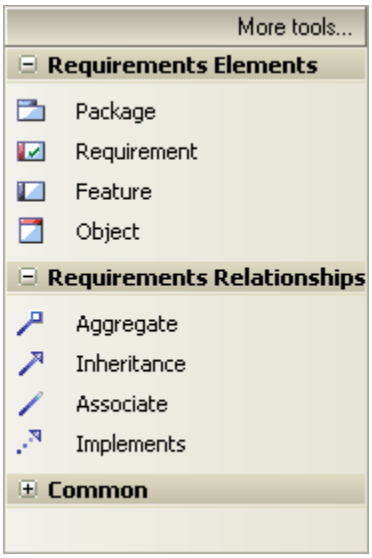
An *Entity* is a stereotyped element that represents any general thing not captured by the element or Class type elements (for example a trading partner). Use of this element is deprecated: it was originally intended to take the role now occupied by a Table 1176 element.

To add an element to the current diagram, click on the required icon and drag it into position on the diagram. Set an element name and other properties as prompted.

To add a relationship, click on the required icon, then click on the start element in the diagram and drag to the end element.

3.6.18 Requirement Group

As an analysis step, often it is desirable to capture simple system *requirements*. These are eventually realized by Use Cases (see Requirements 1174).



A *Package* is a namespace as well as an element that can be contained in other package's namespaces (see Package) 1137.

Specify the *Requirement* of a system. Note that there are a few different requirement types, as listed below.

- Display
- Functional
- Performance
- Printing
- Report
- Testing
- Validate

You can also create your own requirements. To do this, right-click on the *Requirement* element and select **Properties**. Type the name of the requirement into the **Type** field (see Requirements 1174).

A *Feature* is a small client-valued function expressed as a requirement. Features are the primary requirements-gathering artifact of the *Feature-Driven Design* (FDD) methodology.

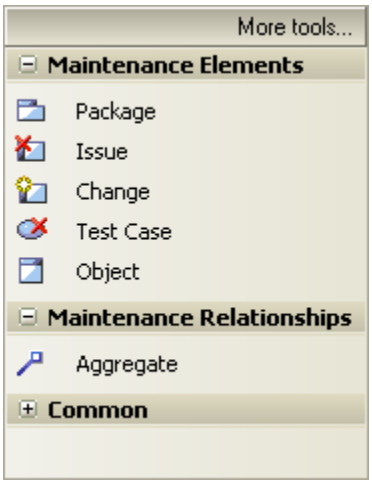
An *Object* is an instance of a Class. (see Object 1134).

To add an element to the current diagram, click on the required icon, and drag it into position on the diagram. Set an element name and other properties as prompted.

To add a relationship, click on the required icon, then click on the start element in the diagram and drag to the end element.

3.6.19 Maintenance Group

The *Maintenance* elements are defects, changes, issues and tasks (see Maintenance 695).



A *Package* is a namespace as well as an element that can be contained in other package's namespaces (see Package) 1137.

An *Issue* element is a structured comment that contains information about defects and issues relating to the system/model (see Defects Issues 699) 1137. Affected elements are linked by Trace 1219 connectors.

A *Change* element is a structured comment that contains information about changes requested to the system/model (see Changes 698) 1137. Affected elements are linked by Trace 1219 connectors.

A *Test Case* describes what must be set up in order to test a particular feature (see Test Cases window 684) 1137.

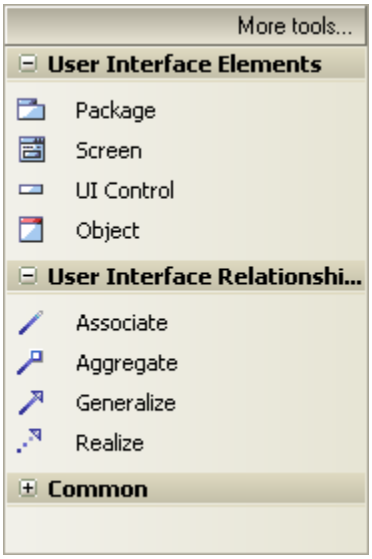
An *Object* is an instance of a Class (see Object 1134).

To add an element to the current diagram, click on the required icon, and drag it into position on the diagram. Set an element name and other properties as prompted.

To add a relationship, click on the required icon, then click on the start element in the diagram and drag to the end element.

3.6.20 User Interface Group

The *User Interface* group enables you to create graphical user interface diagrams.



A *Package* is a namespace as well as an element that can be contained in other packages' namespaces (see Package) 1137.

A *Screen* 1175 element represents a graphical user interface. You can place GUI elements onto the screen element.

UI Control 1176 elements are placed onto the screen element to build up a graphical user interface diagram. There are different stereotypes that represent different elements such as buttons and combo boxes.

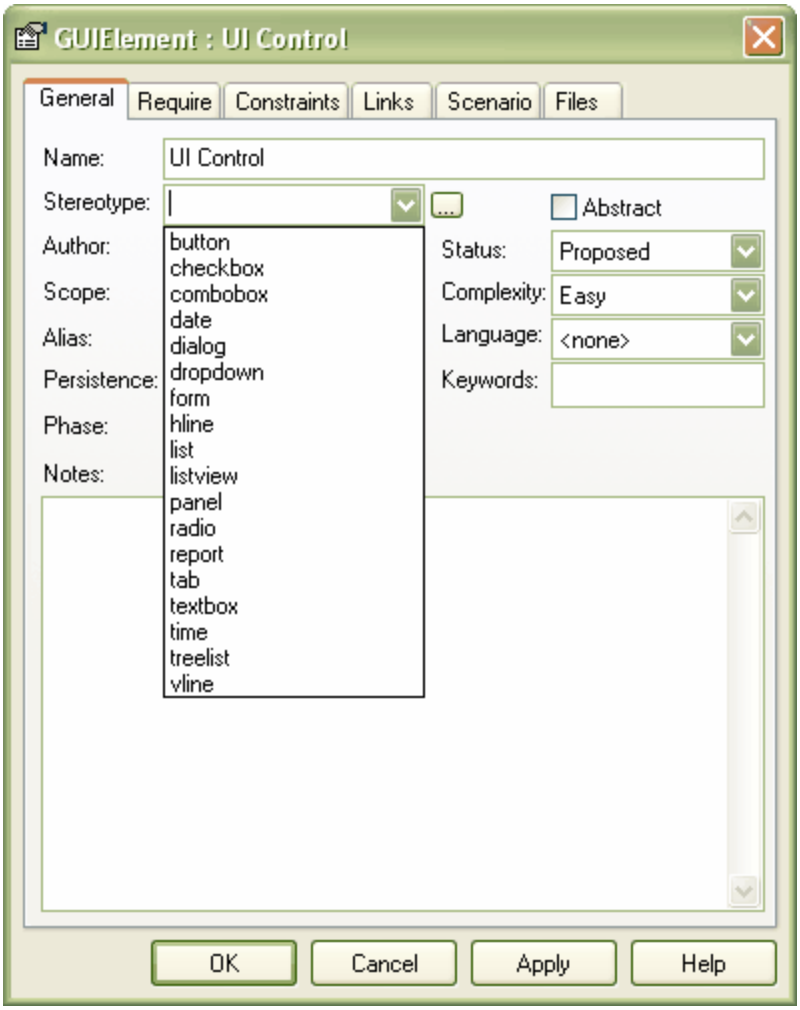
An *Object* is an instance of a Class (see Object 1134).

To add an element to the current diagram, click on the required icon, and drag it into position on the diagram. Set an element name and other properties as prompted.

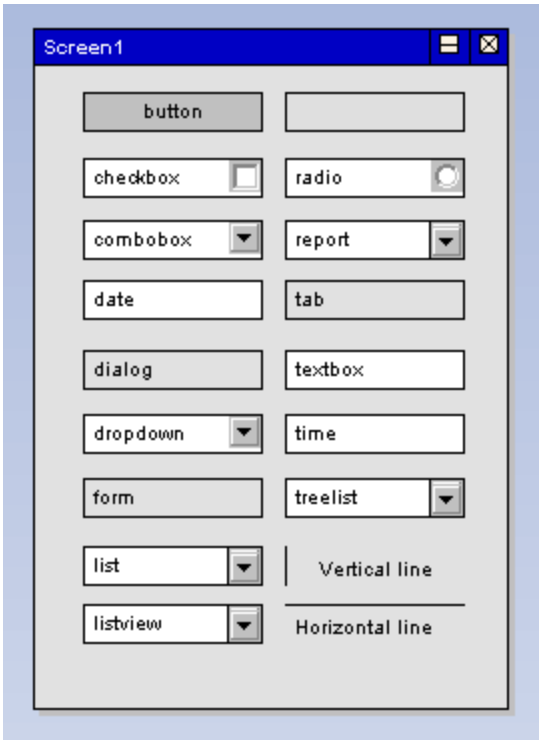
To add a relationship, click on the required icon, then click on the start element in the diagram and drag to the end element.

GUI Element Stereotype available

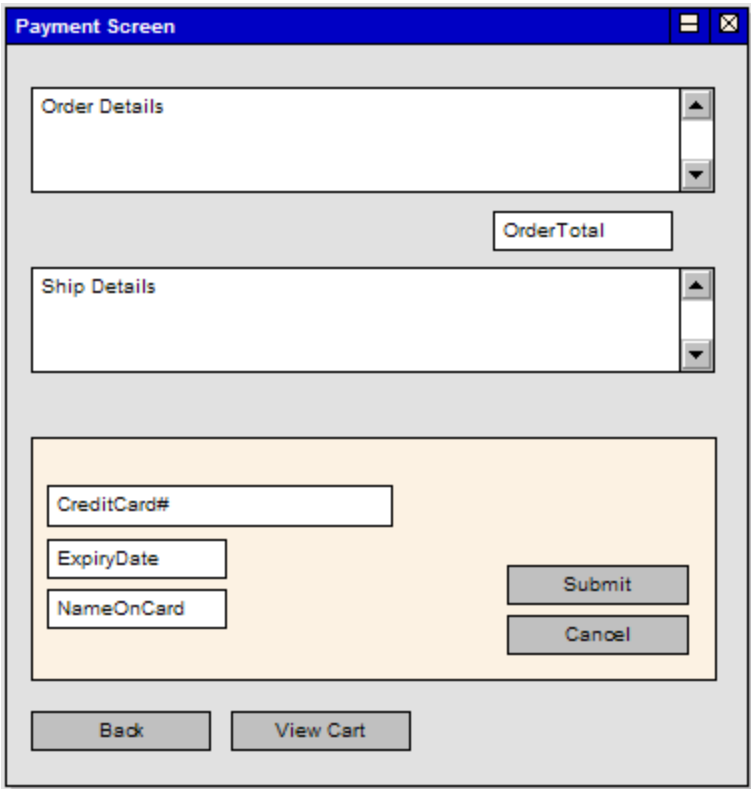
The following GUI elements are available as stereotypes.



The following diagram illustrates GUI elements with each of the stereotypes as they appear on a screen element.

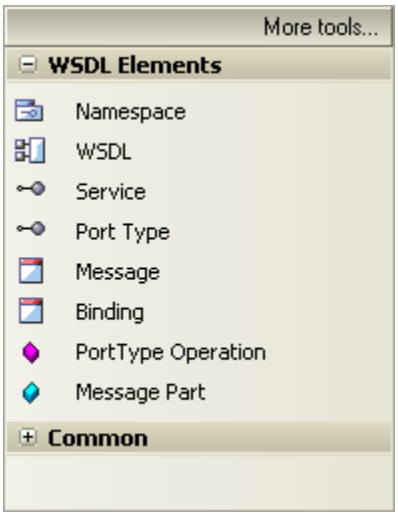


Example GUI Diagram



3.6.21 WSDL Group

The *WSDL* group gives you the ability to rapidly model 926 and automatically generate 934 W3C Web Service Definition Language (WSDL) documents.



A *Namespace* 926 represents the top-level container for the WSDL model. Drag this element onto an open diagram to create the necessary model structure for WSDL documents.

A physical WSDL document 928 is represented as a UML component. Its interfaces represent the *WSDL services* 929.

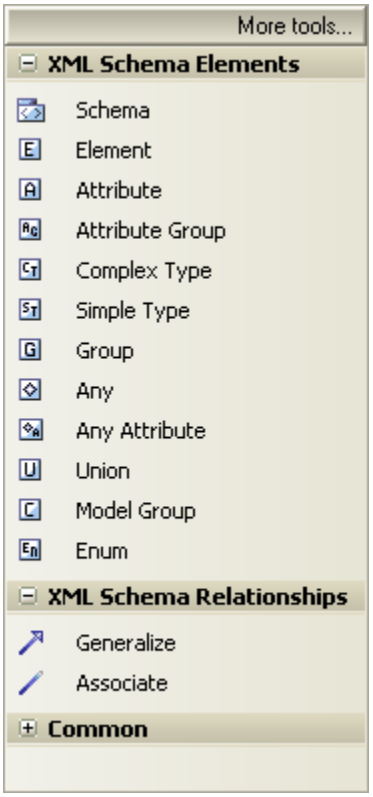
A WSDL *Port Type* 930 is modeled as a UML interface. Its *Port Type Operations* 933 are realized by *Binding* 931 elements. Each of the operation parameters is derived from the Message elements defined in the *Messages* 931 package.

To add an element to the current diagram, click on the required icon and drag it into position on the diagram. Set an element name and other properties as prompted.

To add a relationship, click on the required icon, click on the start element in the diagram and drag to the end element.

3.6.22 XML Schema Group

The *XML Schema* group provides the ability to model 913 and automatically generate 925 W3C XSD schema files. This group implements the constructs provided by the UML profile for XML Schema 915.



A *Schema* corresponds to a UML package, which contains the type and element definitions for a particular *targetNamespace*. Drag this item onto an open diagram to create the package to contain your schema model elements. The package is stereotyped as *XSDschema*.

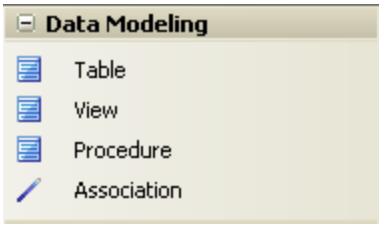
Open the logical diagram created under the XSDschema package and add additional schema elements as required.

To add an element to the current diagram, click on the required icon and drag it into position on the diagram. Set the name and other properties as prompted.

To add a relationship, click on the required icon, then click on the start element in the diagram and drag to the end element.

3.6.23 Data Modeling Group

This group is used for database modeling 836 and database design, in conjunction with the *UML Data Modeling Profile*.



The *Table* 1176 element defines a table on the data model.

Use the *View* element to represent database views 860 in the data model.

Use the *Procedure* element to represent stored procedures 855 in the data model.

To add an element to the current diagram, click on the required icon and drag it into position on the diagram. Set an element name and other properties as prompted.

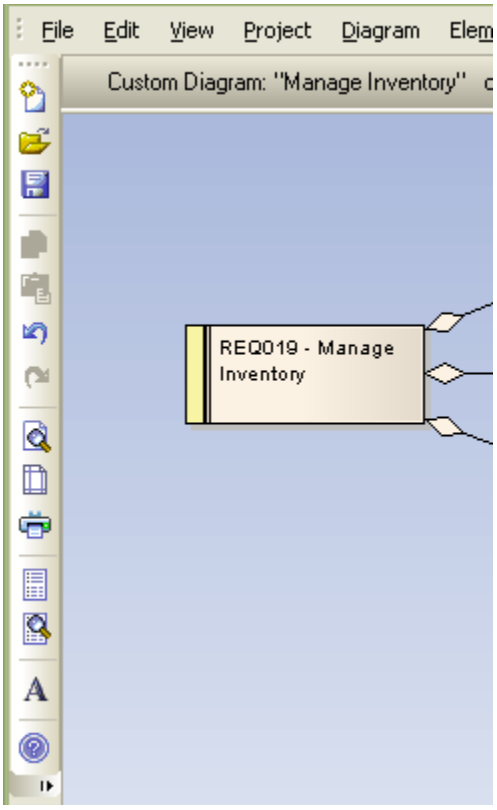
To add a relationship, click on the required icon, click on the start element in the diagram and drag to the end element.

3.7 Workspace Toolbars

Enterprise Architect provides you with a selection of toolbars that you can drag and dock within the application frame. These toolbars provide convenient shortcuts to common tasks. You can also float toolbars over the application by tearing them off 158 the application toolbar section; this is useful when you are using a certain set of functions a lot in a particular area.

You can customize toolbars by deleting and reordering the default button set. See Customize Toolbars 133 for more information. You can customize which toolbars are active by right-clicking on the toolbar background and selecting the required items in the context menu.

Note: *You can dock toolbars to the edge of Enterprise Architect by dragging them by the title bar and placing them against the appropriate edge. The example below shows the Default Tools toolbar docked to the left side of the Enterprise Architect workspace:*



See Also

- Default Tools Toolbar 124
- Project Toolbar 124
- Code Generation Toolbar 125
- UML Elements Toolbar 127
- Diagram Toolbar 128
- Current Element Toolbar 128
- Current Connector Toolbar 129
- Format Toolbar 130
- Workspace Views 131
- Other Views Toolbar 132

- Status Bar 134

3.7.1 Default Tools Toolbar

The *Default Tools* toolbar provides quick access to the following functions (in order):

- New project **[Ctrl]+[N]**
- Open a project **[Ctrl]+[O]**
- Save current diagram **[Ctrl]+[S]**
- Copy to Enterprise Architect clipboard **[Ctrl]+[Space]**
- Paste from Enterprise Architect clipboard as instance **[Shift]+[Insert]**
- Undo last action **[Ctrl]+[Z]**
- Redo last undone action **[Ctrl]+[Y]**
- Print Preview (for generated documents and diagrams)
- Page setup
- Print **[Ctrl]+[O]**
- Show *Element List* for currently-selected package or diagram
- Open *Model Search* **[Ctrl]+[Alt]+[R]**
- Select the layout of docked windows, toolbars and the Enterprise Architect UML *Toolbox* (<default> is Enterprise Architect, other options display for any MDG Technologies 432 you have enabled)
- Help **[F1]**.

You can move this toolbar to any dockable position and it retains that position in subsequent sessions. You can hide or show the toolbar from the **View | Toolbars** menu option.

See Also

- Project Toolbar 124
- Code Generation Toolbar 125
- UML Elements Toolbar 127
- Diagram Toolbar 128
- Current Element Toolbar 128
- Current Connector Toolbar 129
- Format Toolbar 130
- Workspace Views 131
- Other Views Toolbar 132
- Customize Toolbars 133
- Status Bar 134

3.7.2 Project Toolbar

The *Project* toolbar provides quick access to the following functions (in order):

- Reload current project **[Ctrl]+[Shift]+[F11]**
- New diagram

- New package **[Ctrl]+[W]**
- New element **[Ctrl]+[M]**
- Search *Project Browser* window **[Ctrl]+[Shift]+[F]**
- Search entire project **[Ctrl]+[F]**
- New RTF document **[F8]**
- Project issues
- Project glossary
- Options (preferences) **[Ctrl]+[F9]**

You can move this toolbar to any dockable position and it retains that position in subsequent sessions. You can hide or show the toolbar from the **View | Toolbars** menu option.

See Also

- Default Tools Toolbar 124
- Code Generation Toolbar 125
- UML Elements Toolbar 127
- Diagram Toolbar 128
- Current Element Toolbar 128
- Current Connector Toolbar 129
- Format Toolbar 130
- Workspace Views 131
- Other Views Toolbar 132
- Customize Toolbars 133
- Status Bar 134

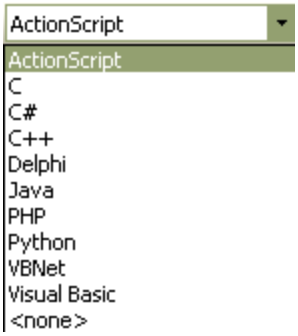
3.7.3 Code Generation Toolbar

The **Code Generation** toolbar provides quick access to the following functions (in order):

- Set the default language
- Set the default database
- Import Classes and Interfaces from source files (see menu below)
- Generate code for a single selected Class **[F11]**
- Batch generate code for one or more selected Classes **[Shift]+[F11]**
- Synchronize selected Classes with source code **[F7]**
- View code in default editor **[F12]**.

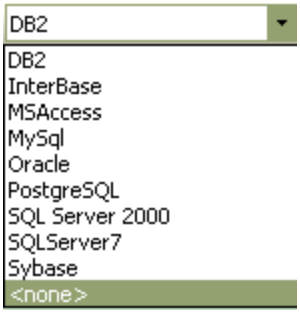
Set Default Code Language

To set the default language for the model click on the **Default Language** drop-down arrow and select the appropriate language.



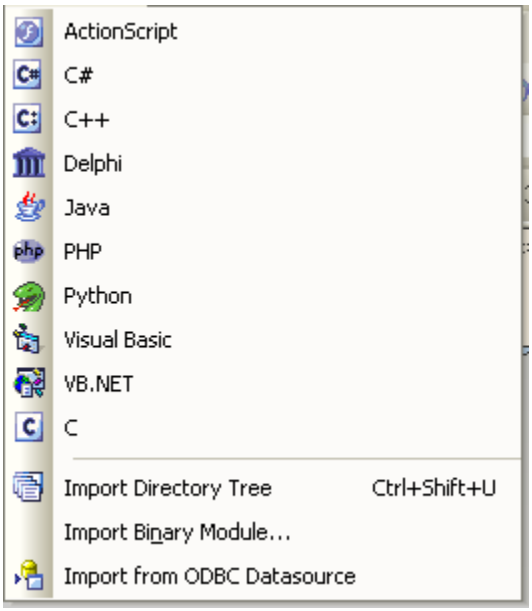
Set Default Database

To set the default database type for modeling click on the **Default Database** drop-down arrow and select the appropriate database type.



Import Code

To select a language for code generation, click on the drop-down arrow for the **Import** button.



You can move this toolbar to any dockable position and it retains that position in subsequent sessions. You can hide or show the toolbar from the **View | Toolbars** menu option.

See Also

- Default Tools Toolbar 124
- Project Toolbar 124
- UML Elements Toolbar 127
- Diagram Toolbar 128
- Current Element Toolbar 128
- Current Connector Toolbar 129
- Format Toolbar 130
- Workspace Views 131
- Other Views Toolbar 132
- Customize Toolbars 133
- Status Bar 134

3.7.4 UML Elements Toolbar

The *UML Elements* toolbar provides quick access to the following functions (in order):

- Insert new System Boundary 1156 - swim lanes element
- Insert new Note 305
- Insert new Text element 305
- Insert new diagram note 248
- Insert diagram Legend 275
- Insert new hyperlink 1169
- Insert new note link 1212.

You can move this toolbar to any dockable position and it retains that position in subsequent sessions. You can hide or show the toolbar from the **View | Toolbars** menu option.

See Also

- Default Tools Toolbar 124
- Project Toolbar 124
- Code Generation Toolbar 125
- Diagram Toolbar 128
- Current Element Toolbar 128
- Current Connector Toolbar 129
- Format Toolbar 130
- Customize Toolbars 133
- Workspace Views 131
- Other Views Toolbar 132
- Status Bar 134

3.7.5 Diagram Toolbar

The *Diagram* toolbar provides quick access to the following functions (in order):

- Align selected elements to the left **[Ctrl]+[Alt]+[←]**
- Align selected elements to the right **[Ctrl]+[Alt]+[→]**
- Align selected elements to the top **[Ctrl]+[Alt]+[↑]**
- Align selected elements to the bottom **[Ctrl]+[Alt]+[↓]**
- Bring selected element to top of Z order
- Move selected element to bottom of Z order
- Go to previous diagram **[Alt]+[←]**
- Go to next diagram **[Alt]+[→]**
- Go to default diagram
- Zoom In
- Zoom Out
- Zoom to fit diagram
- Zoom to fit page
- Zoom to 100%
- Auto-layout diagram (not for Behavioral diagrams)
- Show diagram properties **[F5]**
- Paste appearance as copied into the Painter from an element's **Appearance** 290 context menu)
- Delete selected element(s) **[Ctrl]+[D]**

You can move this toolbar to any dockable position and it retains that position in subsequent sessions. You can hide or show this toolbar from the **View | Toolbars** menu option.

See Also

- Default Tools Toolbar 124
- Project Toolbar 124
- Code Generation Toolbar 125
- UML Elements Toolbar 127
- Current Element Toolbar 128
- Current Connector Toolbar 129
- Format Toolbar 130
- Workspace Views 131
- Other Views Toolbar 132
- Customize Toolbars 133
- Status Bar 134

3.7.6 Current Element Toolbar

The *Current Element* toolbar provides quick access to the following functions (in order):

- View and modify element properties **[Alt]+[Enter]**
- Set an element's parent or implement interfaces **[Ctrl]+[I]**
- View and modify Operations **[F10]**
- View and modify Attributes **[F9]**
- Specify the visibility of element features and compartments **[Ctrl]+[Shift]+[Y]**
- Specify the run state of an element **[Ctrl]+[Shift]+[R]**
- View use of element in other structures such as diagrams **[Ctrl]+[U]**
- Locate the element in the *Project Browser* window **[Alt]+[G]**
- View the cross reference list for this element **[Ctrl]+[J]**
- Lock or unlock the current element
- Add a Tagged Value to the current element **[Ctrl]+[Shift]+[T]**

You can move this toolbar to any dockable position and it retains that position in subsequent sessions. You can hide or show the toolbar using the **View | Toolbars** menu option.

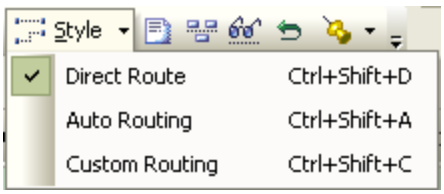
See Also

- Default Tools Toolbar 124
- Project Toolbar 124
- Code Generation Toolbar 125
- UML Elements Toolbar 127
- Diagram Toolbar 128
- Current Connector Toolbar 129
- Format Toolbar 130
- Workspace Views 131
- Other Views Toolbar 132
- Customize Toolbars 133
- Status Bar 134

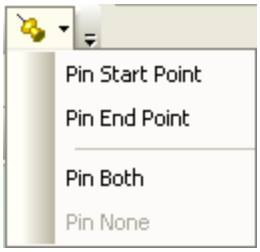
3.7.7 Current Connector Toolbar

The *Current Connector* toolbar provides quick access to the following functions (in order):

- View and modify properties for the current connector
- Set the connector line style



- Attach a note to the currently selected connector
- Set the visibility for labels of the connector
- Set the visible or hidden relations in the current diagram **[Ctrl]+[Shift]+[I]**
- Reverse the direction of the currently selected connector
- Pin the start and/or connector ends to a position on the target element (drop menu)



You can move this toolbar to any dockable position and it retains that position in subsequent sessions. You can hide or show the toolbar from the **View | Toolbars** menu option.

See Also

- Default Tools Toolbar 124
- Project Toolbar 124
- Code Generation Toolbar 125
- UML Elements Toolbar 127
- Diagram Toolbar 128
- Current Element Toolbar 128
- Format Toolbar 130
- Workspace Views 131
- Other Views Toolbar 132
- Customize Toolbars 133
- Status Bar 134

3.7.8 Format Toolbar

Use the *Format* toolbar to change the appearance of a selected element (or several selected elements) in the current diagram; this does not affect any other occurrence of the selected elements anywhere else in the model.

Note:

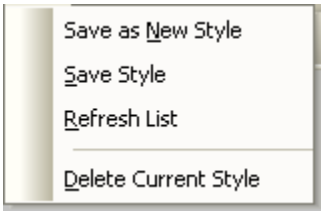
- *To set the* global *appearance of* all *elements throughout a model, use the Options dialog. Select the* **Tools | Options** *menu option, then select Standard Colors 183 from the options tree.*
- *To override the default appearance of a* selected *element (or several selected elements) on all diagrams on which it occurs, right-click on the element and select the* **Appearance | Configure Default Appearance** *context menu option. The Configure Default Appearance 306 dialog displays.*

The *Format* toolbar provides quick access to the following functions (in order):

- Fill Color (drop-down color palette)
- Text Color (drop-down color palette)
- Border or Connector Line Color (drop-down color palette)
- Border or Connector Line Width (arrows increase/decrease between 1 and 5)
- Apply Style to Element(s)
- Copy Style from Element
- Style list for selecting saved styles
- Save style (see below).

Note: *If the Format toolbar is not displayed, select the* **View | Toolbars | Format Tool** *menu option.*

If you click on the drop-down arrow for the **Save Style** (pencil) button, you can select an option from the list below:



The **Fill Color** button can be used in conjunction with the **Project Custom Colors** menu options to enable users to have access to custom-defined Project colors. To activate this feature select the **Tools | Options | Standard Colors** menu option and ensure that the **Show Project Custom Colors in Element Format** checkbox is selected. To define a set of custom colors see Get and Set Project Colors 308 topic.

You can move this toolbar to any dockable position and it retains that position in subsequent sessions. You can hide or show this toolbar using the **View | Toolbars** menu.

See Also

- Override an Element's Default Appearance 306
- Default Tools Toolbar 124
- Project Toolbar 124
- Code Generation Toolbar 125
- UML Elements Toolbar 127
- Diagram Toolbar 128
- Current Element Toolbar 128
- Current Connector Toolbar 129
- Workspace Views 131
- Other Views Toolbar 132
- Customize Toolbars 133
- Status Bar 134

3.7.9 Workspace Views

The *Workspace Views* toolbar provides a convenient means of turning on or off any of the following docked workspace windows:

- *Project Browser* window **[Alt]+[0]**
- *Properties* window **[Alt]+[1]**
- Enterprise Architect UML *Toolbox* **[Alt]+[5]**
- Glossary and *System* window **[Alt]+[2]**
- *Maintenance* window **[Alt]+[4]**
- *Testing* window **[Alt]+[3]**
- *Debug Workbench* **[Alt]+[8]**
- *Source Code* window **[Alt]+[7]**
- Element *Hierarchy* window **[Ctrl]+[Shift]+[4]**

- *Project Management* window **[Ctrl]+[Shift]+[7]**
- *Output* window **[Ctrl]+[Shift]+[8]**
- Element *Relationships* window **[Ctrl]+[Shift]+[2]**
- *Requirements and Constraints* (*Rules and Scenarios*) window **[Ctrl]+[Shift]+[3]**
- *Pan and Zoom* window **[Ctrl]+[Shift]+[N]**

Click on any of these buttons to toggle the associated window on or off.

You can move this toolbar to any dockable position and it retains that position in subsequent sessions. You can hide or show the toolbar from the **View | Toolbars** menu option.

See Also

- Default Tools Toolbar 124
- Project Toolbar 124
- Code Generation Toolbar 125
- UML Elements Toolbar 127
- Diagram Toolbar 128
- Current Element Toolbar 128
- Current Connector Toolbar 129
- Format Toolbar 130
- Other Views Toolbar 132
- Customize Toolbars 133
- Status Bar 134

3.7.10 Other Views Toolbar

The *Other Views* toolbar provides access to the following project information windows in Enterprise Architect, in order:

- Element List 137 - Displays the current diagram or package in a context-sensitive, editable flat list
- Model Search 139 - Opens the Enterprise Architect *Model Search* and its facilities **[Ctrl]+[Alt]+[R]**
- Relationship Matrix 445 - Opens the relationship matrix to cross reference elements to each other by connector type
- Discussion Forum 198 - Opens the *Project Forum* **[Ctrl]+[Alt]+[U]**
- Audit View 622 - Displays the *Audit View*, which shows the information that has been recorded by auditing
- Web Browser - Opens the web browser page at the site you have specified on the *Options* 182 dialog, in the **Web Home** field.

Click on any of these buttons to toggle the associated window on or off.

Note: *The buttons on this toolbar - and the facilities they access - are not all available in all three editions of Enterprise Architect. For example, the Discussion Forum is available in the Enterprise Architect Corporate and Professional Editions, and the Audit View is available only in the Enterprise Architect Corporate View.*

You can move this toolbar to any dockable position and it retains that position in subsequent sessions. You can hide or show the toolbar from the **View | Toolbars** menu option.

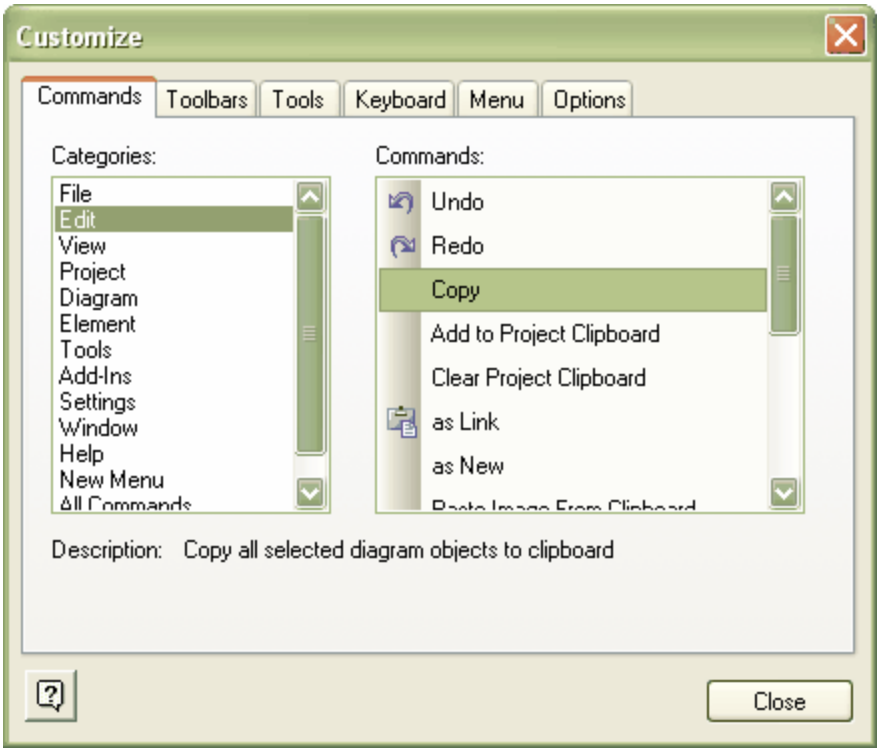
See Also

- Default Tools Toolbar 124
- Project Toolbar 124
- Code Generation Toolbar 125

- UML Elements Toolbar 127
- Diagram Toolbar 128
- Current Element Toolbar 128
- Current Connector Toolbar 129
- Format Toolbar 130
- Customize Toolbars 133
- Diagram Tabs 134
- Status Bar 134

3.7.11 Customize Toolbars

Use the *Customize* dialog to modify the content of toolbars by hiding buttons and by adding existing commands from within Enterprise Architect to a toolbar. You can also add one or more new toolbars and configure them exactly as required.



The *Customize* dialog enables you to customize:

- Commands 85
- Toolbars 85
- Tools 88
- Keyboard 92
- Menu 95
- Options 96

See Also

- Default Tools Toolbar 124
- Project Toolbar 124

- Code Generation Toolbar 125
- UML Elements Toolbar 127
- Diagram Toolbar 128
- Current Element Toolbar 128
- Current Connector Toolbar 129
- Format Toolbar 130
- Workspace Views 131
- Other Views Toolbar 132
- Status Bar 134

3.7.12 Status Bar

The *Status* bar displays at the bottom of the Enterprise Architect workspace. It provides feedback on current operations, menu hints and other status information.

In particular the *Status* bar lists the currently selected element, the status of **[Caps Lock]**, **[Num Lock]** and **[ScrLk]** (scroll lock) and the current coordinates of the selected element.

You can hide or show this toolbar from the **View | Toolbars** menu option. The *Status* bar cannot be docked in any other position.

See Also

- Default Tools Toolbar 124
- Project Toolbar 124
- Code Generation Toolbar 125
- UML Elements Toolbar 127
- Diagram Toolbar 128
- Current Element Toolbar 128
- Current Connector Toolbar 129
- Format Toolbar 130
- Workspace Views 131
- Other Views Toolbar 132
- Customize Toolbars 133

3.8 Diagram Tabs

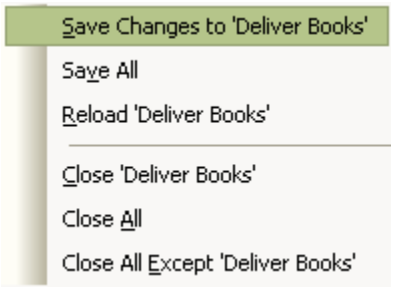
Diagram Tabs are located at either the bottom or the top of the diagram area, above the status bar. The default location is at the bottom of the diagram area; for details of how to place the diagram tabs at the top, see the **Configure Local Options | General** 182 topic. Each time you open a diagram, the diagram name is shown in the tab for easy identification and access.

Notice that the *Use Case Model* tab is bold; this means that the current diagram is the *Use Case Model* diagram.

Also notice that the *Deliver Books* tab has an asterisk. This means that there are unsaved changes in the *Deliver Books* diagram. To save the changes see below.

The Diagram Tabs Menu

To access the **Diagram Tabs** menu, right-click on an appropriate tab. In the example below, the *Deliver Books* tab was right-clicked.



The table below explains each menu option.

Menu Option	Description
Save Changes to '<tab name>'	Save the unsaved changes made to the diagram.
Save All	Save the model.
Reload '<tab name>'	Reopen the diagram without the unsaved changes; that is, revert to the state before any changes were made.
Close '<tab name>'	Close the diagram; Enterprise Architect prompts you to save changes to the diagram.
Close All	Close all open diagrams; Enterprise Architect prompts you to save any diagrams with unsaved changes.
Close All Except '<tab name>'	Close all diagrams except for '<tab name>' ; Enterprise Architect prompts you to save any diagrams with unsaved changes.

3.9 View Options

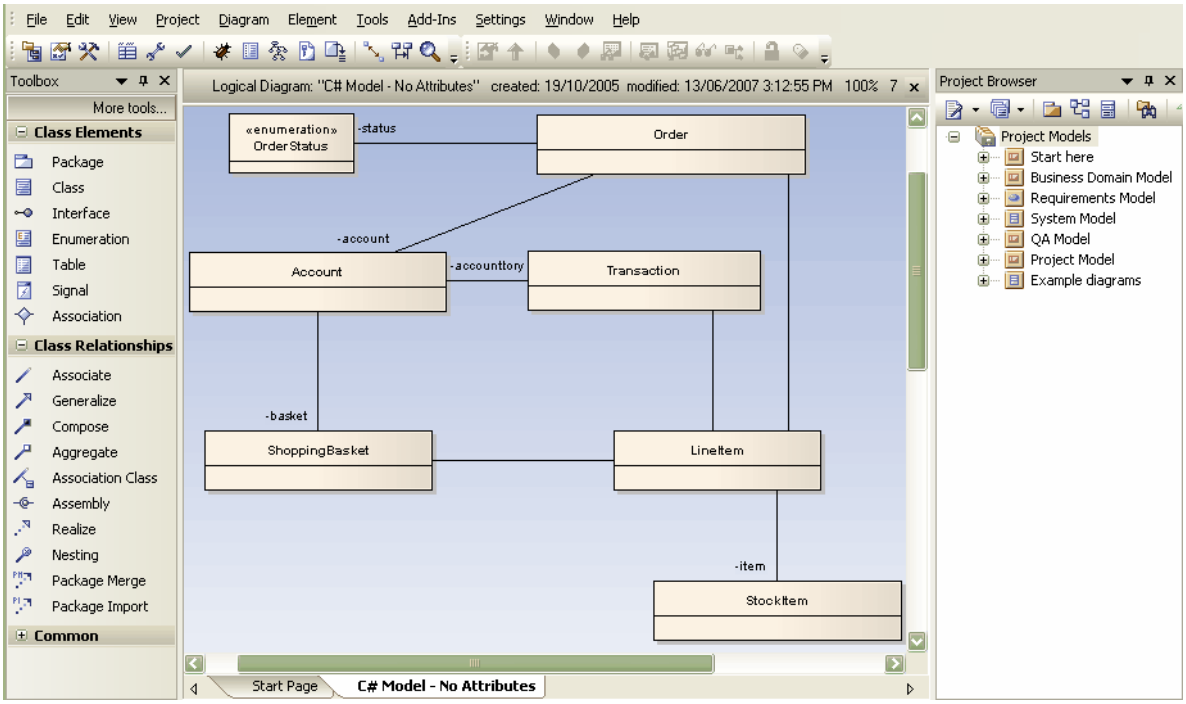
Models in Enterprise Architect are viewed in different ways in the application workspace, either in Diagram View 136 or Element List 137.

See Also

- Relationship Matrix 445

3.9.1 Diagram View

The *Diagram View* is the main workspace window that displays the currently-selected diagram. You can open many diagrams, but you can view only one at a time.



Use the *Diagram View* to build model relationships and elements. Within the diagram, you can create new elements, drag in existing elements and generally organize the elements and relationships. Most work is carried out on elements in the *Diagram View*, so understanding how it works and how to manipulate elements is essential. Use the example project supplied with Enterprise Architect to explore the capabilities and behavior of the *Diagram View*.

Tip: *You can also use the* Element List 137 *to manipulate elements.*

Typical diagram activities include:

- Print and print preview diagrams
- Add new elements to the diagram using the Enterprise Architect UML *Toolbox*
- Add connectors between elements using connectors from the Enterprise Architect UML *Toolbox*
- Set diagram properties
- Save the diagram image to file
- Save the diagram image to the clipboard
- Copy elements in a diagram to link or copy elsewhere
- Zoom diagram to different magnifications
- Use the toolbar forward and back arrows to load previous and next diagrams
- Align and size multiple elements
- Delete elements from the diagram (but not the project)
- Double-click on the diagram background to open the diagram *Properties* dialog
- Right-click on the diagram background to open the context menu

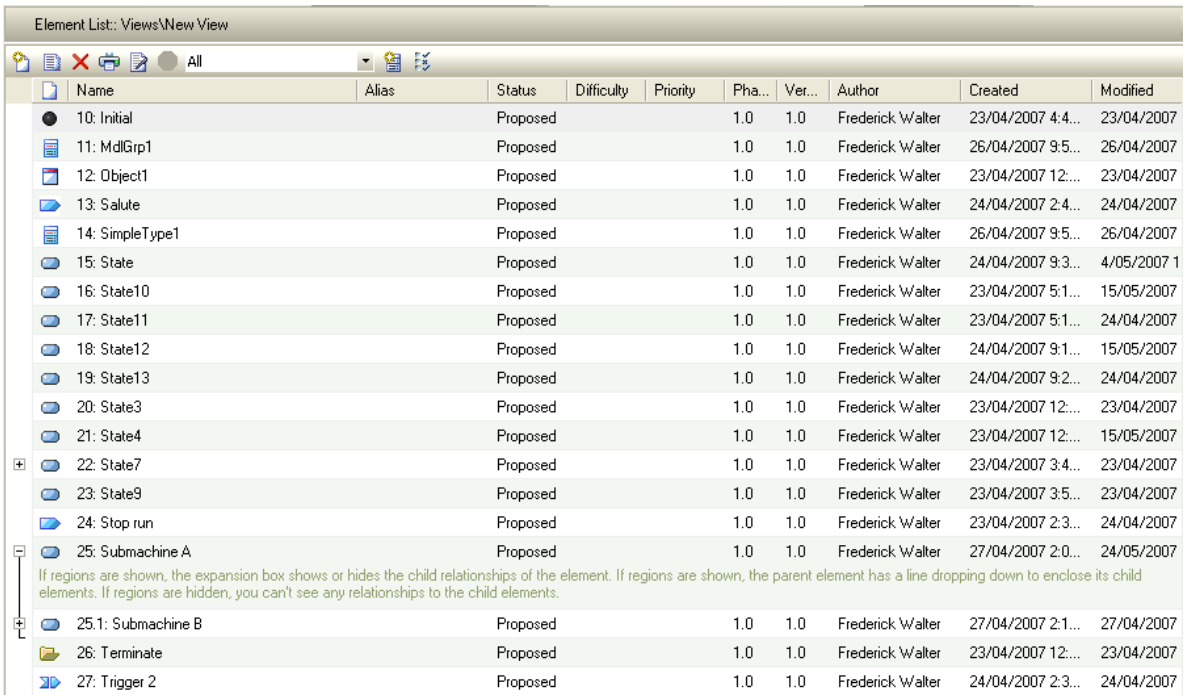
3.9.2 Element List

The *Element List* is a tabular, editable view of elements that can be displayed in the main workspace. You can use the *Element List* to streamline the process of creating and updating elements in a package or diagram selected from the *Project Browser* window. This can be particularly useful for analysts to create and maintain formal requirement definitions within the model. You can also print the list or generate an RTF document 138 directly from the entries on the *Element List*.

To access the *Element List*, either:

- Select a diagram or package in the *Project Browser* window and select the **View | Element List** menu option
- Right-click on a diagram or package in the *Project Browser* window and select the **Show Element List** menu option
- Click on the **Element List** button on the *Other Views* 132 toolbar.

The *Element List* tab displays, showing the element information for the selected package or diagram.



Name	Alias	Status	Difficulty	Priority	Pha...	Ver...	Author	Created	Modified
10: Initial		Proposed			1.0	1.0	Frederick Walter	23/04/2007 4:4...	23/04/2007
11: MdlGrp1		Proposed			1.0	1.0	Frederick Walter	26/04/2007 9:5...	26/04/2007
12: Object1		Proposed			1.0	1.0	Frederick Walter	23/04/2007 12:...	23/04/2007
13: Salute		Proposed			1.0	1.0	Frederick Walter	24/04/2007 2:4...	24/04/2007
14: SimpleType1		Proposed			1.0	1.0	Frederick Walter	26/04/2007 9:5...	26/04/2007
15: State		Proposed			1.0	1.0	Frederick Walter	24/04/2007 9:3...	4/05/2007 1
16: State10		Proposed			1.0	1.0	Frederick Walter	23/04/2007 5:1...	15/05/2007
17: State11		Proposed			1.0	1.0	Frederick Walter	23/04/2007 5:1...	24/04/2007
18: State12		Proposed			1.0	1.0	Frederick Walter	24/04/2007 9:1...	15/05/2007
19: State13		Proposed			1.0	1.0	Frederick Walter	24/04/2007 9:2...	24/04/2007
20: State3		Proposed			1.0	1.0	Frederick Walter	23/04/2007 12:...	23/04/2007
21: State4		Proposed			1.0	1.0	Frederick Walter	23/04/2007 12:...	15/05/2007
22: State7		Proposed			1.0	1.0	Frederick Walter	23/04/2007 3:4...	23/04/2007
23: State9		Proposed			1.0	1.0	Frederick Walter	23/04/2007 3:5...	23/04/2007
24: Stop run		Proposed			1.0	1.0	Frederick Walter	23/04/2007 2:3...	24/04/2007
25: Submachine A		Proposed			1.0	1.0	Frederick Walter	27/04/2007 2:0...	24/05/2007
If regions are shown, the expansion box shows or hides the child relationships of the element. If regions are shown, the parent element has a line dropping down to enclose its child elements. If regions are hidden, you can't see any relationships to the child elements.									
25.1: Submachine B		Proposed			1.0	1.0	Frederick Walter	27/04/2007 2:1...	27/04/2007
26: Terminate		Proposed			1.0	1.0	Frederick Walter	23/04/2007 12:...	23/04/2007
27: Trigger 2		Proposed			1.0	1.0	Frederick Walter	24/04/2007 2:3...	24/04/2007

Note: *As you navigate the Element List, the item you have currently selected is highlighted in the Project Browser.*

In the *Element List* you can:

- Sort the items by any column value in ascending or descending order, by clicking on the column header; initially the elements are listed in numerical order (if level numbering is turned on in the *Project Browser*)

  Note: *This turns off collapsible regions; collapsible regions are shown for the* State 7 *and* Submachine A *elements in the illustration above. They are displayed only if you generate the Element List for a package, not for a diagram.*

- Change the sequence of columns, by dragging column headers left or right; however, the order you place

them in is not retained in subsequent sessions

- Display the *Properties* dialog for an item by double-clicking on the item entry
- Report on specific element types by clicking on the drop-down arrow in the *Element List Toolbar* and selecting the appropriate element type from the filter list, or **All** to list all objects; the report then lists only elements of that type
- Change the elements available in the filter list by clicking on the **Select another toolbox or technology** icon to the right of the list field, and selecting the appropriate category
- Select:
  - An element by clicking on it
  - A specific value by clicking twice on it (not double-clicking)
  - Several individual elements by holding **[Ctrl]** as you click on them
  - A range of elements by holding **[Shift]** as you click on the first and last in the range.
- Edit a specific value in the list by clicking three times on it (or twice and press **[F2]**); either the value becomes directly editable or the *Properties* dialog displays in which you can edit the value
- Add new items to the *Element List* by pressing **[Ctrl]+[N]** or **[Insert]**
- Automatically add elements to a diagram by generating the *Element List* on the diagram and adding elements to the list
- Delete elements from the list by selecting the item and pressing **[Ctrl]+[D].**

Tip: *The report also includes each element's documentation (notes), where this exists. See the* Submachine A *element in the illustration above. This is a useful way to determine which elements in a diagram require further work and which are complete. You can add or edit notes by clicking on the item and pressing* **[Enter]***.*

Element List Options

You can also influence what information is displayed on the *Element List* by clicking on the **Options** icon in the toolbar. This displays the *Element List Options* dialog, with two checkboxes:

- **Show nested packages content** - defaults to deselected, so child packages are not expanded in the list; select to show the contents of child packages in the selected package or element
- **Show notes compartment** - defaults to selected to show the element notes; deselect the checkbox to hide the notes text.

Audit History

In the Corporate edition of Enterprise Architect, if Auditing 618 is turned on and the *Element List* is open, you can view a history of changes to any selected element or connector, in the *Audit History* 627 tab of the Output 175 window. (If security is enabled, you must have at least Audit View permissions to display the audit history).

Work on Elements in the Element List

You can also use the context menu to perform operations on elements in the *Element List*. Right-click on the required element to display the context menu. The menu options are described below:

Menu Option	Description
Properties	Displays the *Properties* dialog for the selected element.
Add New	If the **Filter List** field in the toolbar is set to **All**, displays the *New Element* dialog, through which you create an element of the required type. If the **Filter List** field is set to a specific element type, this option adds an element of that type to the package or diagram in the *Element List*, the *Project Browser* and the *Diagram View*. Alternatively, select the **Add New** icon in the *Element List* toolbar.
Edit Notes	Makes the Notes area of the selected item available to create or edit the note text.

Menu Option	Description
	Alternatively, select the **Edit Notes** icon in the *Element List* toolbar.
Show Regions **(Hide Regions)**	Shows or hides the parent-child relationships between elements in a package (not in a diagram). If regions are hidden, all elements are listed with equal status. If regions are shown, the parent element has an expand/collapse box (⊞) that enables you to hide its child elements.
RTF Report	Generates an RTF report. You have two options: • Generate a separate report on each selected object in the report • Generate one report on all selected objects. In either case, the *Generate RTF Documentation* 939 dialog 939 displays. Alternatively, select the **RTF Report** icon in the *Element List* toolbar. This generates one report for all selected items.
Usage	Takes you to the diagram that uses the element or, if the element is used in multiple diagrams, presents a list of diagrams to choose from.
Bookmark Selected	Bookmarks the element.
Delete Selected	Deletes the selected element from the *Element List*. Alternatively, select the **Delete Selected** icon in the *Element List* toolbar.
Print	Prints out the filtered results. Alternatively, select the **Print** icon in the *Element List* toolbar.

3.10 Model Search

The *Model Search* generates a report list that you can view in the main workspace. It lists each element in the *Project Browser* window that meets the search criteria you specify within the search terms and search type.

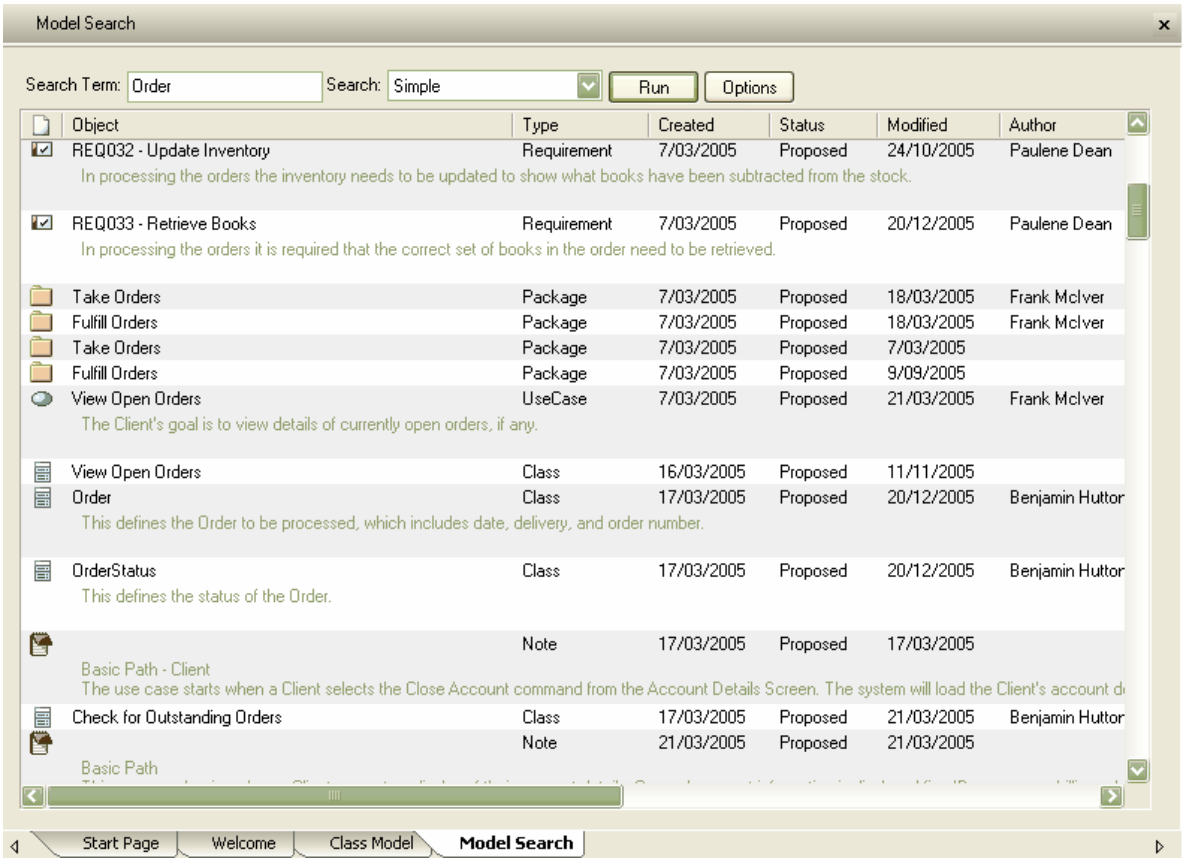
For more information on conducting searches see the Search the Model Search 142 topic.

When you have generated your search results, you can print them or generate an RTF report 141 on them.

To access the *Model Search*, either:

- Select the **View | Model Search** menu option
- Click on a package in the *Project Browser* window and and press **[Ctrl]+[Alt]+[R]**, or
- Click on the **Model Search** icon in the *Other Views* 132 toolbar

The *Model Search* tab displays.



The *Model Search* is also displayed when you search the whole project using the **Edit | Find in Project** 143 menu option.

In the *Model Search* you can:

- Sort the items by any column value in ascending or descending order, by clicking on the column header
- Change the sequence of columns, by dragging column headers left or right; however, the order you place them in is not retained in subsequent sessions
- Display element properties, by double-clicking on the element item
- Select:
  - An element by clicking on it
  - Several individual elements by holding **[Ctrl]** as you click on them
  - A range of elements by holding **[Shift]** as you click on the first and last in the range
  - All elements in the list by pressing **[Ctrl]+[A]**.

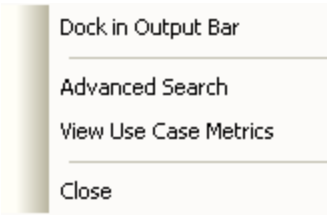
Tip: *The search results include each element's documentation (notes), where this exists. This can be a useful way to determine which elements in a diagram require further work and which are complete.*

The Options button

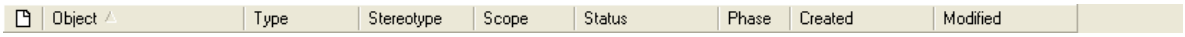
The **Options** button displays the **Search Options** submenu, which enables you to display the search results as a tab of the *Output* 175 window 175 rather than as an Enterprise Architect View. An advantage of moving the search results to the *Output* window is that you can select items from the search results and drag them onto a diagram, which you cannot do when the results are in the Enterprise Architect View. If you select the **Dock in Output Bar** menu option, when you next display the menu this option becomes **Dock in Main View**.

The **Search Options** submenu also provides the means of performing advanced searches 144 on your project,

and displaying project metrics 673.



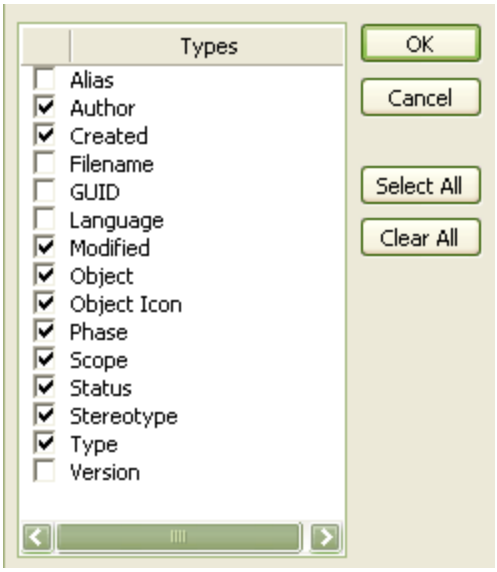
The View Header



By right-clicking on a column heading you can **Hide** or **Show** that column.

If you select **Hide**, the individual selected column is no longer shown.

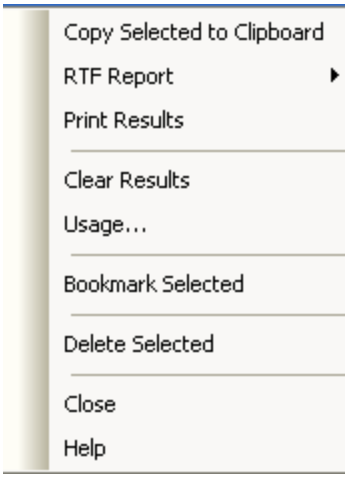
If you select **Show**, the following dialog displays, and you can select to show or hide several columns at once. Select the checkbox for each column to display in the header, and deselect the checkbox of each column to hide (or click on the **Select All** or **Clear All** buttons to select all headings or deselect all headings).



Work on Elements in the Model Search

You can select elements in the *Model Search* and perform various operations on them, as well as simply dragging the element item into a Discussion Forum 202 post.

Right-click on the required element to display the following context menu:



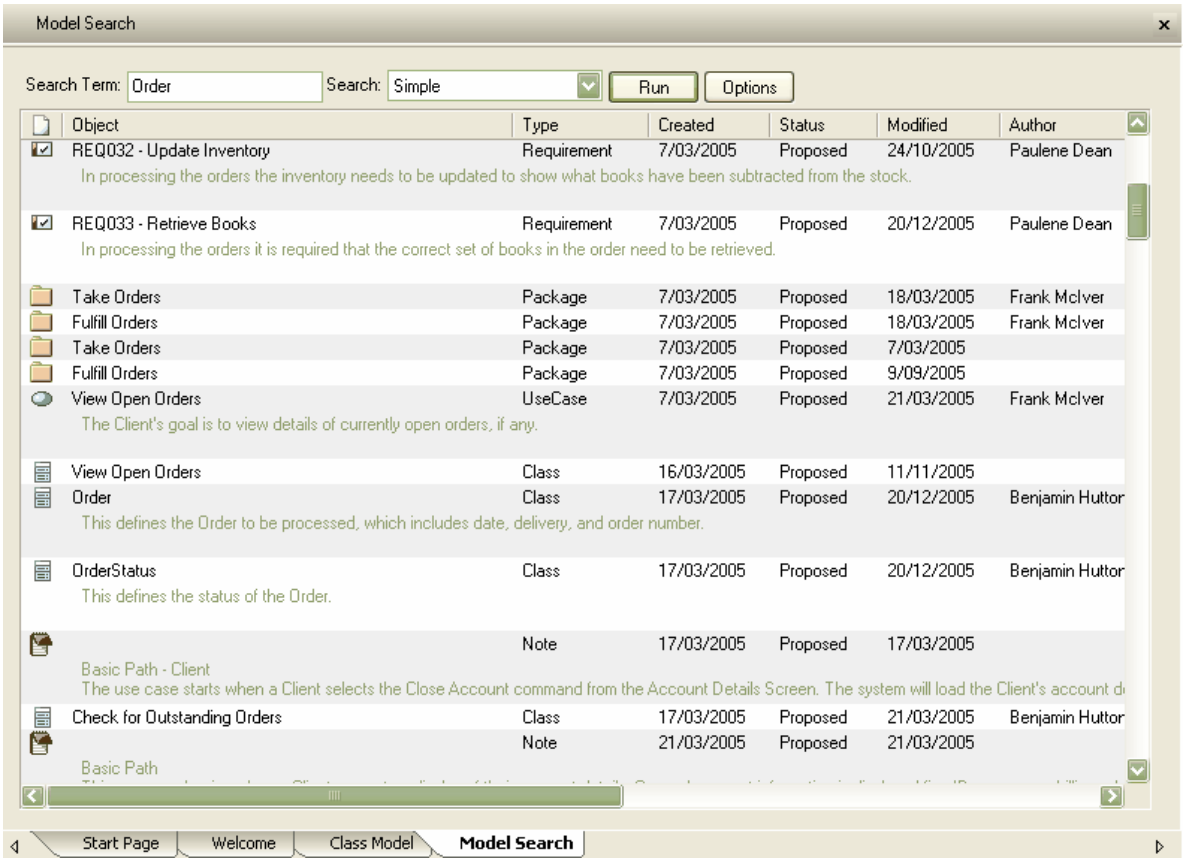
Menu Option	Description
Copy Selected to Clipboard	Copies the selected text to the MS Windows clipboard so that it can be pasted to a document, spreadsheet or email.
RTF Report	Generate an RTF report. You have two options: • Generate a separate report on each selected object in the *Model Search*. • Generate one report on all selected objects. In either case, the *Generate RTF Documentation* 939 dialog 939 displays.
Print Results	Prints out the filtered results.
Clear Results	Clears the search results from the *Model Search*.
Usage	Takes you to the diagram that uses the element or, if the element is used in multiple diagrams, presents a list of diagrams to choose from.
Bookmark Selected	Bookmarks the element.
Delete Selected	Deletes the selected element from the *Model Search*.
Close	Closes the *Model Search*.
Help	Displays this Help topic on the *Model Search*.

See Also

- Pre-defined Search Definitions 151
- Add Filters 151
- Fields and Conditions 153

3.10.1 Search the Model Search

You perform searches within your project in the *Model Search* 139. You search the whole model , unless you have selected the **Current Tree Selection** option in the Advanced Search 144 facility. In that case, you can search within a specific package selected from the *Project Browser* window.



In the **Search Term** field type the text to search for, and in the **Search** field select the type of search to perform 151 (the default being **Simple)**. Click on the **Run** button to display your results.

If you click on an element in the *Model Search*, Enterprise Architect locates and highlights that element in the *Project Browser* window. This enables you to search for items of interest and access them quickly and directly.

You can perform more complex searches 144 and create your own search definitions 148. To begin these tasks:

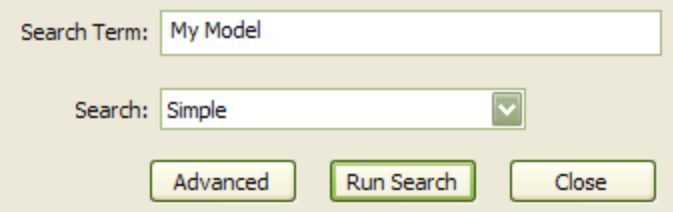
1. Click on the **Options** button. The **Search Options** submenu displays.
2. Click on the **Advanced Search** option. The advanced *Find in Project* dialog displays.

See Also

- Search a Project 143
- Add Filters 151
- Fields and Conditions 153

3.10.2 Search a Project

In Enterprise Architect, you can search elements over an entire project for a particular phrase or words. Select the **Edit | Find in Project** menu option. The *Find in Project* dialog displays, which enables you to enter a search term and select the search parameters from a defined search filter, the default being a **Simple** search. The search filter can be one of the default filters 151 or one that you define. For more details on defining a search see Search Definitions 144. Search results are displayed in the *Model Search* 139.



Field/Button	Functionality
Search Term	Type the search term.
Search	Click on the drop-down arrow and select a filter. If required, define your own custom search filters in Enterprise Architect.
Advanced	Enables you to perform complex searches 144.
Run Search	Run the search.
Close	Close the *Find in Project* dialog.

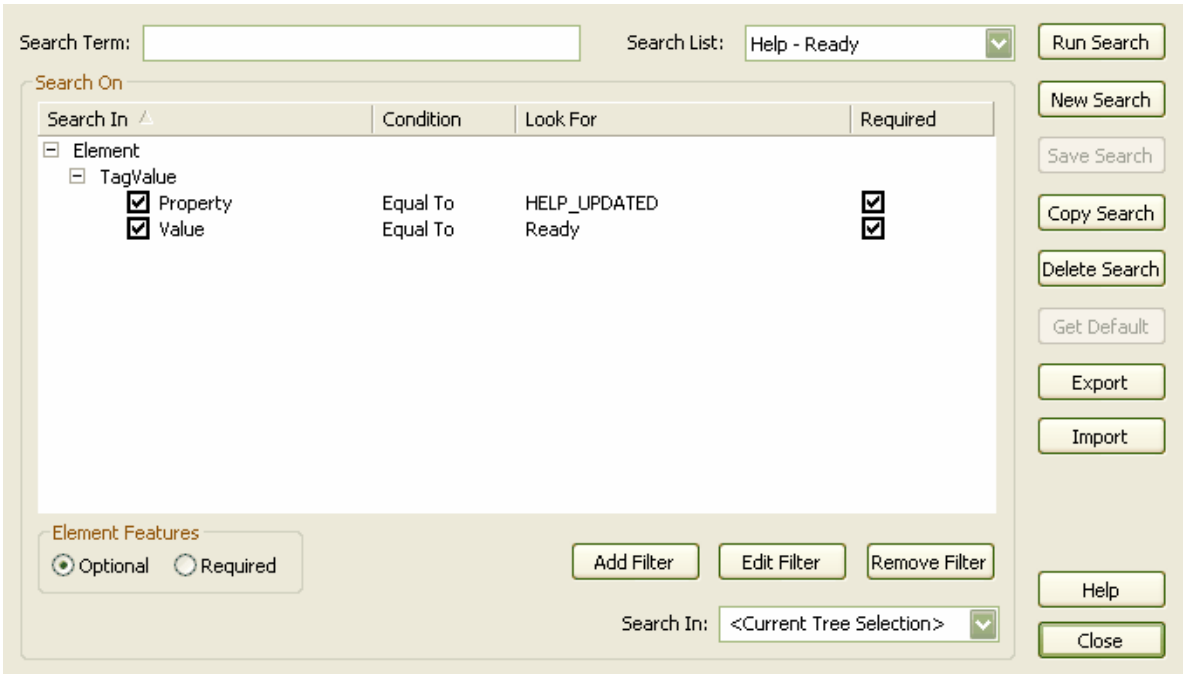
See Also

- Search the Model Search 142
- Create Search Definitions 148
- Add Filters 151
- Fields and Conditions 153

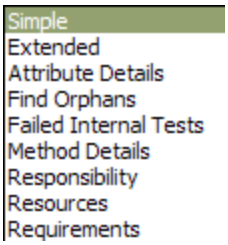
3.10.3 Search Definitions

You provide search filters and create new search definitions using the advanced *Find in Project* dialog, which you display in one of two ways:

- On the *Model Search* 139 tab, click on the **Options** button. The **Search Options** submenu displays. Click on the **Advanced Search** option.
- Either press **[Ctrl]+[F]** or select the **Edit | Find in Project** menu option. The simple *Find in Project* dialog displays. Click on the **Advanced** button.



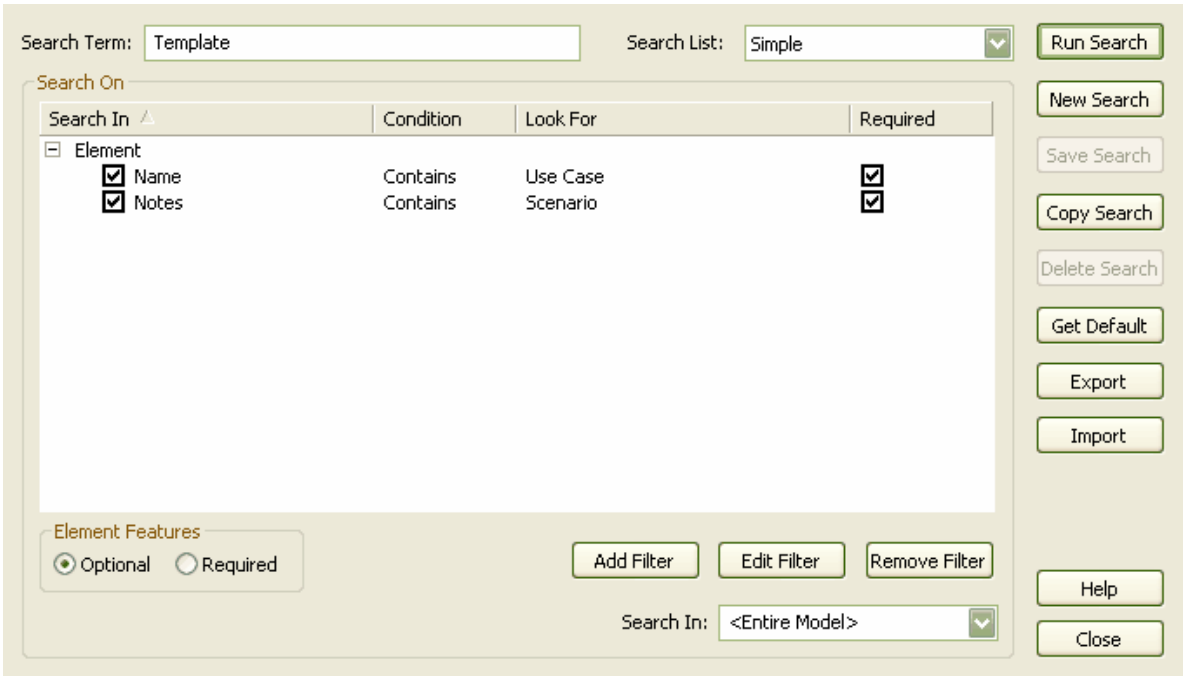
Search filters enable you to perform customized searches on a **Search Term** in order to locate model elements. The **Search List** drop-down list provides several pre-defined search definitions 151.



The default is a **Simple** search, which searches all elements, looking at the **Name** and **Notes** fields only. If the search term is found in the **Name** field *or* the **Notes** field, those elements are displayed.

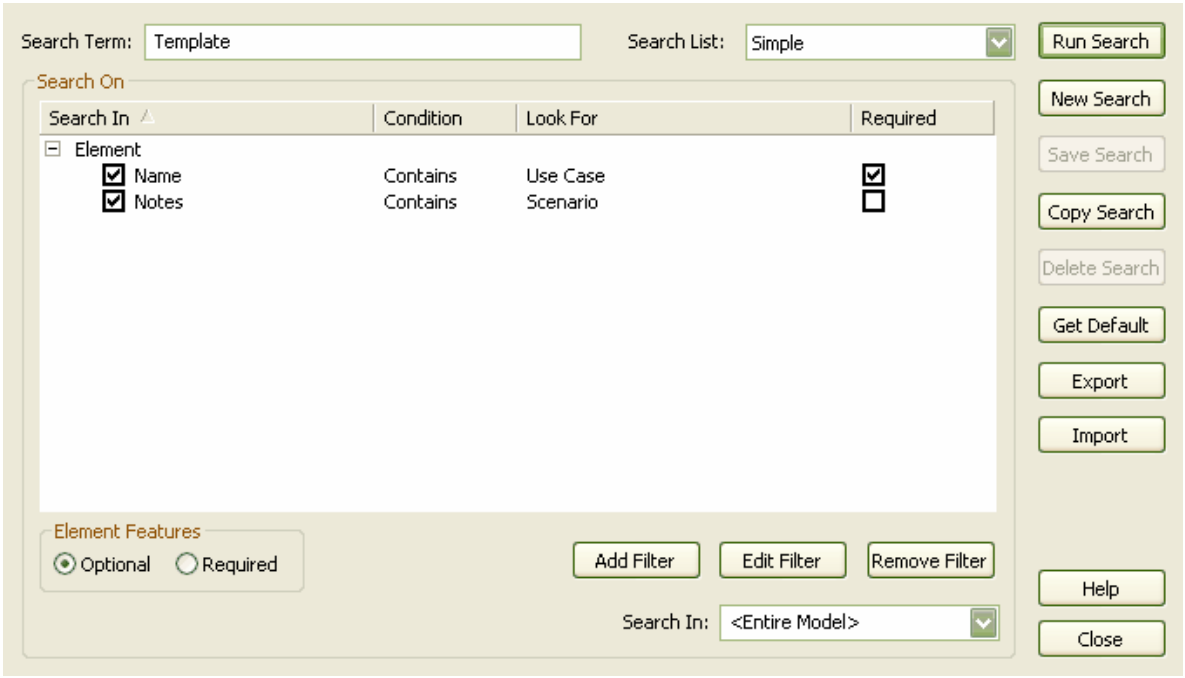
Important: The fields listed in a search have an OR relationship when no **Required** *checkboxes are ticked; ie. If the search term is found in any one of those fields, then the element is displayed.*

In the Simple search below, the **Name** and **Notes** fields both have the **Required** checkbox ticked, so the two fields have an *AND* relationship. The search displays only those elements that contain the search term in both the **Name** *and* **Notes** fields.



Note: *Any field having the* **Required** *checkbox ticked overrides fields where the* **Required** *checkbox is not ticked.*

The following search finds elements that must have the search term in the **Name** field and that might or might not have the search term in the **Notes** field.



Field/Button	Description
Search Term	Type the term to search for.
Search List	Click on the drop-down arrow and select a previously-defined search definition.
Run Search	Run the selected search. The results are displayed in the *Model Search* 139.
New Search	Create a new search definition, with new search criteria. See Create Search Definitions 148.
Save Search	Save a modified or new search.
Copy Search	Copy an existing search, to modify.
Delete Search	Delete the search definition from the Search List.
Get Default	Restore the default Search definition of the current type, after you have edited the search parameters.
Export	Display a selection box that enables you to select searches to export to an external directory as an XML Search file.
Import	Display the Windows Directory Explorer *Open* dialog to enable you to import searches as XML Search files from an external directory.
Search On panel	Display the element search filters that are contained in the defined search. The format is the element name, the conditions placed on the element, the search term on the element condition and whether the filter element is required. You edit the filters by double-clicking on the panel contents, or by clicking on the **Edit Filter** button, to display the *Edit Filters* dialog.
Search In	The type and name of each element to search on.
Condition 153	The condition of the search parameter. The available options are **Contains**, **Equal To**, **Not Equals** and **One Of**.
Look for 153	The search term to perform the conditional search on. This value can pertain to the selected element type. For example, the value could be a date for *DateCreated* or a text value for other element types. The search term can contain multiple values, separated by commas.
Required	If the checkbox for a particular field is selected, it indicates that the search results must include elements with your search term in that field.
Element Features • **Optional** • **Required**	Element features appear as a new branch underneath the root element term in the *Search On* panel. The *Extended* search is a good example; select this definition in the **Search List** field. If you scroll down the **Search In** column, you see sub branches such as *Attribute*, *Change*, and *Custom Property*. These are the element features. You can add these features by clicking on the **Add Filter**button. The *Add Filters* dialog displays, with a list of all the filters you can choose for an element or element feature. Click on the **Search On Element** drop-down arrow to see a list of the element features you can search on. Each feature has its own set of filters such as *Name*, *Notes* and *Alias*, which you can add to your search. To search on an element Attribute name, you would add the *Attribute* feature with a *Name* filter to your search. The **Optional** radio button enables you to generate a list of elements that meet one of the element filters (*Element Type* = *Object*), or one of the feature filters (*Attribute Name* = *Class1*). For example, if your search is *Element Name* =

Field/Button	Description
	Class11, Attribute Name = m_Att1 or Scope = Public and you selected **Optional**, the search results would list all the elements that have the *name* of *Class11* and all the elements that have an *Attribute Name* of *m_Att1* or a *Scope* of *Public*. The **Required** radio button enables you to generate a list of elements that *must* have the element features you have added. For example, if your search is *Element Name = Class, Attribute Name = m_Att1 or Scope = Public*, you would get elements that must have the *name* of *Class* AND an *Attribute* with a name of *m_att1* or a *Scope* of *Public*.
Add	Add a new element to filter the search on.
Edit Filter	Open the *Edit Filters* dialog, which enables you to change the search parameters.
Remove Filter	Remove the selected filter from the search.
Search In	Choose between: • **Entire Model** - the default, which searches the entire model, or • **Current Tree Selection** - which runs a search in a specific package, which you select from the *Project Browser*. ***Note:*** *If you select the* **Current Tree Selection** *option, navigating the Project Browser does not change your search results until you click on the* **Run** *button. That is, to search different areas of the project, click on the first required package in the Project Browser and click on the* **Run** *button, check the results, and then click on another package in the Project Browser and click on the* **Run** *button again.*

See Also

- Search a Project 143
- Search the Model Search 142
- Add Filters 151

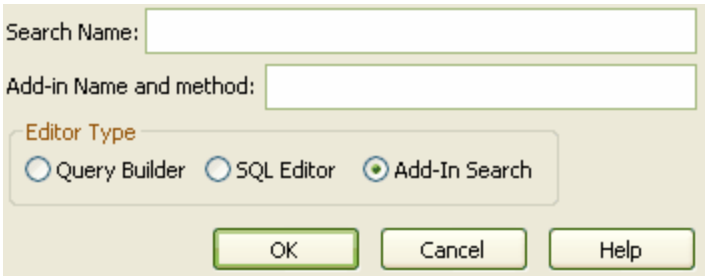
3.10.3.1 Create Search Definitions

Search definitions are created using the advanced *Find in Project* dialog. To access this dialog:

- Click on the **Options** button in the *Model Search* and then on the **Advanced Search** menu option, or
- Select the **Edit | Find in Project** menu option, then click on the **Advanced** button.

To create a new search definition, follow the steps below:

1. Click on the **New Search** button. The *Create New Search Query* dialog displays.

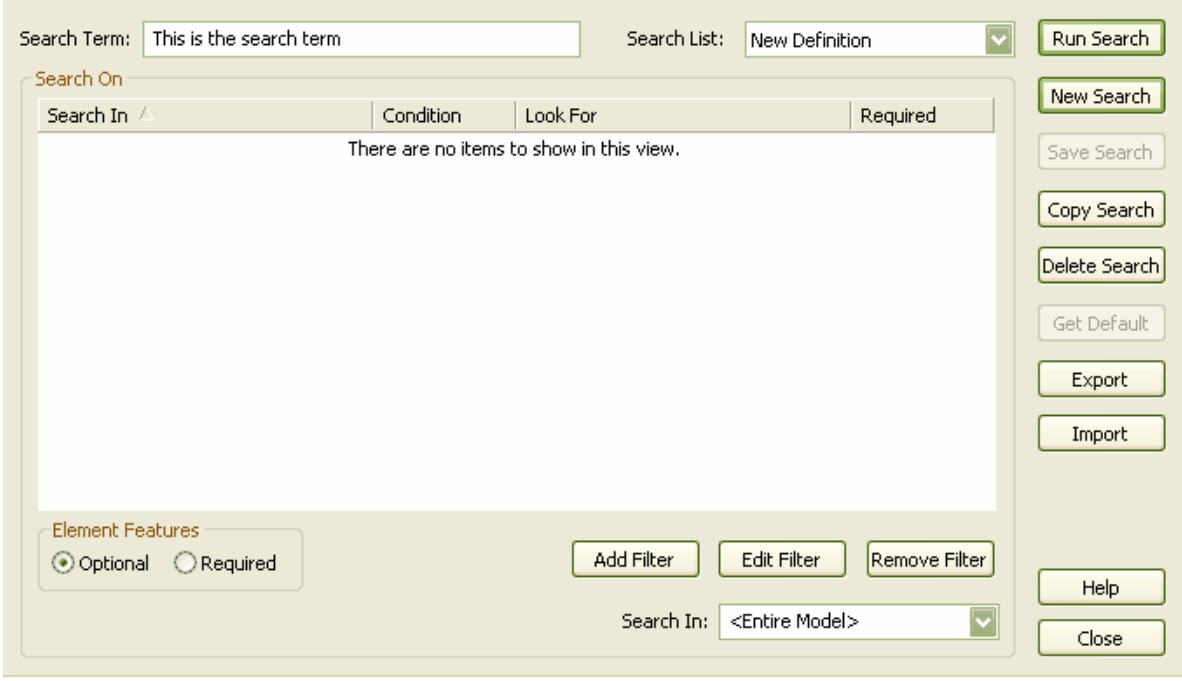


2. In the **Search Name** field, type a name for your new search.

3. Select the radio button for the type of search you require:
   - The **Query Builder** 149 option provides an interface that enables you to design your own search
   - The **SQL Editor** 148 option enables advanced users to directly write SQL Select statements.
   - The **Add-In Search** 148 option enables you to supply the name of your Add-In and a method (eg. *MyAddin.RunThisMethod*). This method is called whenever the search is run. This search can be exported and distributed as a part of your Add-In. See Add-Ins 1308 for more information.
4. Click on the **OK** button

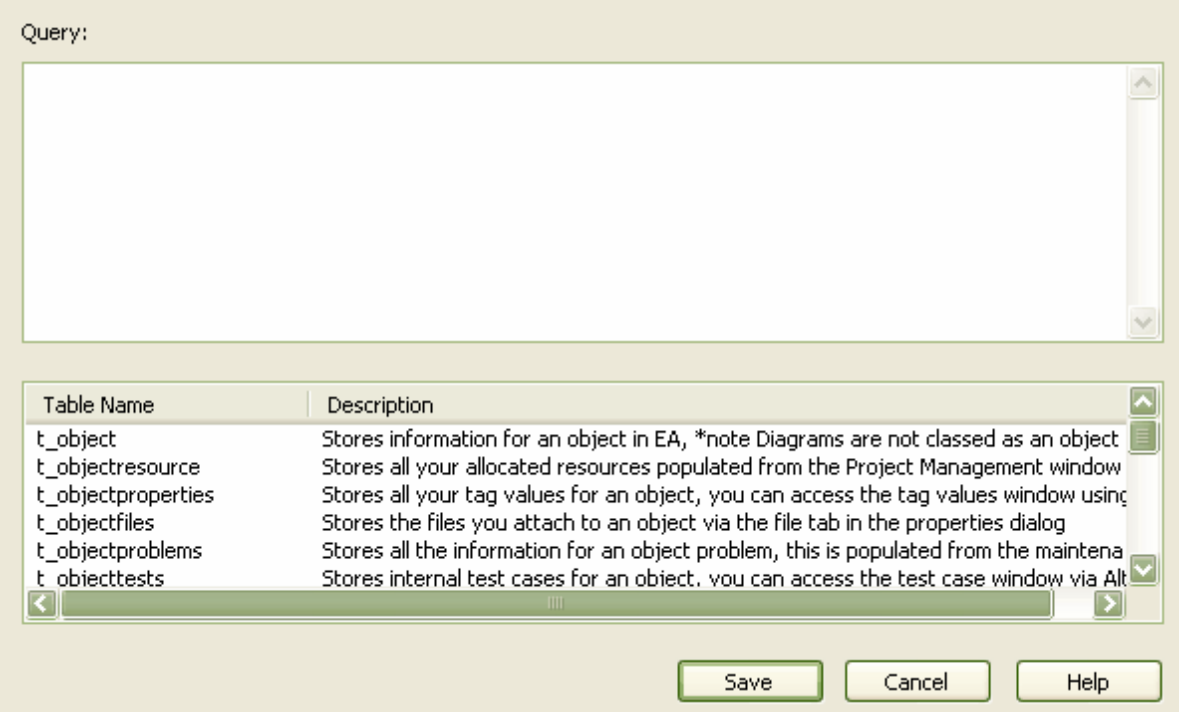
Query Builder

Your search definition now appears as being selected in the **Search List** drop-down. The main window displays the message *'There are no items to show in this view'*. You can now click on the **Add Filter** button to Add Filters 151.



SQL Editor

The *Custom SQL* dialog displays, enabling you to input your *SELECT* statement.



When you have defined the *SELECT* statement, click on the **Save** button to save this search. The search is then available from the **Search List**.

When searching for elements using your own SQL statement, if you supply the *Object_ID* and *Object_Type* Enterprise Architect searches for the selected item in the *Project Browser*. You can also display an item's properties by simply double-clicking on a table name in the *Table Name* list, and executing the *SELECT* statement that displays for that table in the *Query* panel. For example:

*SELECT * FROM t_object*:

You can extend the usability of your SQL searches using the aliases *CLASSGUID* and *CLASSTYPE*. These enable Enterprise Architect to display the *Properties* dialog and icon for elements, connectors, attributes or operations, as well as selecting them in the *Project Browser*. Some simple examples for using these aliased fields are provided below:

SELECT ea_guid AS CLASSGUID, Object_Type AS CLASSTYPE, Name FROM t_object

SELECT ea_guid AS CLASSGUID, Connector_Type AS CLASSTYPE, Name FROM t_connector

SELECT ea_guid AS CLASSGUID, 'Operation' AS CLASSTYPE, Name FROM t_operation

SELECT ea_guid AS CLASSGUID, 'Attribute' AS CLASSTYPE, Name FROM t_attribute.

Add-In Search

Type in the field the name of your Add-In, a period (full stop) and then the name of the method to be called (eg. *MyAddin.RunThisMethod*). Your search is automatically saved and available from the **Search List**.

See Also

- Search a Project 143
- Search the Model Search 142
- Search Definitions 144
- Fields and Conditions 153

- Model Search 139

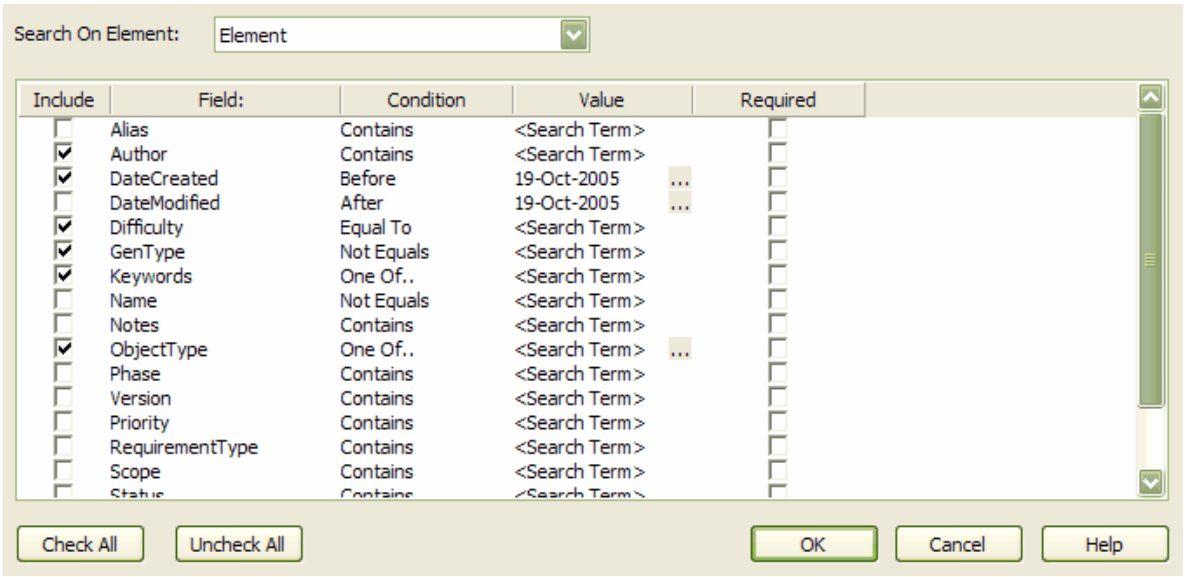
3.10.3.2 Pre-defined Search Definitions

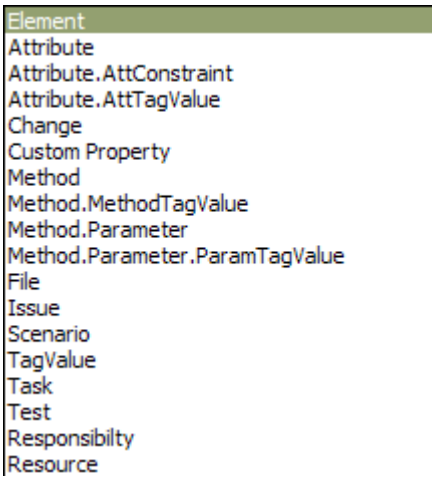
A number of pre-defined searches are provided with Enterprise Architect. These are described below.

- *Simple* - Searches the **Name** and **Notes** fields of all elements for the given search term.
- *Extended* - Searches many additional fields relating to the element, including Attributes, Operations, Tagged Values and Test Cases.
- *Attribute Details* - Searches for elements with Attributes relating to the search term, including Tagged Values, Constraints, and common Attribute data fields.
- *Find Orphans* - Searches for orphaned elements throughout the model, with the ability to filter on common element fields using a search term. An 'orphaned' element is an element that does not appear on any Diagram in the model.
- *Failed Internal Tests* - Searches for elements containing internal Test Cases where the search term is in any common **Test Case** field and the **Status** value is 'Fail'.
- *Method Details* - Searches for elements with Operations and Methods relating to the search term, including Tagged Values, Constraints and common Operation and Method data fields.
- *Responsibility* - Searches for elements with internal Responsibilities/Requirements where the search term relates to any common **Responsibility/Requirement** field.
- *Resources* - Searches for elements with assigned Resources where the search term relates to any common **Resource** field.
- *Requirements* - Searches for Requirement element types where the search term relates to any common element field.

3.10.3.3 Add Filters

Click on the **Add Filter** button in the *Find in Project* 144 dialog. The *Add Filters* dialog displays.



Field	Description
Search On Element	Click on the drop-down arrow and select items to build up search filters on any information about an element. The following is a list of what is available. 
Include	Select the checkbox against each field item to include in your search.
Field	The name of the field to search. See Fields and Conditions 153.
Condition	The condition of the search parameter. See Fields and Conditions 153.
Value	Type a value pertaining to the selected element type. For example, the value could be a date for *DateCreated* or a text value for other element types. The search term can contain multiple values separated by commas; see Fields and Conditions 153.
Required	Select the checkbox against a particular field to generate a result set that *must* contain your search term in that field.

Field Items Window

Buttons	Description
Check All	Selects all the items to include them in the search definition.
Uncheck All	Deselects all the items to omit them from the search definition.
OK	Applies the filter. The fields selected are added to the search definition.

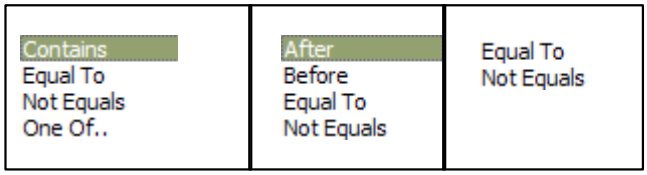
You can add multiple search definitions as required. See the Fields and Conditions 153 topic for more information.

See Also

- Search a Project 143
- Search the Model Search 142
- Create Search Definitions 148
- Model Search 139

3.10.3.3.1 Fields and Conditions

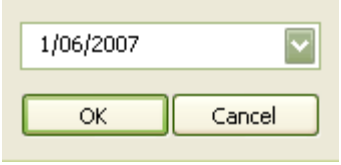
When you click on a condition for a particular field, a selection of conditions becomes available, as shown in the following example:



For some conditions, the value field contains an ellipsis (…). Click on this to display a selection dialog. Examples of selection dialogs are shown below.

Example Selection dialog for *One Of* section.

Date Selection dialog for *Before* or *After* section.



Date selection from the drop-down

See Also

- Search a Project 143
- Search the Model Search 142
- Search Definitions 144
- Create Search Definitions 148
- Add Filters 151
- Model Search 139

3.11 The Web Browser

The *Web Browser* displays as a tab of the central work area, like the *Start Page*, *Model Search*, *Element List* and *Diagram View*. It provides access within Enterprise Architect to internet facilities such as email, websites and search engines.

To access the *Web Browser*:

- Press **[Ctrl]+[Alt]+[W]**
- Click on the **Web Browser** icon ( ) in the *Other Views* toolbar, or
- Select the **View | More Windows | Web Browser** menu option.

The *Web Browser* opens at the default home web site; you define the default home website, search engine and email exchange address on the *General* page of the *Options* 182 dialog.

To access the:

- Email exchange server, click on the 'envelope' icon in the toolbar; the email login window displays
- Web search engine (such as *Google*), click on the 'spyglass' icon in the toolbar; the search engine screen displays
- Home web site, after displaying other web pages, click on the 'house' icon in the toolbar.

To go directly to another website or email server (your internet security permitting), in the **Address** field type or select the website http address and click on the **Go** button.

3.12 Arrange Windows and Menus

Enterprise Architect enables you to rearrange the windows and some menus to suit your work habits.

See Also

- Dock Windows 155
- Dock Windows, 2005 Style 156
- Autohide Windows 157
- Tear Off Menus 158

3.12.1 Dock Windows

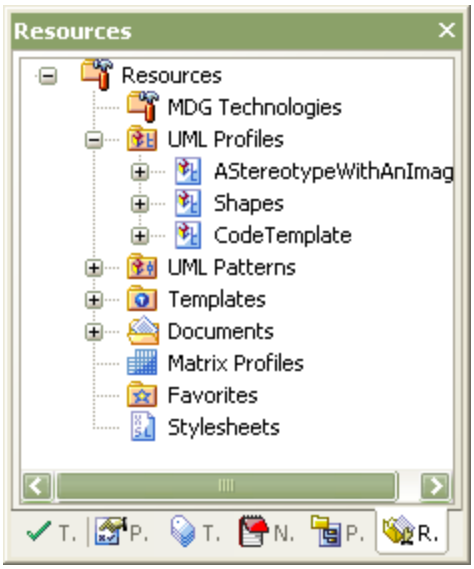
The *Project Browser* window and *Property Browser* window can be docked against any edge of the application workspace or freely floated. Drag the *Project* or *Property Browser* windows around the application workspace until you find a comfortable way of working. The examples below describe two ways you can rearrange the windows to suit your work habits.

Floating Windows

Try floating the various windows instead of docking them. To do this, just drag the window by its title bar to the required position.

Dock Required Windows into One Frame

You can also dock all of the windows you are using into a single frame. The following example shows the *Testing Window*, *Project Browser*, *Resources*, *Properties*, *Tagged Values* and *Notes* windows all in one frame. You can do this with all dockable windows.



Note: *The 2005 Visual Style uses a navigation compass 156 for docking.*

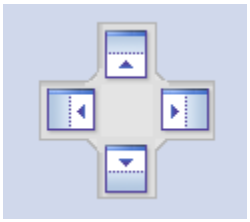
3.12.2 Dock Windows 2005 Style

The 2005 Visual style uses a different method for docking windows to the other styles. This is achieved by dragging the window over a *Navigation Compass* to specify a target destination or to dock the window into a tabbed location.

Move a Window to a New Location in Enterprise Architect

To move a window to a new destination, follow the steps below:

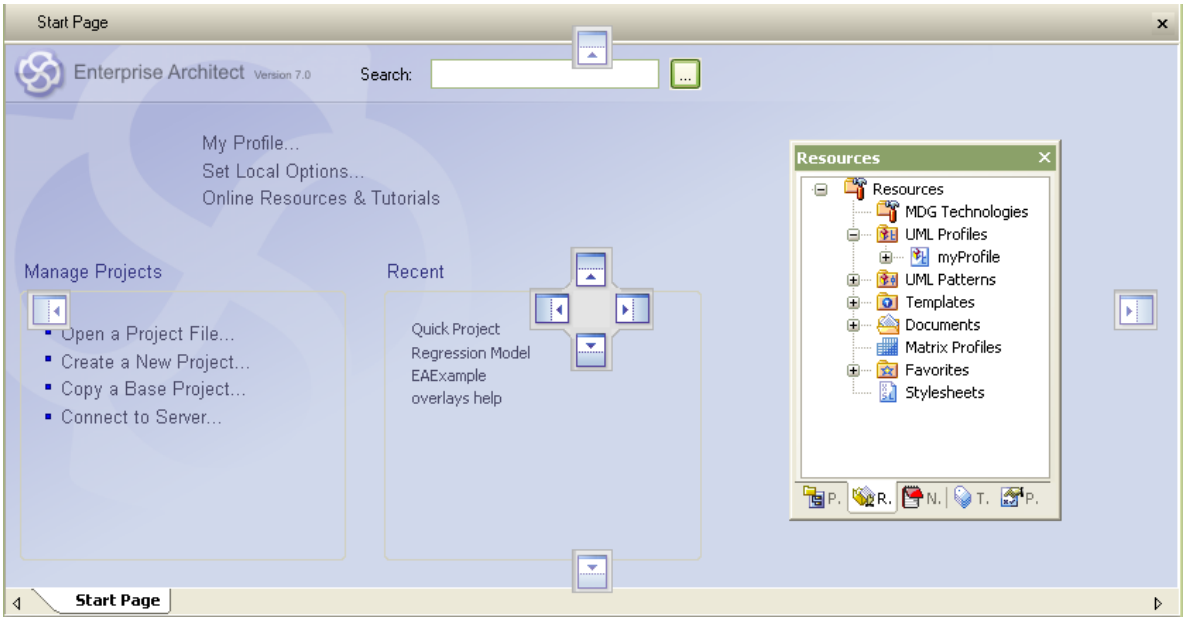
1. Click on the item to move and start dragging it in the direction of its destination. This activates the navigation compass.



The navigation compass enables you to dock a window at the required destination by placing the window over one of the points of the compass. Moving the window to the middle of the compass, when available, adds the window to a tabbed set.

2. Drag the window onto a compass point. The screen display indicates the potential target destination by shading the area where the window is to be placed.
3. Release the mouse button over the compass point to confirm the destination and move the window.

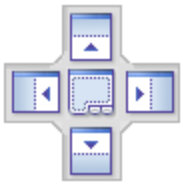
In the example below, when the mouse button is released the UML toolbar is docked into the shaded area.



Move a Window Into a Tabbed Windows Set

To move a window to tabbed windows group, follow the steps below:

1. Click on the item to move, and drag it over the window group to which to add the target window. The navigation compass is activated.
2. Move the window to the center of the navigation compass until the tabbed window icon becomes active (the window closes).



3. Release the mouse button to confirm the selection. The window is added to the tabbed windows group.

3.12.3 Autohide Windows

Autohide Using the Toggle Button

You can automatically hide browser frames and menus by clicking on the button, located in the top right corner of the frame.

To turn off the autohide for a particular set of menus within a frame, click on the button.

Use Automatically Hidden Windows

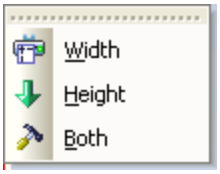
When you automatically hide a set of windows in a frame, the menu options contract to the outside of the application workspace.

Hover the cursor over a tab to access the associated window.

***Tip**: You can also use the* **View | Visual Style | Animate Autohide Windows** *menu option to animate windows that have been automatically hidden.*

3.12.4 Tear Off Menus

Some sub-menus in the Enterprise Architect main menu are tear off menus. This is indicated by the bar at the top. For example, the **Element | Make Same** sub-menu is a tear off menu:



A tear off menu can be dragged out of the menu structure into its own window. Simply click on the bar at the top and drag it away. The menu detaches itself as shown here:

Once detached, the menu can also be docked in the toolbar section at the top of the screen, or on the edges of the workspace.

3.13 Dockable Windows

There are several dockable tab windows available to use in Enterprise Architect. These can be accessed either:

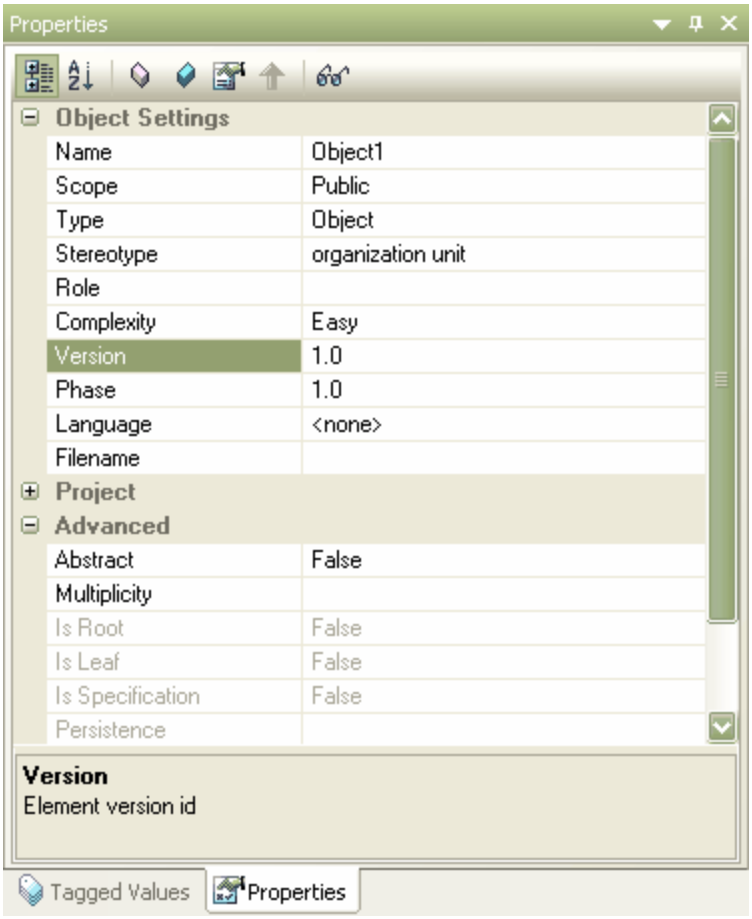
- Through the **View** menu or the **View | More Windows** sub menu, or
- Through the context menu accessed by right-clicking on the main menu.

The dockable windows available include:

- Project Browser 39
- Properties 159
- Enterprise Architect UML Toolbox 101
- Resources 161
- Notes 163
- System 164
- Testing 684
- Maintenance 695
- Source Code Viewer 165
- Element Browser 166
- Relationships 167
- Rules 167
- Hierarchy 168
- Tagged Values 169
- Project Management 174
- Output 175
- Tasks Pane 176
- The Pan & Zoom 177.

3.13.1 The Properties Window

The *Properties* window provides a convenient way to view (and in some cases edit) common properties of elements. When an element is selected, the *Properties* window shows the element's name, stereotype, version, author, dates and other pertinent information.



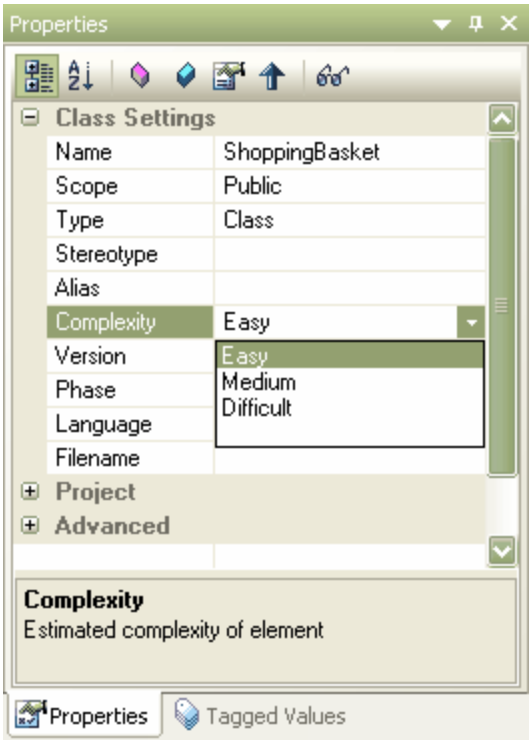
Tip: *The Properties window can be a quick method of setting a single property (such as Phase or Status). To access and edit all properties of an element, double-click on the element in a diagram or in the Project Browser window.*

Properties Sections

The *Properties* window is divided into three expandable sections:

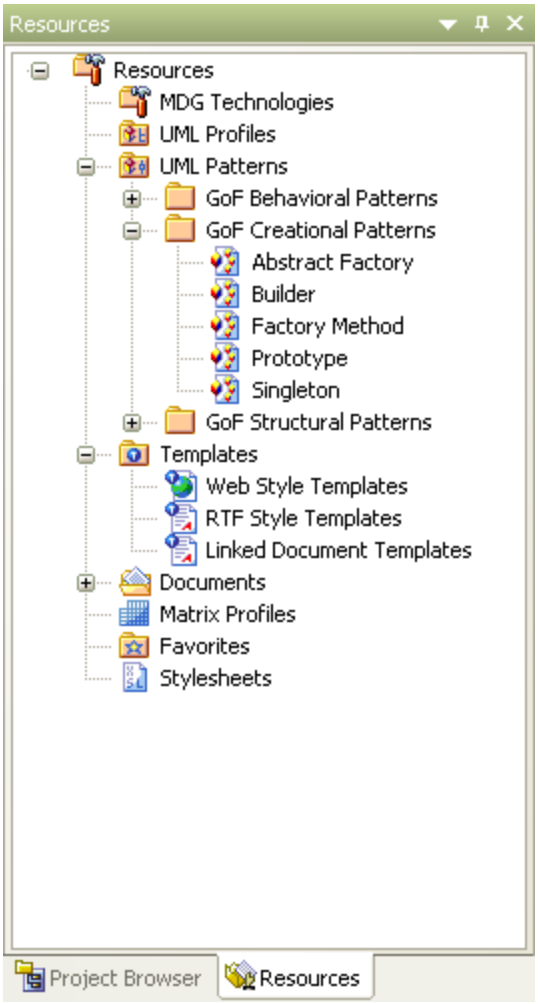
- *<Element type> Settings* - for the basic element details
- *Project* - for general housekeeping settings
- *Advanced* - only active for generalizable elements

Note: *When you click on a field name, a brief explanation of that field displays at the bottom of the Properties window, unless you have selected the* **Hide Properties Info Section** 182 *checkbox on the General page of the Options dialog. If you click on the field value for an editable field, a drop-down arrow displays that enables you to select a different value. Both of these features are shown in the example below:*



3.13.2 The Resources Window

The *Resources* window displays a tree of Model Elements, Scripts, Documents, UML Profiles and Patterns, and Matrix profiles. This view provides useful shortcuts and re-use functions that you can use to add stock elements to the current model, patterns and elements for additional information.



- **MDG Technologies** 430, **UML Profiles** 407 and **UML Patterns** 425 provide a convenient way to insert complex new elements and features without having to retype or reconfigure each element
- **Templates** provides templates you can design yourself to apply to your documentation in either RTF style 976 or Web style 997, to customize the RTF and HTML that make up Enterprise Architect reports
- **Documents** 937 provides a shortcut to the RTF and HTML documentation functions

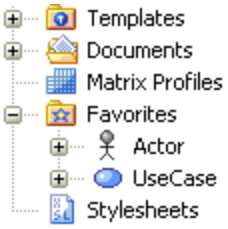
  Tip: *To add a document to the shortcut list, select the* **Project | Documentation | Rich Text Format (RTF) Report** *menu option. Once you have defined your document click on the* **Save as Document** *button and type in a name. The document name then displays in the Resources window. By right-clicking on the document name you can regenerate documents, or open them directly from Enterprise Architect.*

- **Matrix Profiles** 445 provides quick access to saved *Relationship Matrix* profiles; double-click on a profile to load the matrix with the saved settings and source-target packages
- **Favorites** 163 provides a shortcut to elements that you configure as a shortcut
- **Stylesheets** enables you to import XSL Style sheets, which are then available in the drop-down list on the *XML Export* dialog.

Note: *If you select a style sheet on export, Enterprise Architect applies that style sheet to the XMI generated before saving to file. This makes it convenient to generate other forms of output from the base XMI content. Combined with UML Profiles, this is a powerful means of extending Enterprise Architect to generate almost any content required.*

3.13.2.1 Favorites

The *Resources* window contains a *Favorites* folder. Here you can link to any UML element from the model as a whole, and conveniently drag and drop instances or links to this element into other diagrams. This is particularly useful where certain elements - such as the list of Actors in a system - are re-used again and again, and switching to the *Actors* folder is not convenient. In cases like this, using the Favorites folder makes managing and creating your model much easier.



Modifying the Favorites Folder

Add to the Favorites Folder

To add an element to the Favorites folder:

- Right-click on the element to add in a diagram.
- From the context menu select the **Find | Add to Favorites** option.
- Switch back to the *Resources* window and check the Favorites folder; the new element should be listed in its category within the favorites.

Delete from the Favorites Folder

To delete a favorite:

- Right-click on it within the Favorites folder in the *Resources* window.
- Select **Delete** from the context menu.
- Confirm the action by clicking on the **Yes** button.

View Properties of a Favorite

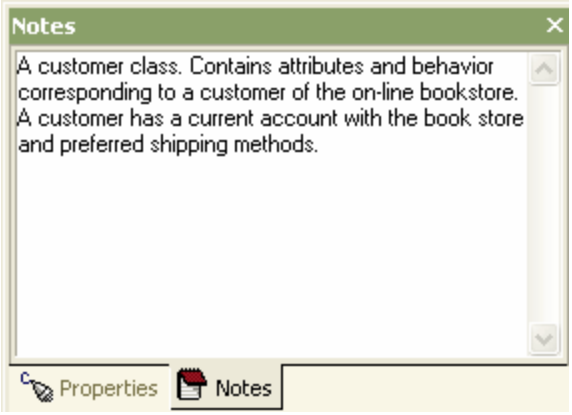
To view a favorite's properties from the Favorites folder:

- Select and right-click on the favorite in the *Resources* window.
- Select **Element Properties** from the context menu.

3.13.3 The Notes Window

You use the *Notes* window to view and edit the element documentation (notes) associated with elements, diagrams, attributes, operations and connectors, either from a diagram (for both elements and connectors) or from the *Project Browser* window (elements only). When you select an element, the note displayed changes to reflect the current selection. If you make changes to notes in this tab, they are saved.

Notes are the main documentation feature you use to describe an element. In the documentation Enterprise Architect outputs, notes feature prominently.

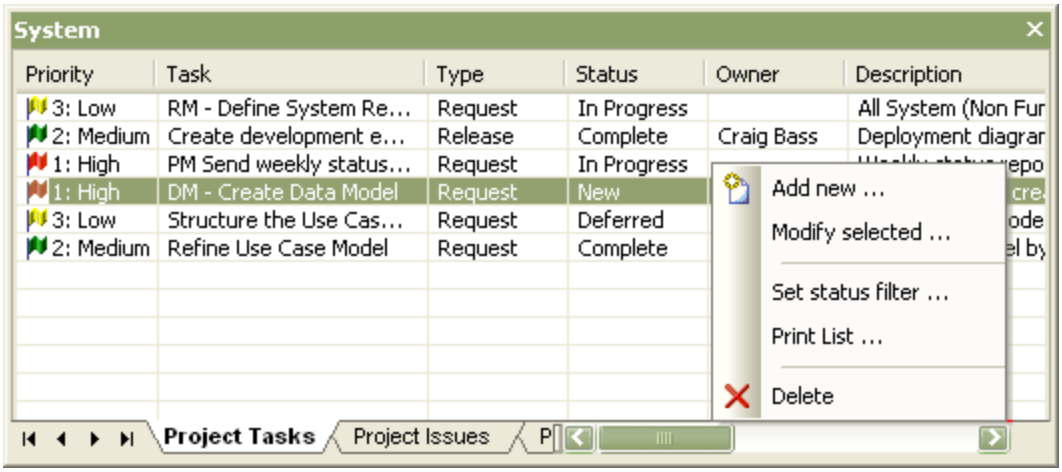


***Tip**: You can also edit notes by double-clicking on an element in a diagram or in the Project Browser window, to open the Properties dialog.*

3.13.4 The System Window

The *System* window documents tasks and issues that relate directly to the current project. It has three tabs:

- *Project Tasks* 702 - a list of major project tasks that require attention; you can filter tasks based on their current status - right-click for a popup menu, or double-click on a line item to modify details
- *Project Issues* 705 - a list of events, occurrences and situations that impact on project development and delivery; you can review Issues using the right-click menu or by double-clicking on selected issues
- *Project Glossary* 711 - a list of all the technical and business terms already defined for a model; you can add to the list, delete or change items and filter the list to exclude by type.



***Tip:** Right-clicking in the System window displays a context-sensitive menu, which has options for filtering tasks/issues by status, and glossary by term. You can also rearrange the sort-order by clicking in the title bar of the column that the items are to be indexed on.*

3.13.5 The Source Code Viewer

The *Source Code* viewer can be used to view any source code you are opening. If a Class is selected, it shows the source code for that Class, provided it has already been generated. For C++ a second tab displays to show the implementation file.

A number of options change the way the *Source Code* viewer works. They can be altered via the *Options* dialog (select the **Tools | Options | Source Code Engineering | Code Editors** menu option).

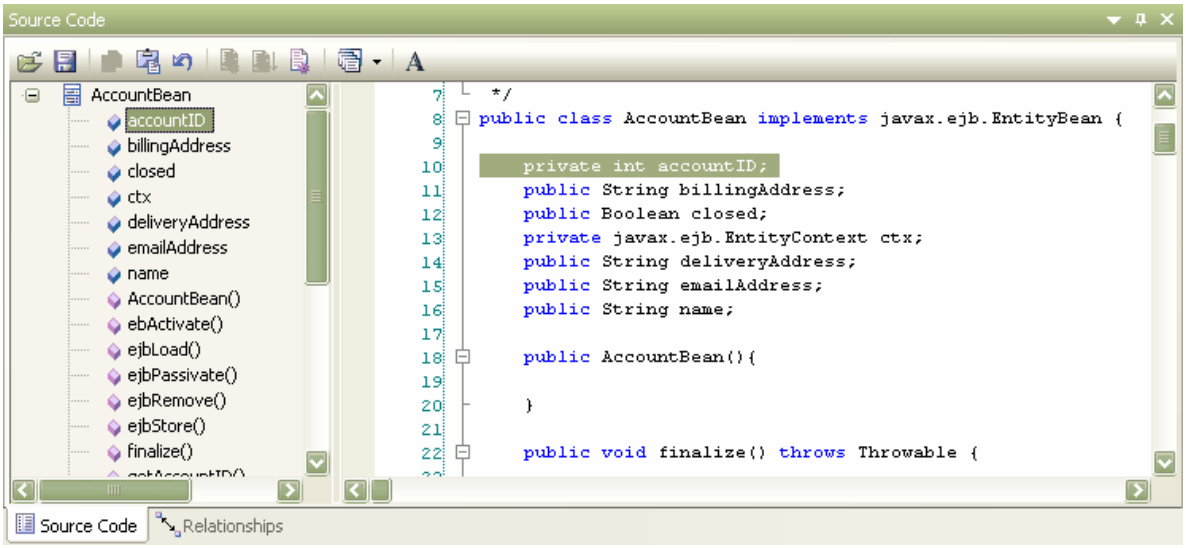
By default the *Source Code* viewer is set to:

- Parse all opened files, and show a tree of the results.
- Show line numbers
- Have outlining enabled.

File Parsing

The *Source Code* viewer parses files for a number of reasons. The first is to enable it to jump to the location in the file at which the currently selected item is found.

Additionally, parsing displays a structure tree showing an overview of the file in a similar fashion to the main *Project Browser* window. You can also select anything in that and jump to the appropriate line in the editor.



The Source Code Viewer Menu Buttons

The menu buttons in the *Source Code* viewer enable you to edit, view and interact with the code contained in the *Source Code* viewer. The function of each button is described below:

- **Open** button - opens the source code from an existing file.
- **Save** button - saves the changes to the currently loaded source code.
- **Copy** button - copies the highlighted text.
- **Paste** button - pastes the text that is currently contained in the buffer to the source code viewer.
- **Undo** button - cancels the previous action.
- **Generate and Reload** - button generates and reloads the current object source.

- **Save and Resynch** button - save the source code and resynchronizes the Class.
- **Code Templates** button - accesses the *Code Templates Editor* 761.
- **Build and Run** button - provides quick access to the following commands:
  - **Build** - run package build scripts
  - **Test** - run package test scripts
  - **Run** - run debug
  - **Package Build Scripts** - configure package build scripts.
- **Set Font** button - sets the font for the text contained in the *Source Code* viewer.

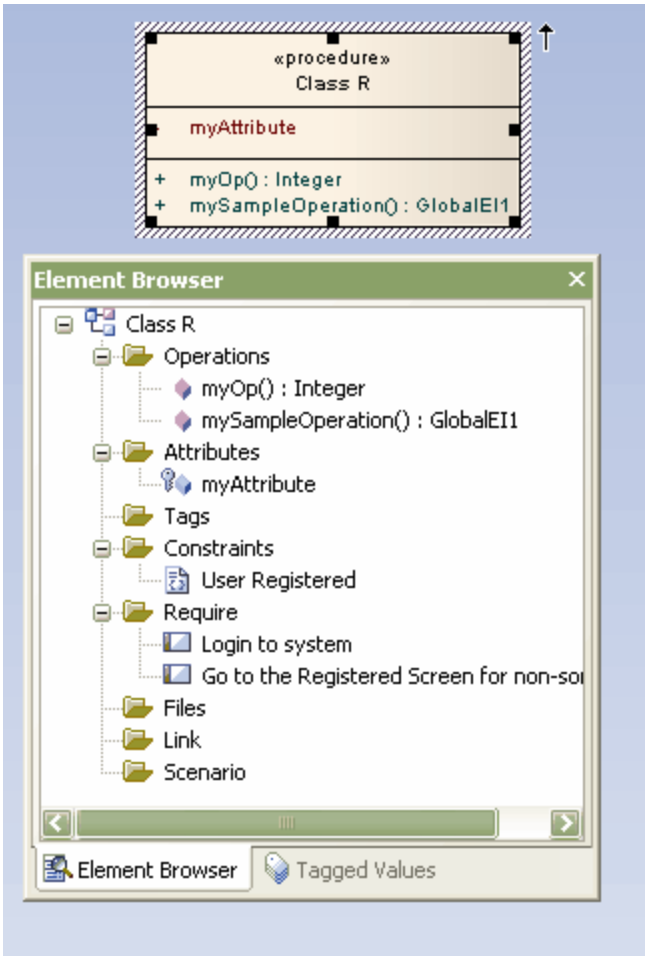
See Also

- Generating Source Code 730

3.13.6 The Element Browser

The *Element Browser* window displays all aspects of the selected element as shown below.

Select the **View | More Windows | Element Browser** menu option, or right-click on the **Main Menu** bar to display the context menu and select the **Element Browser** menu option.



The following are displayed, where available:

- Operations
- Attributes
- Tags
- Constraints
- Requirements
- Files
- Links
- Scenarios
- Documents.

3.13.7 The Relationships Window

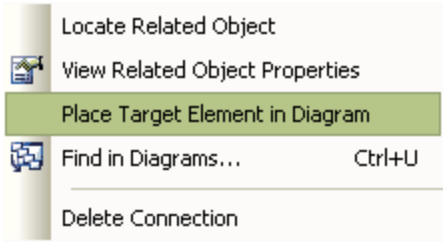
The *Relationships* window displays all connections between the currently selected element and other elements. This provides a quick overview of an element's relationships in the model.

For each link, the link type and target element are displayed. If a 'Yes' appears in the **Target in Diagram** column, the target element is visible in the currently loaded diagram. This is useful when you are dragging related elements from the relations list onto the current diagram.

Double-click on a link in the list to open the *<linktype> Properties* dialog, where you can edit the link attributes. Right-click on a link to open the context menu.

You can locate the related element, view the related element properties or delete the connector. You can also hide certain links from appearing in diagrams.

If an element is not visible in the current diagram, the context menu has an option to place the selected element in the current diagram. This is useful when you are building a picture of what an element interacts with, especially when reverse engineering an existing code base.

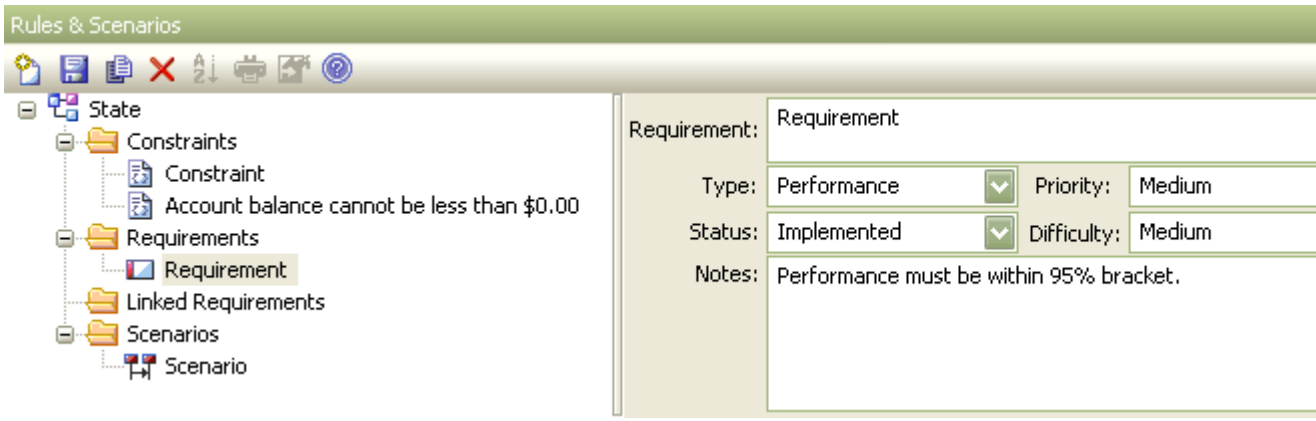


3.13.8 The Rules & Scenarios Window

The *Rules & Scenarios* window displays all requirements, constraints, linked requirements and scenarios against an element. The *Rules* window provides a convenient way to quickly view, edit and add rules to an element.

To enter a new requirement, constraint or scenario for an element:

1. Select the element and open the *Rules & Scenarios* window by pressing **[Ctrl]+[Shift]+[3]** or by selecting the **View | More Windows | Rules & Scenarios** menu option.
2. Click on the required folder; for example, *Requirements*. You can:
   - Add a new rule by pressing **[Ctrl]+[N]**
   - Save by pressing **[Ctrl]+[S]**
   - Delete by pressing **[Ctrl]+[D]**.

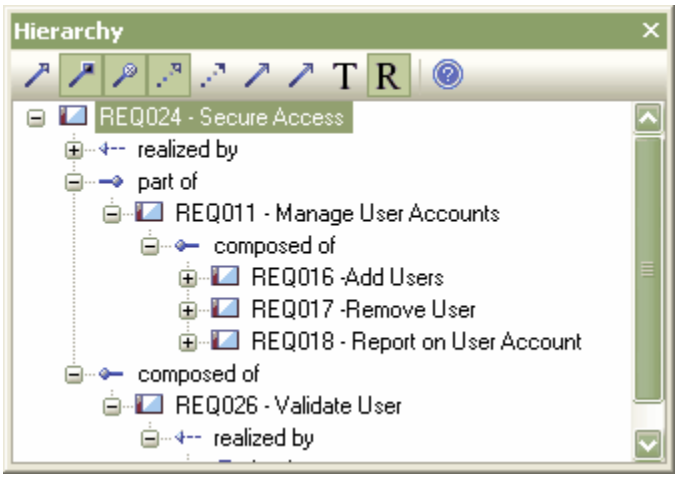


3.13.9 The Hierarchy Window

The *Hierarchy* window shows a mini picture of the composition of the current element with respect to other elements.

This information is derived from relationships with child or related Classes. Relationships shown in the hierarchy include aggregation, inheritance and dependency; embedded elements are also shown. This helps extend the picture of where an element exists in the model space.

Display of each type of relationship is optional, and can be toggled using the toolbar for the hierarchy window.



Tip: *You can alter the maximum number and the initial number of levels that the hierarchy opens to by selecting the* **Tools | Options** *menu option and, on the* General 182 *tab, updating the* **Max Hierarchy View Depth** *and* **Open Hierarchy View to** *fields.*

3.13.10 The Tagged Values Window

The *Tagged Values* window is used to view and modify Tagged Values for the currently selected element, either in the current diagram or in the *Project Browser* window. Tagged Values are by default set to hide duplicate values; if you prefer, you can change the setting to show duplicate values 173.

A Technology Developer can also create new structured Tagged Values, predefined reference data Tagged Value types and custom Tagged Value types, as described in the *Enterprise Architect Software Developers' Kit (SDK).* 1277

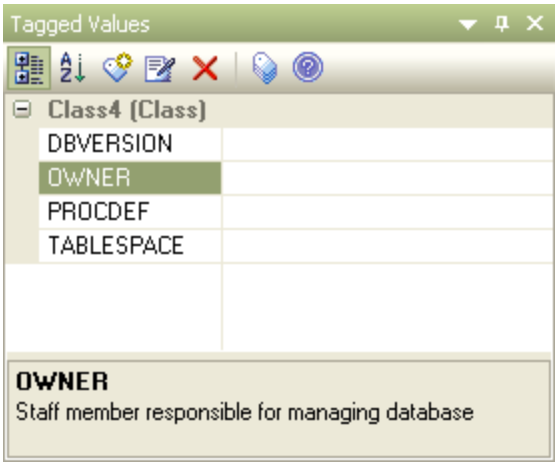
The *Tagged Values* window is a dockable window. You can use it to perform the following actions:

- Assign a Defined Tagged Value to an Item 170
- Modify Tagged Values 171
- Assign information to a Tagged Value 172.

Model Elements and Features with Tagged Values

The following model components can use the *Tagged Values* window as a convenient way to quickly view and modify Tagged Values:

Component	Description
Elements	Elements display their own Tagged Values along with any inherited values.
Object Instances	Object Instances display owned tags and those obtained from their classifier.
Ports and Parts	Ports and parts display information similar to objects and display Port/Part 'Type' instead of a classifier. Tags are included for all parents and other structures of the Ports type.
Attributes	Include owned Tagged Values and those received from attribute type classifiers, with the inclusion of any inherited ones.
Operations	Owned properties only.
Connectors	Owned properties only.



When over-riding an inherited property, Enterprise Architect copies the tag from the parent down to the child element and sets the new value, leaving the original tag unchanged.

To edit Tagged Values use the *Tagged Values* toolbar, as described below.

Tagged Values Toolbar Buttons

The buttons in the *Tagged Values* toolbar enable you to add, edit, sort, delete and arrange the Tagged Values of model features. The function of each button is described below.

From left to right, the button functions are as follows:

- The **Compartments** button displays the Tagged Values in compartments.
- The **Sort Alphabetically** button sorts the current Tagged Values for the element alphabetically.
- The **New Tag** button adds a new Tagged Value.
- The **Edit Notes** button enables you to create notes that explain the purpose of the Tagged Value.
- The **Delete selected** button removes the currently selected Tagged Value.
- The **Default Tagged Value types** button enables quick access to tag definitions created in the **Configuration** menu.
- The **Help** button displays help relating to use of the *Tagged Values* window.

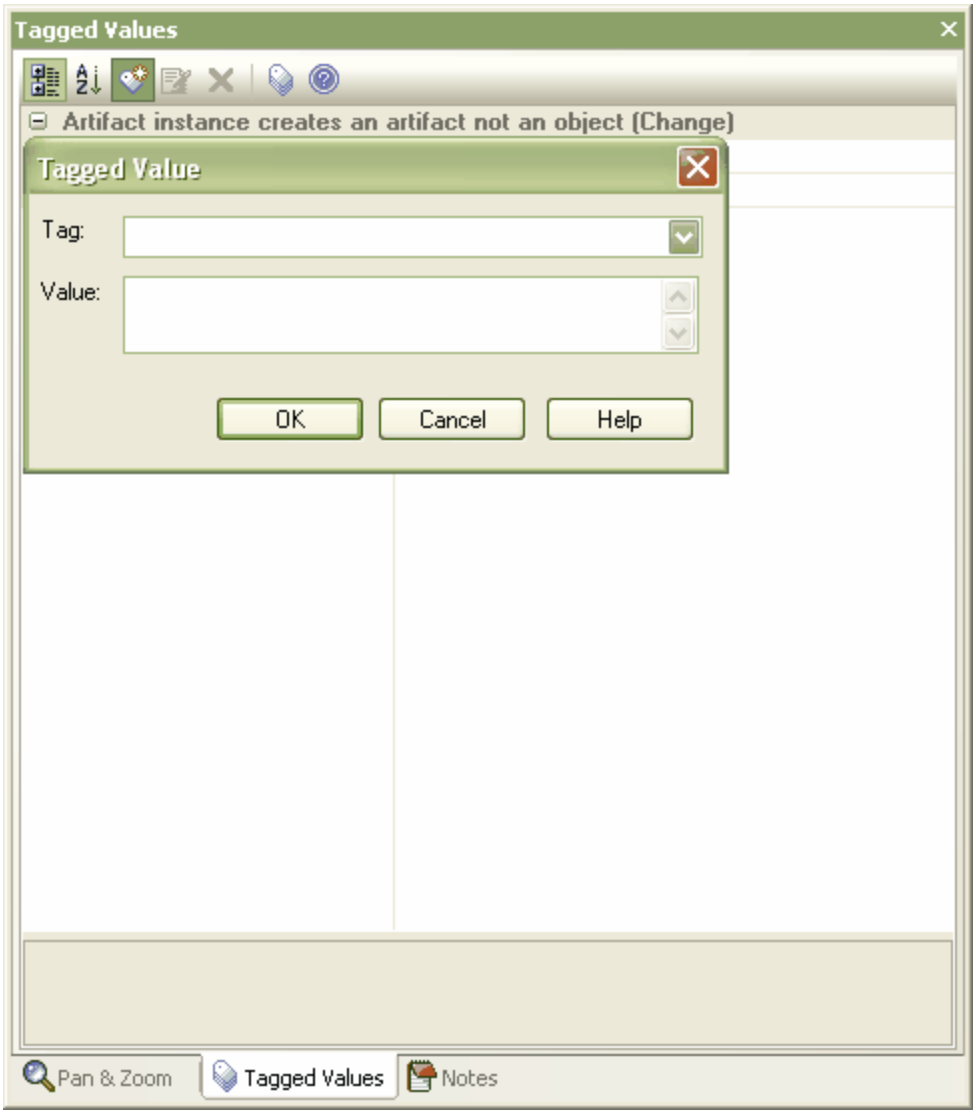
3.13.10.1 Assign a Defined Tagged Value to an Item

You can assign Tagged Values to several model features, as listed in the Model Elements and Features with Tagged Values 169 topic.

To add a Tagged Value follow the steps below:

1. Create user-defined Tagged Values either using a predefined Tagged Value type or by creating a Custom Tagged Value type (as described in the *Enterprise Architect Software Developers' Kit (SDK)* 1282).
2. Select the model feature to associate with the defined Tagged Value.
3. Ensure that the *Tagged Values* window is visible (select the **View | Tagged Values** menu option, or press **[Ctrl]**+**[Shift]**+**[6]**).
4. Either click on the **New Tags** button or press **[Ctrl]**+**[N]**. The *Tagged Values* dialog displays.
5. On the **Tag** field, click on the drop-down arrow and select the appropriate defined Tagged Value to assign to the item.

   Note: *Direct entry of predefined tag values is only available for predefined tags of type* **string** .

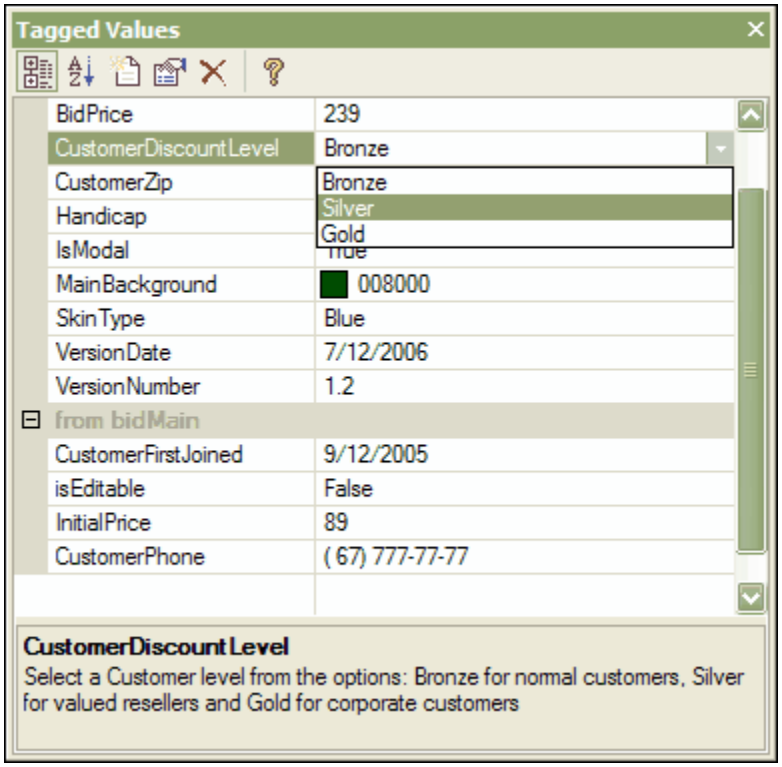


6. To confirm selection of the Tagged Value, click on the **OK** button.

Modifying Tagged Values with the Tagged Values Window

Once a Tagged Value has been assigned to the model feature it is possible to edit the values from the *Tagged Values* window. Model features that you can apply Tagged Values to are detailed in the Model Elements and features with Tagged Values topic 169. To edit the Tagged Values follow the steps below:

1. Click on the **View | Tagged Values** menu option, or press **[Ctrl]**+**[Shift]+[6]**. The *Tagged Values* window displays.
2. Click on the model feature for which to edit the Tagged Values. The window shows all of the Tagged Values for the selected feature.
3. Edit the fields as appropriate. The information entered can only reflect the masked value types that have been defined either as a predefined type or in the format defined by the creation of the Custom tagged type.
4. The example below shows the value for a predefined Enum type being modified.

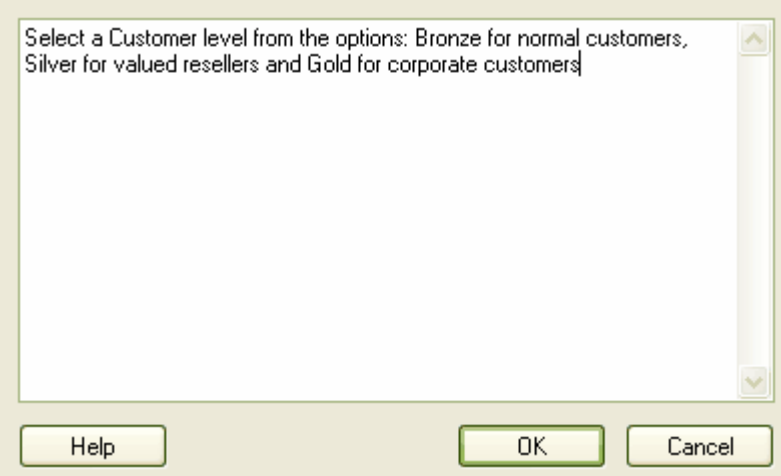


Note: *To override a Tagged Value defined in a parent element, edit the value in the from <parentname> compartment of the Tagged Values window . Once this has been done the tag is moved into the selected elements Tagged Values; this does not affect the Tagged Values defined in the parent element.*

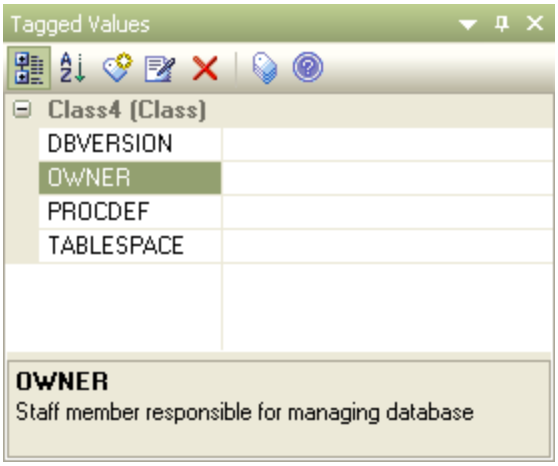
3.13.10.2 Assign Information to a Tagged Value

Once the Tagged Value has been assigned to a model feature, it is possible to add information and notes describing the Tagged Value to the information property of the Tagged Value (model features that you can apply Tagged Values to are detailed in the Model Elements and features with Tagged Values topic 169). To facilitate this from the *Tagged Values* window follow the steps below:

1. Click on the **View | Tagged Values** menu option, or press **[Ctrl]+[Shift]+[6]**. The *Tagged Values* window displays.
2. Click on the model feature for which to edit the Tagged Values. The Tagged Values for the selected model feature display.
3. Click on the Tagged Value to add information to.
4. Click on the **Edit Notes** button or press **[Ctrl]+[E]**. The *Tagged Value Note* dialog displays.



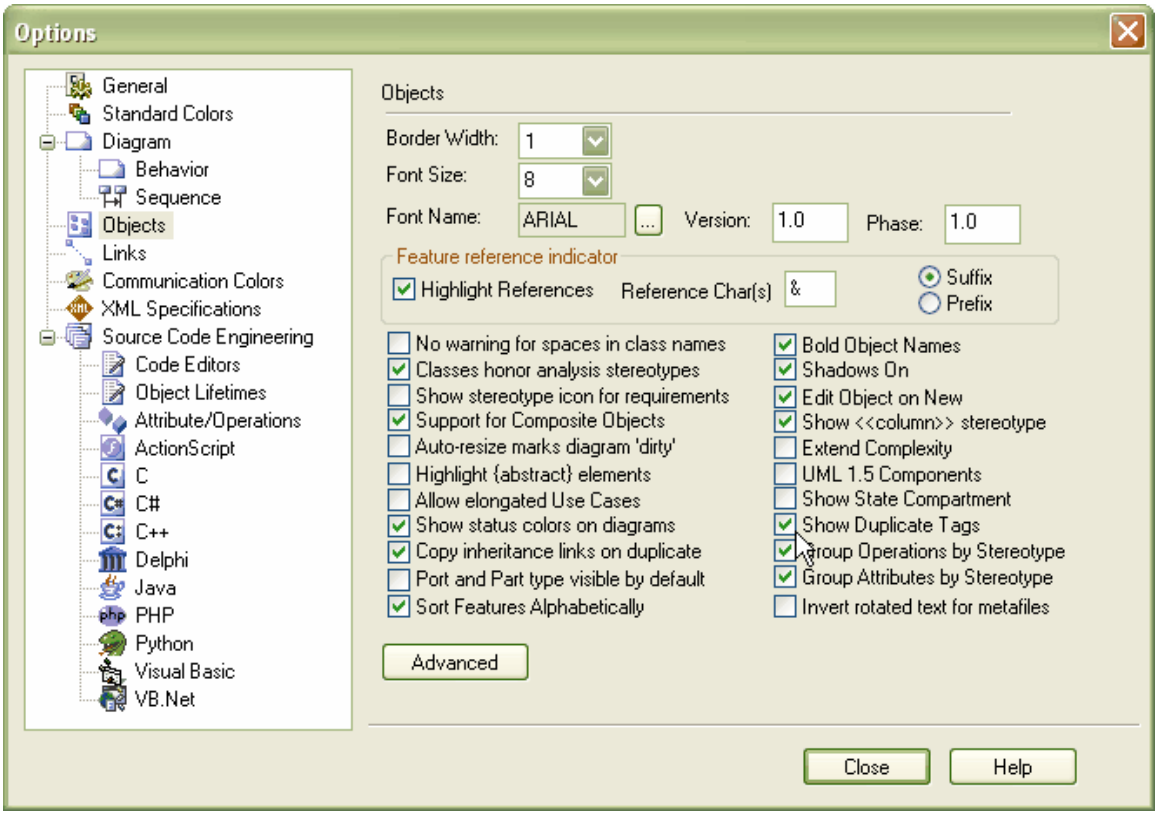
5. In the **Note** field, type the information relating to the Tagged Value. This information is displayed in the lower portion of the *Tagged Values* dockable window whenever the Tagged Value is selected.



3.13.10.3 Show Duplicate Tags

Tagged Values are by default set to hide duplicate values. This setting is used to facilitate inherited and overridden tag names. However, to show duplicate Tagged Values follow the steps below:

1. Select the **Tools | Options** menu option. The *Options* dialog displays.
2. From the hierarchical tree, select the **Objects** item.

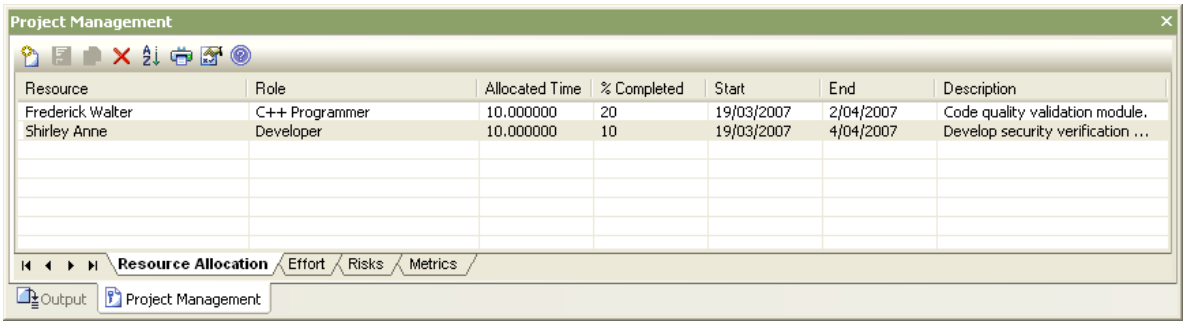


3. Select the **Show Duplicate Tags** checkbox.

3.13.11 The Project Management Window

The *Project Management* window enables you to input the resources, effort, risk and metrics that can be added to elements contained in the model.

Open the *Project Management* window by selecting the **Element | Resourcing Metrics & Risk** menu option, or the **View | Project Management** menu option (or press **[Ctrl]+[Shift]+[7]**).



Right-click on the list to view the context menu, which enables you to add, modify and delete list items. For more information see the Adding, Modifying and Deleting Tasks 703 topic.

Toolbar

These buttons have the following functions (in order as shown on the toolbar):

- **New**: Create new item
- **Save**: Save changes to an item
- **Copy**: Enables you to duplicate an existing entry. You must change an item's Role for this to become enabled.
- **Delete**: Delete an item from the list
- **Sort**: Sort Items in the list
- **Print**: Print item data from the list
- **Show/Hide Details**: Swap between detailed and summary new window styles
- **Help**: Show help contents for this window

See Also

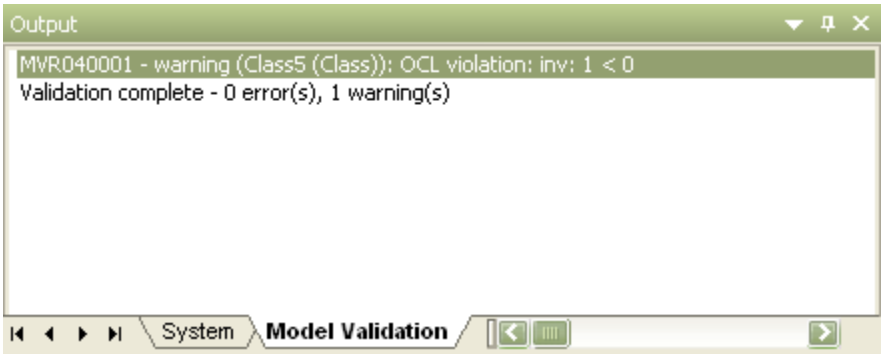
- Resource Management 676
- Effort Management 676
- Risk Management 677
- Metrics 678

3.13.12 The Output Window

The *Output* window is used to display data that is either system generated or Add-In generated. Examples of situations where Enterprise Architect generates items include:

- Validation Items
- Launch of external processes
- Command line output from Build and Test
- Parse errors generated during import
- (Corporate edition of Enterprise Architect) In the *Audit History* 627 tab, a history of changes to any element or connector selected from the *Audit View*, the *Element List*, the *Project Browser* or the current diagram (Auditing 618 must be turned on and the *Element List* 137 open)
- Re-docking the *Model Search* 139 results into the *Output* window.

You can drag suitable items out of the *Output* window and add them to diagrams.



Double-click on model validation errors or parsing errors to display the source of the error.

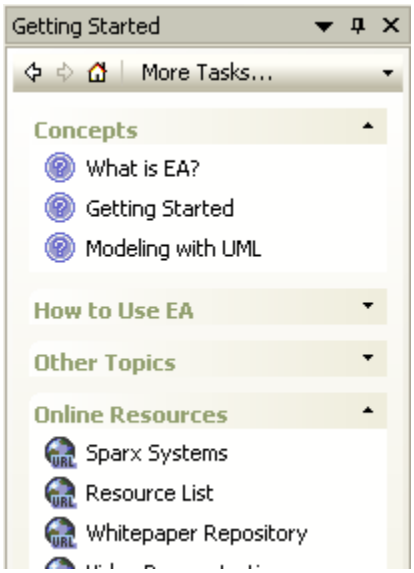
You can also right-click on an item and select context menu options to:

- Copy the selected item to the clipboard
- Copy all items to the clipboard
- Save the output to an external file
- Clear the output from the window.

The *Output* window can also be used by Add-Ins 1308, if they are configured to do so via the Automation Interface. See the *Enterprise Architect Software Developers' Kit (SDK)* 1377.

3.13.13 The Tasks Pane Window

The *Tasks Pane* window provides access to a range of context-specific help topics, online resources and Enterprise Architect facilities to give you quick access to information and facilities in areas of interest in Enterprise Architect. When you first open Enterprise Architect, the *Tasks Pane* automatically displays on the right of the screen.



The *Tasks Pane* has several topic areas such as:

- *Getting Started*
- *Managing Requirements*
- *Debug and Profile*
- *Code Engineering*.

The list of topic areas varies, and can include topics specific to any MDG Technologies 430 being used with Enterprise Architect.

To switch between the topic areas, either:

- Click on the **More Tasks** option in the toolbar and select the required area from the list, or
- Click on the left or right arrow buttons in the toolbar.

The 'Home' icon returns you to the *Getting Started* topic area.

Tasks Pane Contents

The Tasks Pane provides several types of information and resources. Click on a:

- icon to open appropriate topics from the Enterprise Architect Help file

- icon to open web pages or documents on the Sparx Systems web site
- icon to begin Enterprise Architect tasks appropriate to the *Tasks Pane* topic area; you must be in an appropriate functional area of Enterprise Architect in order for these tasks to function, such as in an open diagram
- icon to begin Add-In tasks appropriate to the *Tasks Pane* topic area; you must be in an appropriate functional area in order for these tasks to function
- icon to open report facilities to provide information or data collation tools
- icon to start demonstrations of Enterprise Architect functions in action.

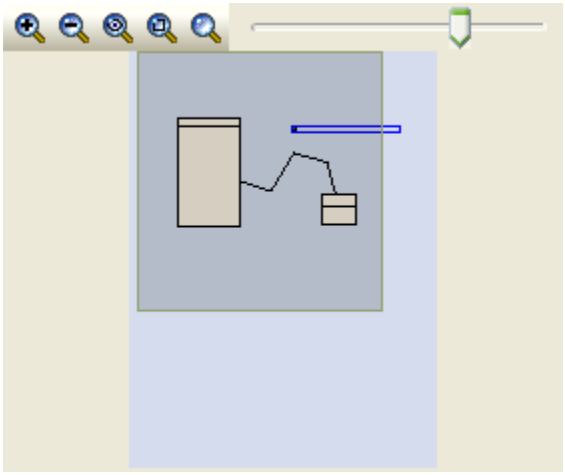
The selected information, web page or demonstration displays on a *Browser* tab in the main view, or the appropriate task or report window opens.

If you close the *Tasks Pane* window, to access it again:

- From any Enterprise Architect screen, press **[Ctrl]+[Shift]+[9]**
- Select the **View | Tasks Pane** menu option, or
- From the main menu/toolbar banner at the top of the Enterprise Architect screen, right-click to display the context menu and select the **Tasks Pane** option.

3.13.14 The Pan & Zoom Window

The *Pan & Zoom* window provides a 'birds-eye' view of diagrams. It enables you to navigate quickly around large diagrams. To display this window, click on the **View | More Windows | Pan & Zoom** menu option.



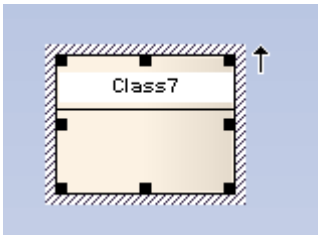
The shaded box represents the viewed area on the open diagram. The toolbar provides the following functions (in order)

- Zoom In
- Zoom Out
- Zoom to fit diagram
- Zoom to fit page
- Zoom to 100%
- Zoom Slider.

Move the cursor inside the window and hold down the mouse button to pan over the open diagram by moving the shaded box. To zoom, use either the *Zoom Slider* or the buttons located on the tool bar.

3.14 The Quick Linker

The *Quick Linker* provides a simple and fast way to create new elements and connectors on a diagram. When an element is selected in a diagram, the **Quick Linker** icon is displayed at the upper right corner of the element, as shown below:



Simply clicking and dragging the icon enables you to create new connectors and elements on a diagram, as explained in the following topics:

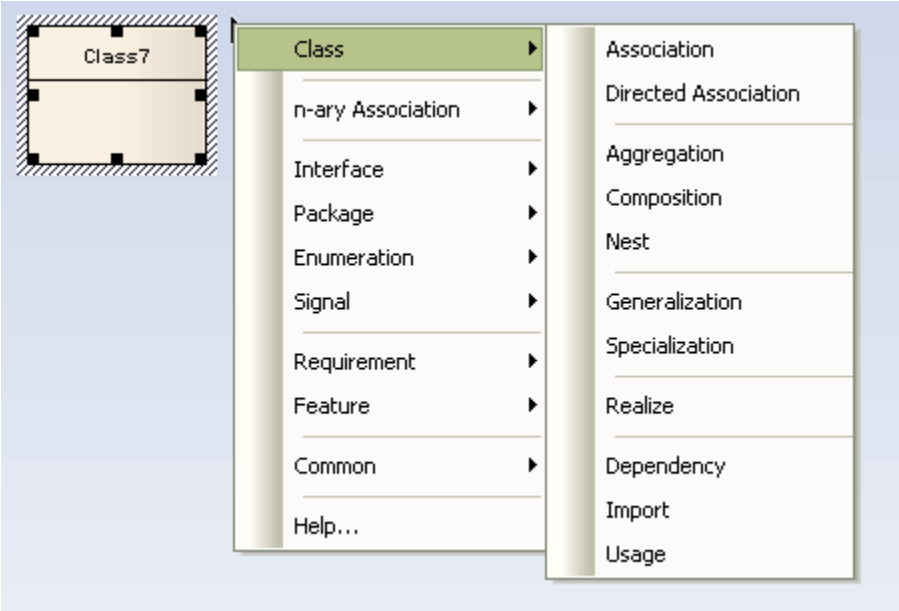
- Create New Elements 178
- Create Connections Between Elements 179

The connectors and elements suggested by the Quick Linker are the commonest objects appropriate to the context. A Technology Developer can edit the lists of elements and connectors, and create new combinations. For further information, see the *Enterprise Architect Software Developers' Kit (SDK)* 1244.

3.14.1 Create New Elements

To create new elements using the Quick Linker, follow the steps below:

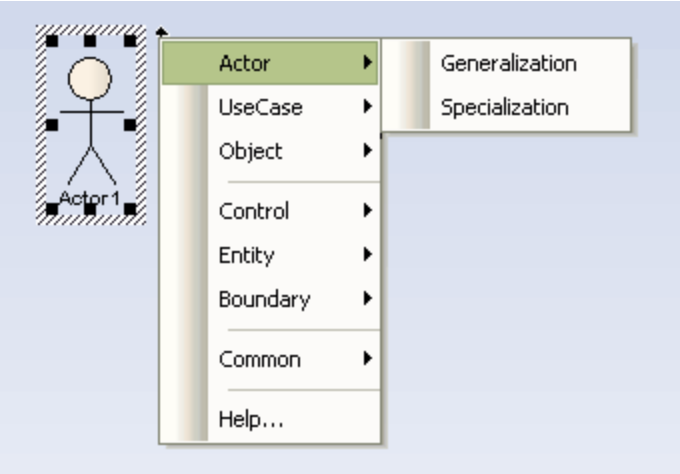
1. Select a start element on the current diagram.
2. Drag the Quick Linker icon onto an empty area of the diagram.
3. Use the Quick Linker context menu to select the type of element and connector to create.



Tip: *Press and hold* **[Shift]** *while selecting the type of connector to select an existing classifier as the target.*

Tip: *For rapid modeling, you can suppress the Properties dialog when creating new elements. See the option* **Tools | Options | Objects | Edit Object on New**

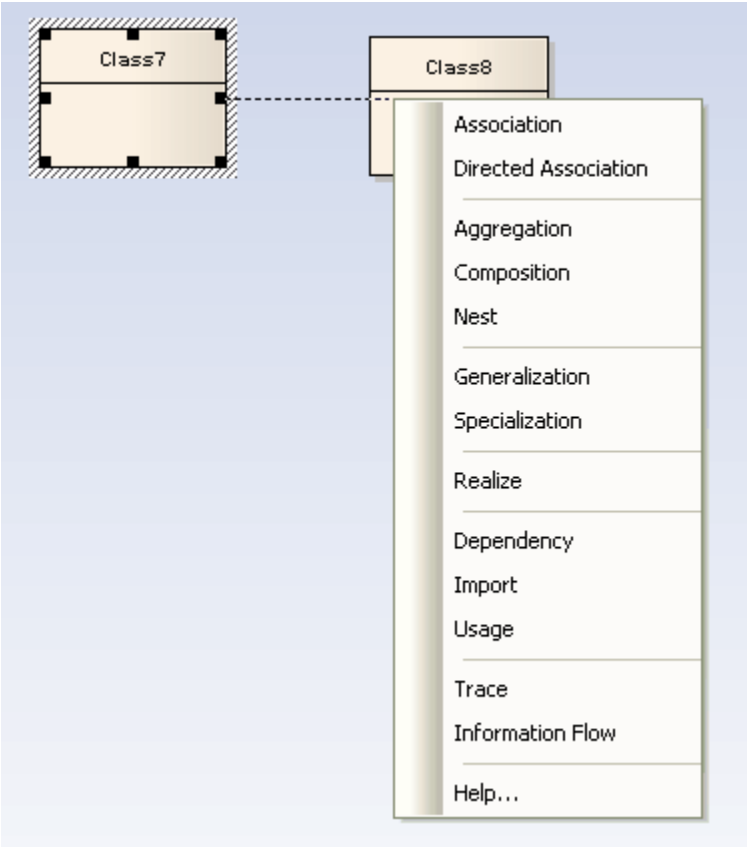
Note: *The available Quick Link options depend on the type of element selected. For example, the Quick Link options for a Class (above) differ from those of an Actor (below)*



3.14.2 Create Connections Between Elements

To create new connectors between existing elements using the Quick Linker, follow the steps below:

1. Select the start element on the current diagram
2. Drag the **Quick Linker** icon onto another element in the diagram.
3. Use the **Quick Linker** context menu to select the type of element and connector.



3.15 Defaults and User Settings

You can configure various settings using the *Options* 180 dialog 180 (display this by selecting the **Tools | Options** menu option). In addition, there are several options to change the overall look and feel of Enterprise Architect 194 in the **View | Visual Style** submenu. Those settings and options are explored in this topic.

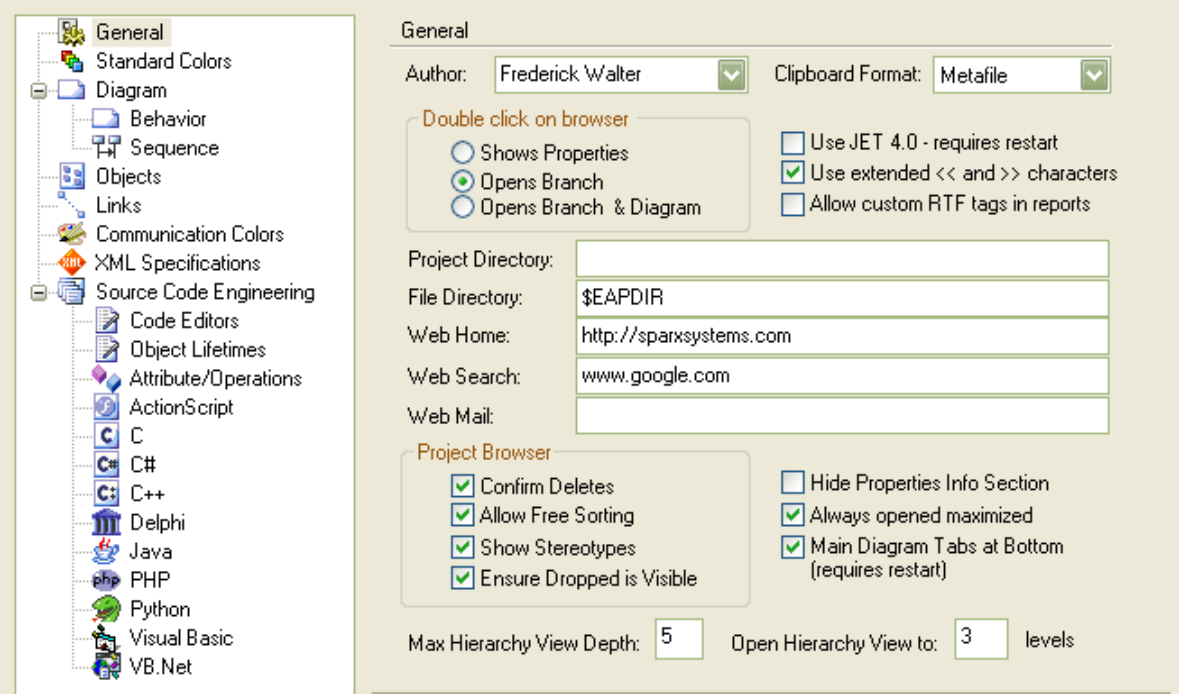
See Also

- Custom Layouts 193

3.15.1 Configure Local Options

There are several options to customize how Enterprise Architect displays and works with models and model elements. This topic describes those settings that are local to a particular user and machine.

Select the **Tools | Options** menu option to display the *Options* dialog.

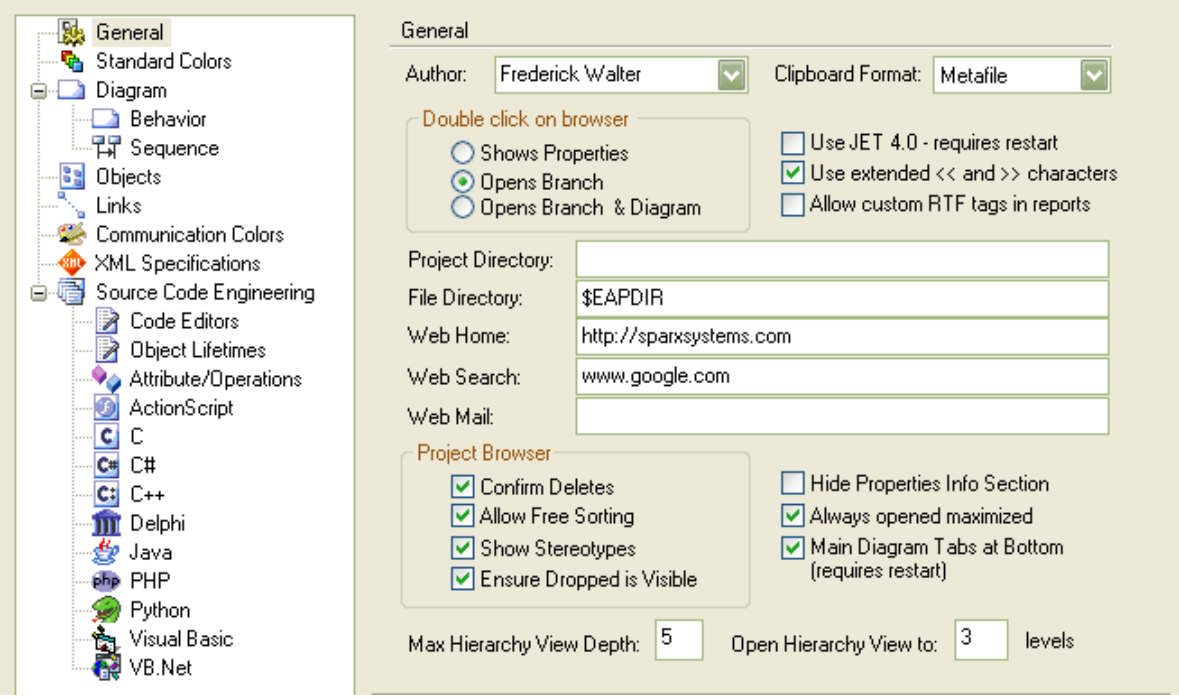


Most of these settings are stored in your registry so they are set for your use only. For a networked workplace, registry settings can be copied down to any network workstation you log in to. Otherwise, the settings are valid for the current machine only.

Note: *Additional defaults and settings are discussed under the various code generation and import/export topics in this Help file.*

3.15.1.1 General

The *General* page of the *Options* dialog is shown below:



General Settings:

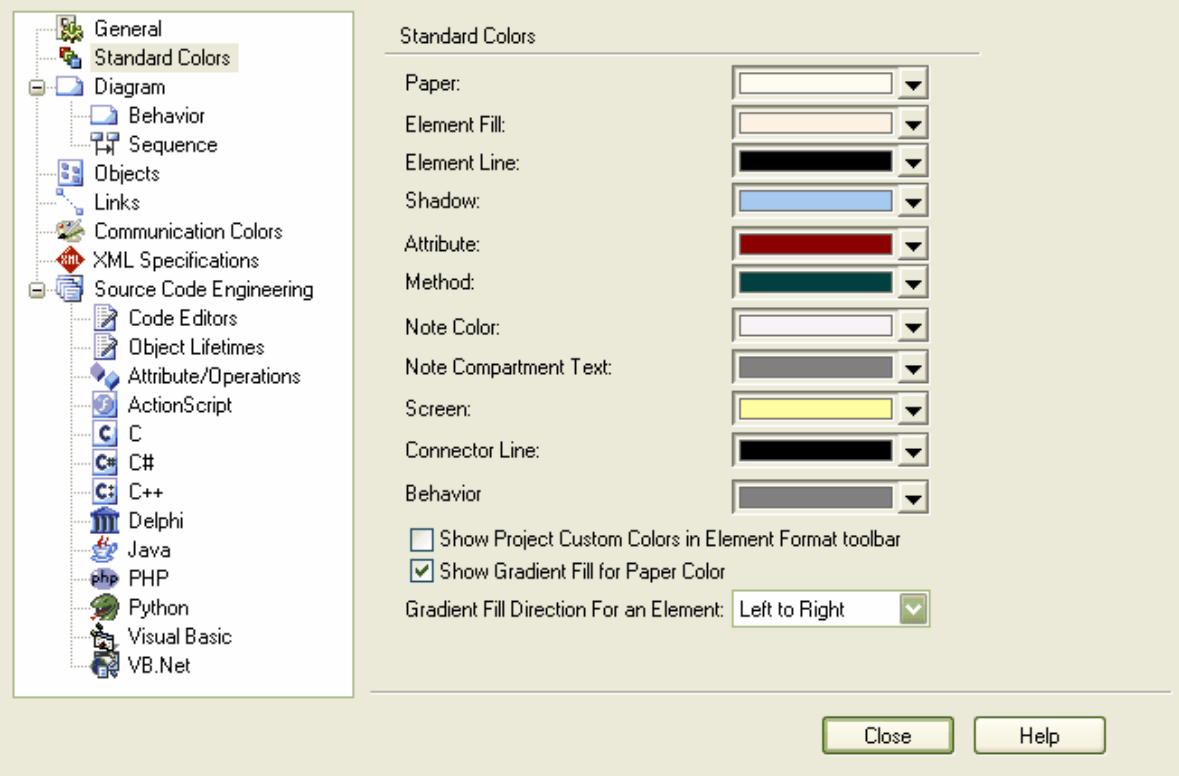
- **Author** - The default author used when new elements are created and modifications made
- **Clipboard Format** - Graphic format in which to save image to clipboard; **Metafile** has the best detail
- **Double-click on Browser** - Configure Project Browser window behavior 41
- **Use JET 4.0 - requires restart** - Use JET 4.0 as database engine; this ensures compatibility with .EAP files compatible with versions of MS Access later than Access 97
- **Use extended << and >> characters** - For some double byte character sets, it is best to select this checkbox
- **Allow custom RTF tags in reports** - Enable the use of custom RTF tags in reports
- **Project Directory** - Default location of Enterprise Architect projects
- **File Directory** - Default location for files
- **Web Home** - Specifies the default home page to open when clicking on the **Home** button in the internal web browser 153
- **Web Search** - Specifies the default web page to open when clicking on the **Web Search** button in the internal web browser 153
- **Web Mail** - Specifies the email server address (http://xxxxx/exchange/) for accessing email through the web browser 153 within Enterprise Architect
- **Confirm Deletes** - Clear to bypass the *Confirmation* dialog - only for experienced users!
- **Allow Free Sorting** - Enables 'free sorting' of elements in the *Project Browser* window regardless of type
- **Show Stereotypes** - Shows element and feature stereotypes in the *Project Browser* window
- **Ensure Dropped is Visible** - If this option is selected, when moving an element in the *Project Browser* window to another folder, the destination folder opens when you drop the element. If this option is unselected, the destination folder stays closed when you drop the element.
- **Hide Properties Info Section** - When selected, hides the properties information status bar on the

Properties tab.

- **Always open maximized** - When selected, Enterprise Architect always starts up in a maximized window.
- **Main Diagram Tabs at Bottom (requires restart)** - When selected (by default) the diagram tabs appear at the bottom of the main view. Clearing this option results in the tabs being located at the top of the main view.
- **Max Hierarchy View Depth** - Sets the maximum number of levels the hierarchy opens to on the Hierarchy tab 168.
- **Open Hierarchy View to** - Sets the initial number of levels the hierarchy opens to on the Hierarchy tab 168.

3.15.1.2 Standard Colors

The *Standard Colors* page of the *Options* dialog is shown below:



Standard Colors Settings:

- **Paper** - Defines the paper (background) color in diagrams.
- **Element Fill** - Defines the fill color of elements.
- **Element Line** - Defines the line color of elements.
- **Shadow** - Defines the shadow color.
- **Attribute** - Defines the attribute color.
- **Method** - Defines the method color.
- **Note Color** - Defines the note background color.
- **Note Compartment Text** - Defines the color of text in the Note Compartment.
- **Screen** - Defines the screen (element) color.
- **Connector Line** - Defines the connector line color.
- **Behavior** - Defines the color for behaviors in Activity diagrams.

- **Show Project Custom Colors in Element Format toolbar** - Select to enable use of project custom colors; for more information on setting and getting the custom colors see the Get and Set Project Custom Colors 308 topic.
- **Show Gradient Fill for Paper Color** - Select to have a color gradient in the diagram background, deselect to have a solid, uniform background color.
- **Gradient Fill Direction For an Element** - Click on the drop-down arrow and select the direction for the color gradient within element boxes, or select **<none>** for no color gradient.

Note: *Using this page of the Options dialog, you can set the background of a diagram to be a specific color and to be either a uniform color or to have a fade gradient from top to bottom. Alternatively, you can create a background image for the diagram; see the Create Custom Diagram Background 261 topic.*

Note:

- *To override the default appearance of a* specific *element on all diagrams on which it is found, right-click on the element and select the* **Appearance | Configure Default Appearance** *menu option. The Configure Default Appearance 306 dialog displays.*
- *To change the appearance of a specific element on the current diagram only, use the Format toolbar 130. If the Format toolbar is not displayed, select the* **View | Toolbars | Format Tool** *menu option.*

3.15.1.3 Diagram

The *New Diagram Defaults* page of the *Options* dialog enables you to configure overall options for new diagrams and general diagram behavior.

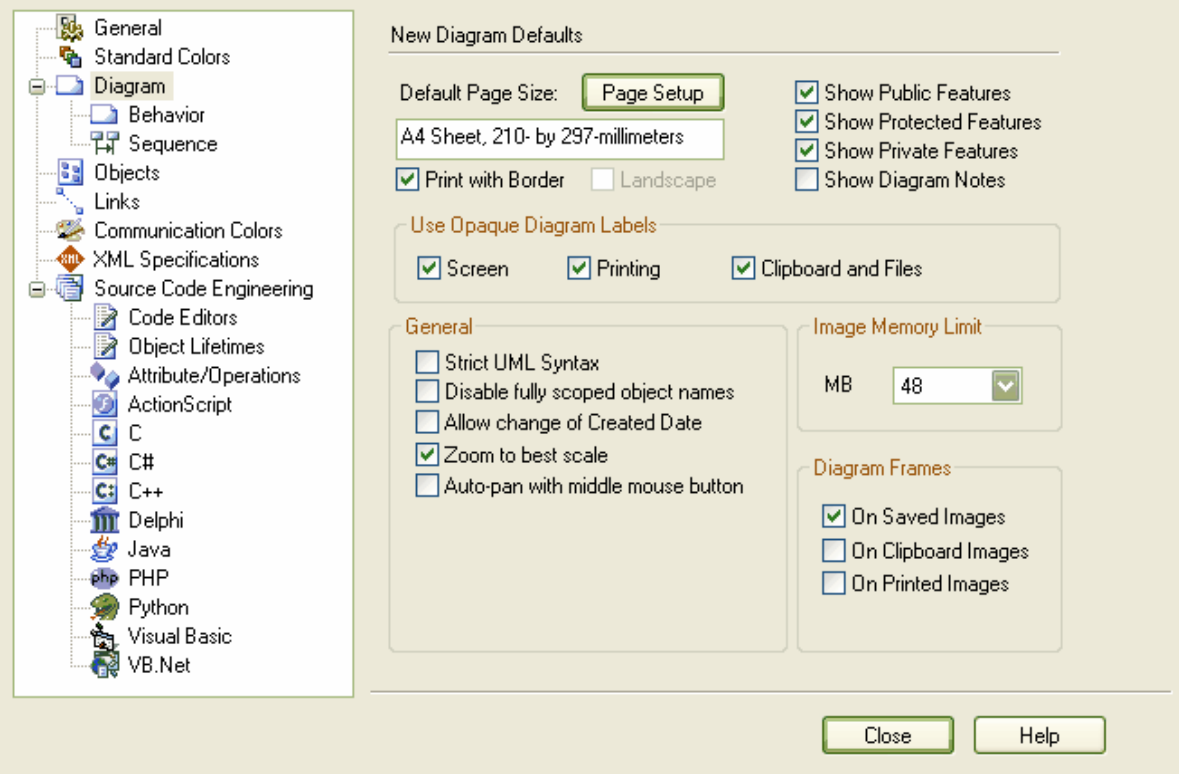


Diagram Settings:

- **Default Page Size** - Default page size for new diagrams. Change this using the Page Setup dialog
- **Print with Border** - Select to print pages with a border.

- **Landscape** - If selected, pages print in landscape orientation. This checkbox is controlled from the *Page Setup* dialog.
- **Show Public/Protected/Private Features** - Set the default visibility of Class features.
- **Show Diagram Notes** - Set default visibility of details on new diagrams - details include diagram name, package, version and author.
- **Use Opaque Diagram Labels** - Screen and Printing are best, Clipboard and images might not be desirable.
- **Strict UML Syntax** - Enforces when adding new connectors and other structures.
- **Disable fully scoped object names** - Use this when an element is in a diagram but not in its home package. A scoped name might resemble 'MyClasses::foo' , the '**::**' character indicating the Class is within another namespace.
- **Allow change of Created Date** -Select to enable the creation date on the *Diagram Properties* dialog to be altered.
- **Zoom to best scale** - If this box is checked, the diagrams fit neatly to screen.
- **Auto-pan with middle mouse button** - Turns on auto-panning using the middle mouse button. With this option off, a different type of panning is used with the middle mouse button.
- **Image Memory Limit** - Used when generating images for RTF or HTML and when saving images to file. It is important when you have very large diagrams, as it affects the point at which Enterprise Architect starts to scale down the image - a low memory setting means it scales the image sooner.

3.15.1.3.1 Behavior

The *Diagram Behavior* page of the *Options* dialog is shown below:

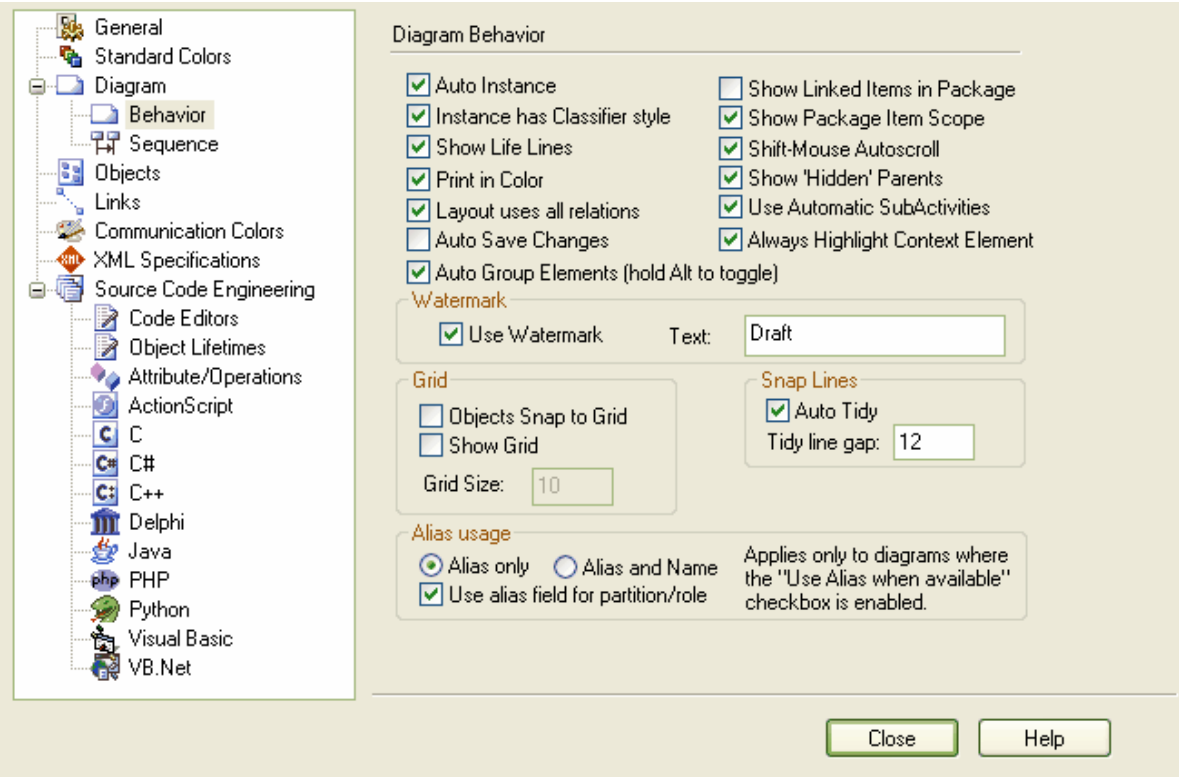


Diagram Behavior Settings:

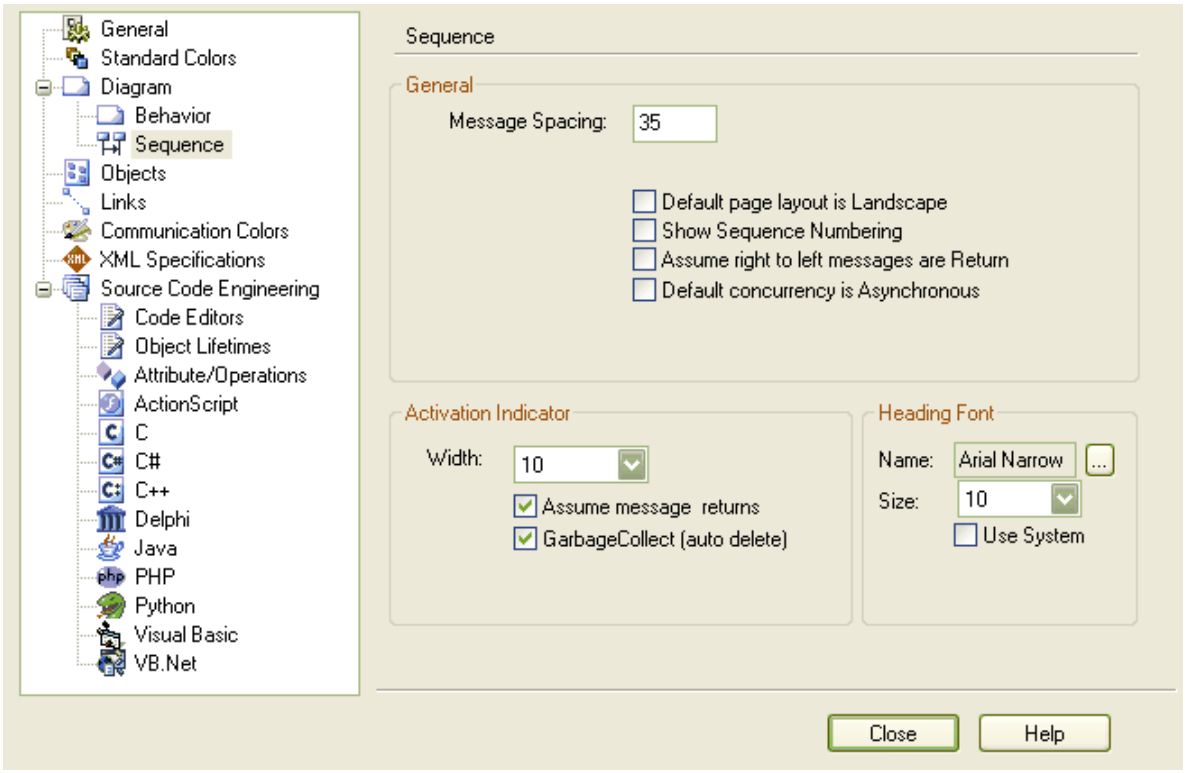
- **Auto Instance** - If you select this checkbox, some element types - such as Class and Component - create

object instances with the dragged object as the classifier.

- **Instance has Classifier style** - If you select this checkbox, when an instance is created it has the classifier style of the element it was instantiated from.
- **Show Life Lines** - Select this checkbox to show life lines for sequence elements in non-Sequence diagrams.
- **Print in Color** - Select this checkbox to print your diagrams in color, deselect to print them in black and white.
- **Layout uses all relations** - Select this checkbox to show all relationships; deselect to show only generalizations and associations.
- **Auto Save Changes** - Select this checkbox to automatically save your changes as you work, without having to confirm prompts to do so.
- **Auto Group Elements** - Select this checkbox to also move visually composed elements when moving diagram nodes. A node is considered composed if it is contained by the moved element and has a higher z-order. Press and hold **[Alt]** whilst moving an element to toggle this option.
- **Show Linked Items in Package** - Select this checkbox to display linked items on packages.
- **Show Package Item Scope** - Select this checkbox to display the + and - representing the scope of the items.
- **Shift-Mouse Autoscroll** - If you select this checkbox , you can press and hold **[Shift]** and use the mouse to autoscroll around diagrams.
- **Show 'Hidden' Parents** - Select this checkbox to display any parents of elements in the diagram that are not part of the diagram.
- **Use Automatic SubActivities** - If you select this checkbox, Structured Activity diagrams dragged from the tree generate a new Structured Activity that is linked to the diagram.
- **Always Highlight Context Element** 312 - Select this checkbox to show a hatch border around the selected element.
- **Use Watermark** - Select this checkbox to use a watermark in any diagrams you print.
- **Text** - If a watermark is to be used, type the watermark text .
- **Objects Snap to Grid** - Select this checkbox to snap all elements to the grid lines.
- **Show Grid** - Select this checkbox to display the grid.
- **Grid Size** - If you have selected **Objects Snap to Grid,** type the grid size.
- **Auto Tidy** - Select this checkbox to automatically tidy line angles 393 for custom connectors. This 'nudges' the custom line into horizontal and vertical increments.
- **Tidy line gap** - Type the amount Enterprise Architect should enable you to move a line away from horizontal and vertical when you are tidying lines 393 for custom connectors. (See **Auto Tidy** above).
- **Alias only** - If you select this checkbox, the elements with aliases are displayed with only the Alias.
- **Alias and Name** - If you select this checkbox, both the element name and the Alias are rendered in the format (Alias) name.
- **Use alias field for partition/role** - Select this checkbox to replace the Alias property of Instances with a Role property.

3.15.1.3.2 Sequence

The *Sequence* page of the *Options* dialog shown below enables you to configure various font settings and the focus of the control indicator for Sequence diagrams.

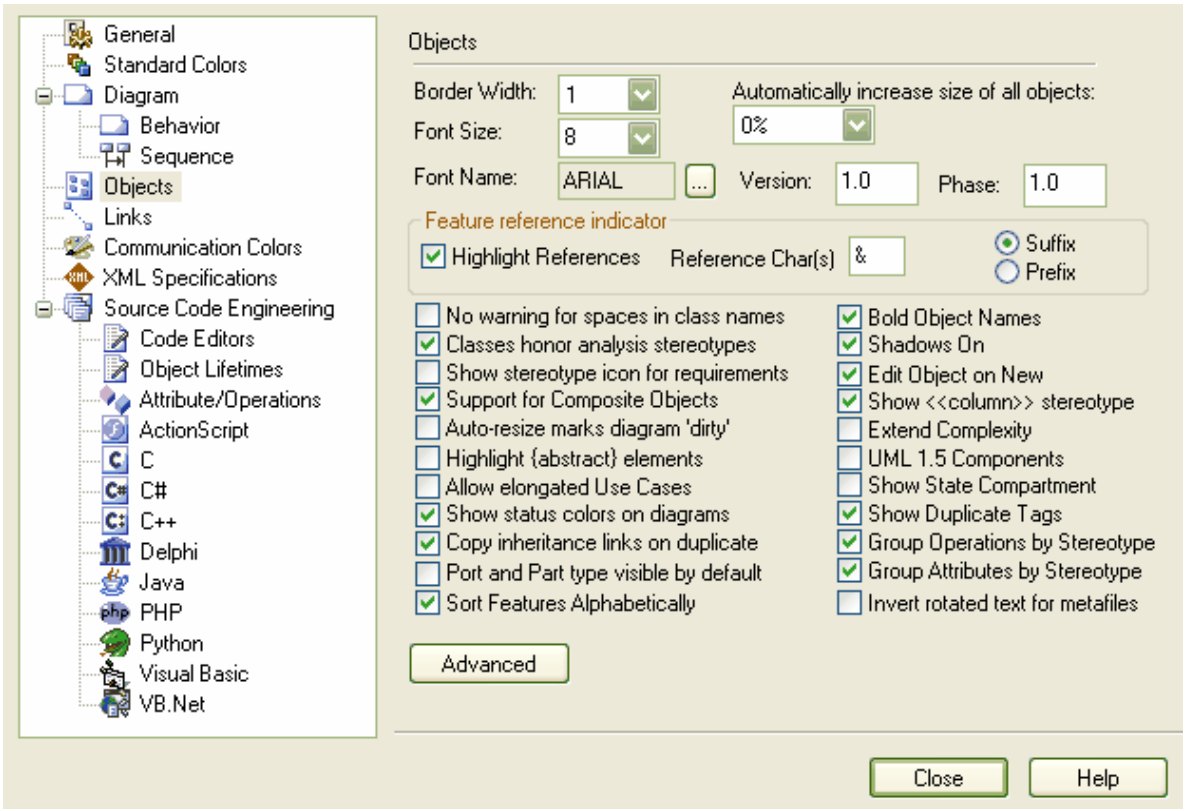


Sequence Settings:

- **Message Spacing** - Type the vertical gap (in points) between Sequence messages (can be overridden manually by dragging a message up or down).
- **Default page layout is Landscape** - Select the checkbox to set the default orientation of Sequence diagrams to landscape.
- **Show Sequence Numbering** - Select the checkbox to show sequence numbers on Sequence messages.
- **Assume right to left messages are Return** - Select the checkbox to automatically generate return messages.
- **Default concurrency is Asynchronous** - Select the checkbox to set the default concurrency for Sequence Messages 1200 to Asynchronous; deselect to set the default concurrency to Synchronous.
- **Width** - Click on the drop-down arrow and select the line width (in points) of the 'focus of control' rectangle (thick part of lifeline).
- **Assume message returns** - Select the checkbox to assume implicit returns when none are explicitly drawn (recommended).
- **GarbageCollect** - Select the checkbox to automatically truncate lifelines for created elements after the last message (i.e. assume garbage collect rather than explicit delete).
- **Name** - Click on the **[...]** button to display the MS Windows *Font* dialog, and define the font of the caption bar heading (above your diagram); this is particularly useful for non-English character sets.
- **Size** - Click on the drop-down arrow and select the size of the heading font (this overrides the font size in the *Font* dialog, above).
- **Use System** - Select the checkbox to use the Enterprise Architect system default heading font.

3.15.1.4 Objects

The *Objects* page of the *Options* dialog enables you to configure how elements look and respond in diagrams, as well as define connector defaults.



Objects Settings:

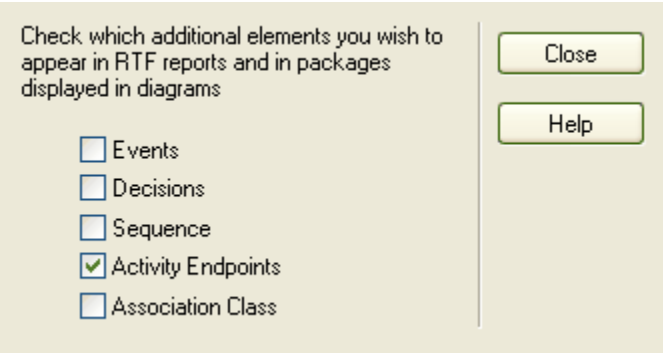
- **Border Width** - Default border width (in pixels).
- **Font Size** - Default font size on diagrams, for all objects where an override hasn't been applied; this should be common across all users of any model.
- **Font Name** - Font name and style to use for elements, for all objects where an override hasn't applied; this should be common across all users of any model.
- **Automatically increase size of all objects** - Enables any user to automatically increase the size of all objects on a diagram by up to 50%, without affecting other users reading that diagram.
- **Version** - Default version for new elements.
- **Phase** - Default phase for new elements.
- **Highlight References** - Highlight parameters in operations that are passed by Reference rather than value.
- **Reference Char(s)** - Specify a character to use for the reference.
- **Suffix/Prefix** - Indicate whether to use **Reference Char(s)** as a prefix (before) or a suffix (after).
- **No warning for spaces in class names** - If unchecked, a warning message displays if an element name has embedded spaces.
- **Classes honor analysis stereotypes** - If checked, Classes are shown as their stereotype; eg. if a Class is stereotyped as a boundary, it appears as a Boundary rather than a Class.
- **Show stereotype icon for requirements** - Show/hide a code letter in the top right corner of Requirement (E, for external), Change (C) and Issue (I) elements.

- **Support for Composite Objects** - Support embedded or Composite elements through automatic aggregation.
- **Auto-resize marks diagram 'dirty'** - Make auto-resizing of elements (eg. Classes) mark the current diagram as dirty.
- **Highlight {abstract} elements** - Highlight abstract elements with a suitable tag '{abstract}' in the top right of the Class.
- **Allow elongated Use Cases** - If checked, use cases or use case extension points with long names can be stretched to a disproportionate width to enable space for the name. If unchecked, use case re sizing is proportional.
- **Show status colors on diagrams** - If checked this option enables color coding for requirements.
- **Copy inheritance links on duplicate** - Checked by default, this option duplicates inheritance and realization links when an edit/copy is performed (**[Ctrl]+[Shift]+[V]**).
- **Port and Part type visible by default** - This enables Port and Part types to be shown by default.
- **Sort Features Alphabetically** - Sorts element features alphabetically. Features include Attributes, Operations, Tags, Constraints and Test Cases.
- **Bold Object Names** - Elements in diagrams are shown bold face.
- **Shadows On** - Toggle element shadows.
- **Edit Object on New** - Automatically show the element properties dialog when a new element added.
- **Show <<column>> stereotype** - Hide or show the <<column>> stereotype used when data modeling.
- **Extend Complexity** - If checked, five levels of complexity are available in the Complexity option on the Properties tab. Otherwise only three levels are available.
- **UML 1.5 Components** - Use UML 1.5 components (Enterprise Architect versions 4 and later support UML 2.0).
- **Show State Compartment** - This shows or hides the visibility of the State Compartment divider under the state name.
- **Show Duplicate Tags** - This enables duplicate tags to be shown.
- **Group Operations by Stereotype** - Groups an elements operations by their stereotype on the diagram.
- **Group Attributes by Stereotype** - Groups an elements attributes by their stereotype on the diagram.
- **Inverted rotated text for metafiles** - Use when external metafile readers are having issues.
- **Advanced** 189 button - Use this to set visibility of certain elements in reports and in diagram packages.

3.15.1.4.1 Element Visibility

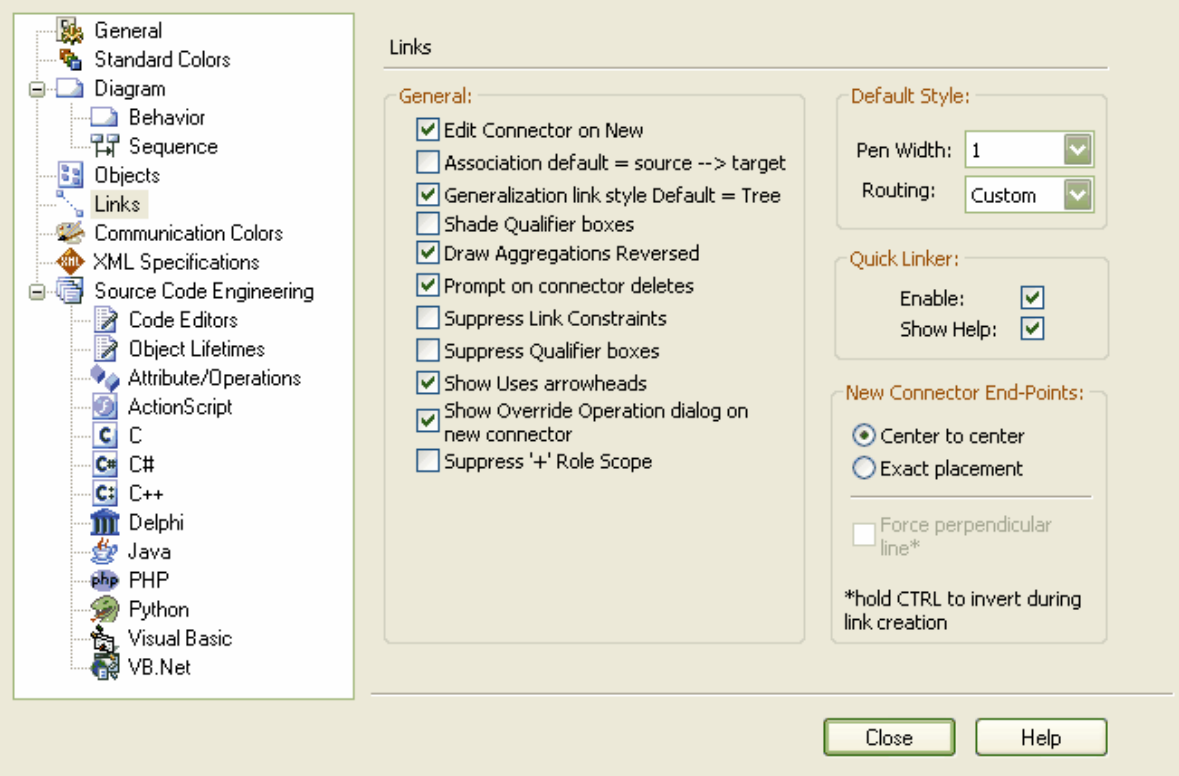
Some elements do not appear in packages and in RTF output by default. Click on the **Advanced** button on the *Objects* 188 page of the *Options* dialog to specify which elements should be visible.

See the topic on customizing element visibility 304 for more details.



3.15.1.5 Links

The *Links* page of the *Options* dialog shown below provides options for the creation, behavior, and notation for links.



General

- **Edit Connector on New** - Automatically show the *Connector Properties* dialog when a new connector is added.
- **Association default = source -> target** - Set the direction of new associations to Source->Target (ie. with an arrow head at target).
- **Generalization link style Default = Tree** - If checked, generalizations are shown as tree style hierarchies.
- **Shade Qualifier boxes** - Qualifier boxes are lightly shaded if this option is checked.
- **Draw Aggregations Reversed** - By default, aggregate and composite connectors are drawn in Enterprise Architect from Source to Target. In some modeling tools they are drawn in the opposite direction. When this option is set, Enterprise Architect mimics those other tools.

  Note: *All tools have the parent as the target and the child as the source of the connector, that is a requirement of UML; only the direction of dragging the mouse to draw the connector is changed.*

- **Prompt on connector deletes** -If this option is on you are prompted before deleting connectors.
- **Suppress Link Constraints** - If this option is on, links constraints do not appear in the diagram.
- **Suppress Qualifier boxes** - If this option is on, qualifiers do not appear in a box.
- **Show Uses arrowheads** - Show an arrowhead on Actor->Use Case associations.
- **Show Override Operation dialog on new connector** - Use this when adding generalizations and realizations between Classes and Interfaces. When ticked, the dialog shows automatically if the target element has overridable features.
- **Suppress ' + ' Role Scope** - Ensure that the role and scope are not displayed on the diagram.

Default Style

- **Pen Width** - Default connector width.
- **Routing** - Default connector link style for new connectors.

Quick Linker

- **Enable** - Enable the Quick Linker
- **Show Help** - Adds a 'help' menu option to the tail of the Quick Linker menu.

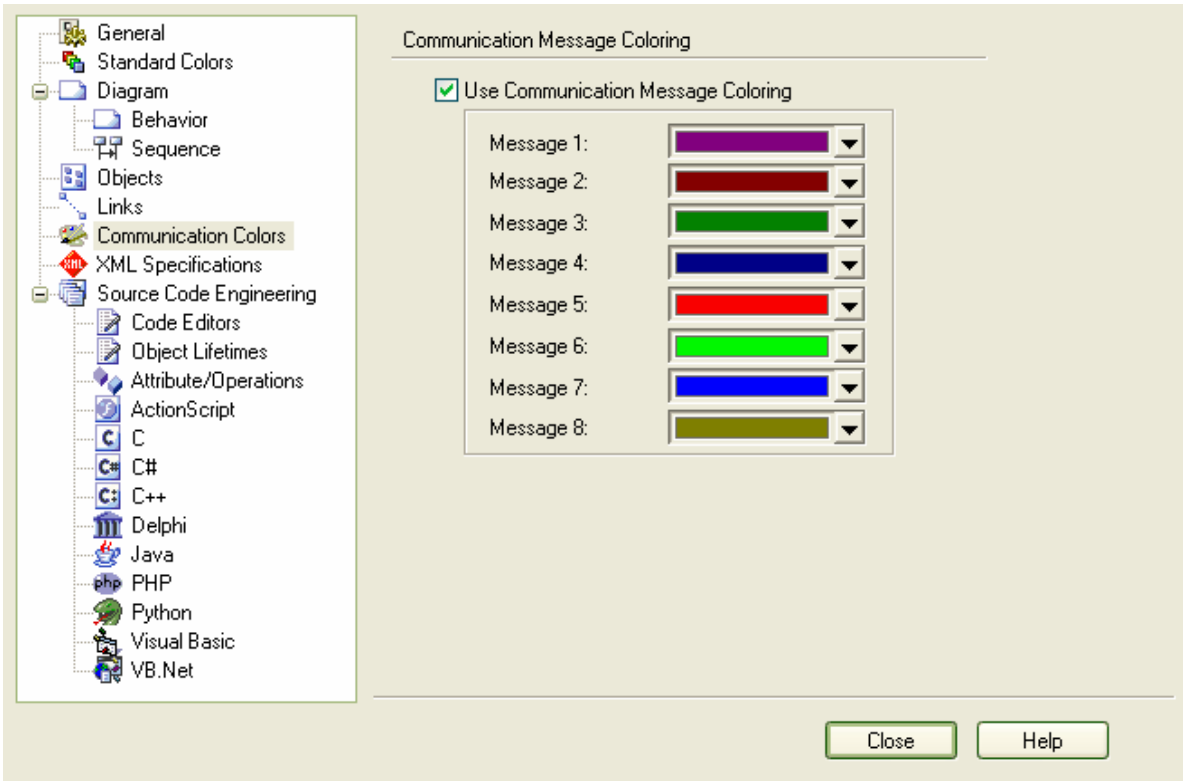
New Connector End-Points

These options affect the position of the dashed guide line for new connectors.

- **Center to center**
- **Exact placement**
- **Force perpendicular line**

3.15.1.6 Communication Colors

The *Communication Message Coloring* page in the *Options* dialog enables you to configure the colors used in collaboration diagrams. When you enable this option, collaboration messages appear in different colors depending on the sequence group they belong to on a diagram; eg. 1.n are black, 2.n are red, 3.n are green.

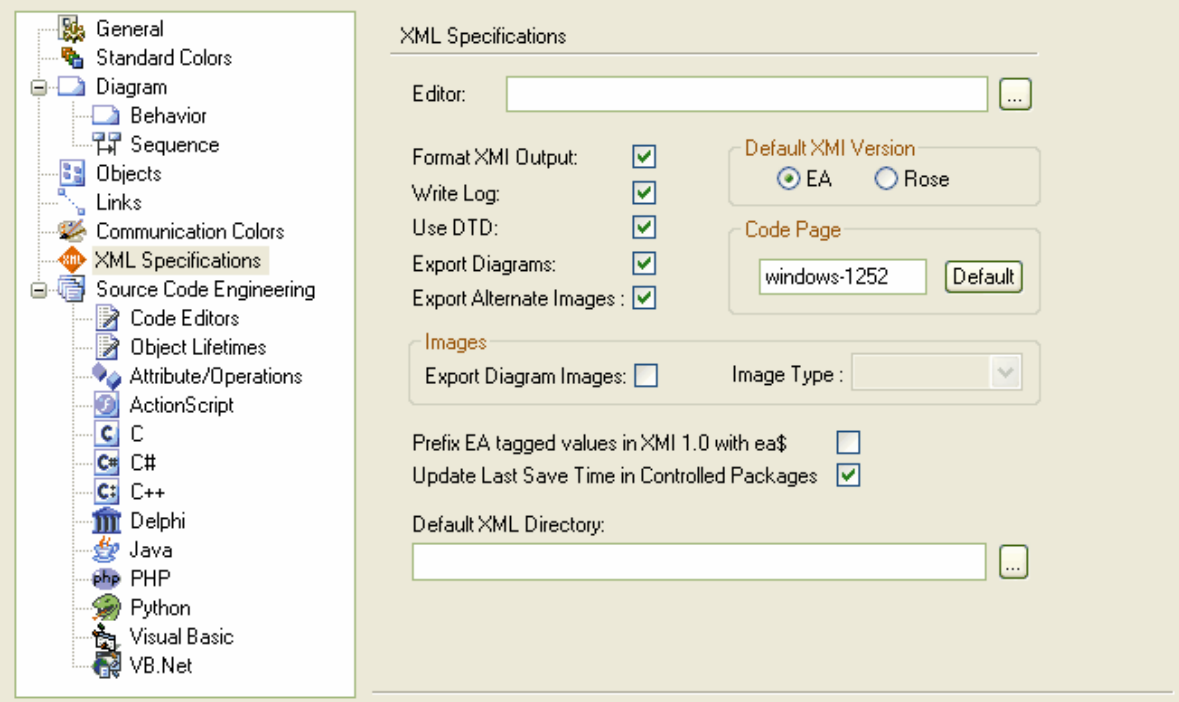


Select the **Use Communication Message Coloring** checkbox to turn on colored messages.

Click on the down arrow in each color field, and click on the appropriate color for the message group. Set the color sequence as required; the pattern repeats after 8 sequence groups.

3.15.1.7 XML Specifications

The *XML Specifications* page of the *Options* dialog enables you to configure various settings for working with XML.



XML Specifications Settings:

- **Editor** - Set the default editor for XML documents you open within Enterprise Architect.
- **Format XML Output** - This option enables you to determine whether formatting is applied to your XML output.
- **Write Log** - Set whether to write to a log file when you import or export XML.
- **Use DTD** - Set whether to use DTD.
- **Export Diagrams** - Set whether to export diagrams when you export XML.
- **Export Alternate Images** - Set whether to export the alternative images used in the model when you export to XML.
- **Export Diagram Images** - Set whether to export diagrams as images when you export XML.
- **Image Type** – Select the format of the image to export to if **Export Diagram Images** is checked.
- **Default XMI Version** - XMI version to use - Enterprise Architect or Rose.
- **Code Page** - Sets the Code Page to use; setting a NULL encoding string results in the encoding tag being entirely omitted from the XML output.
- **Prefix EA Tagged Values in XMI 1.0 with ea$** - Set whether to prefix any Enterprise Architect Tagged Values within any XMI 1.0 you create with ea$.
- **Update Last Save Time in Controlled Packages** - Set whether to update the time you last saved in controlled packages.
- **Default XML Directory** - Default XML directory to use when importing and exporting XML.

3.15.1.8 Source Code Engineering

Information about the Code Generation settings can be found in the Code Engineering Settings 738 topic.

3.15.2 Custom Layouts

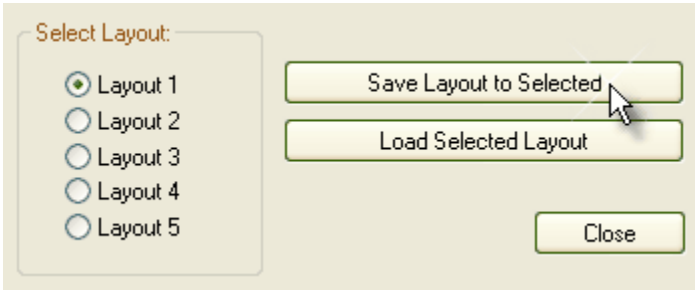
Enterprise Architect supports some customization of the default desktop layout and *Toolbox* folder sequence. This is useful for resetting your current layout to the standard layout, and for using custom layouts for working with specific processes.

To access this feature, select the **View | Visual Layouts** menu option.

When you select an option Enterprise Architect realigns toolbars and docked windows to the defaults for that option.

Setting User Layouts

If you have the layout of the Enterprise Architect windows and tools just as you require them, you can preserve your layout by saving it as a custom user layout. Select the **View | Visual Layouts | Custom Layouts** menu option. The *Custom Layouts* dialog displays:



You can save up to five custom layouts. To save the current layout to Layout 1, ensure the **Layout 1** option is selected, then click on the **Save Layout to Selected** button.

If you make changes to an existing layout, to save them open the *Custom Layouts* dialog, select the radio button for the layout to update, then click on the **Save Layout to Selected** button.

Load a saved layout by going to the *Custom Layouts* dialog, selecting the radio button for the layout to load, and click on the **Load Selected Layout** button.

Warning *If you have set keyboard shortcuts, these are not overridden if you switch to the* **Default Layout** *or the* **Iconix Layout** *option. However, if you have set keyboard shortcuts and you switch to a* **Custom Layout**, *your keyboard shortcuts are overridden, unless you have saved them as part of the custom layout you have switched to. For more information about setting keyboard shortcuts, see the Customize Keyboard 92 topic.*

3.15.3 Visual Styles

You can configure the overall look and feel of Enterprise Architect to suit your working environment. Options range from a classic windows application to an enhanced XP look.

To change the appearance of Enterprise Architect

1. Select the **View | Visual Style** submenu
2. Select the required style from the list:
   - XP Similar to applications such as MS Office and MS Visual Studio
   - 2003 Colorful modern style
   - 2005 Rounded modern style
   - 2007 Dark VS style
   - Classic Classic windows application look.

You can also enable or disable menu shadows 95 and animation of auto-hidden 157 windows.

Note: *The 2005 style uses the navigation compass 156 method for docking windows.*

3.16 Keyboard Shortcuts

The table below lists the default keyboard shortcut functions within Enterprise Architect. You can also display the key combinations on the *Help Keyboard* dialog (or Keyboard Accelerator Map 197).

If necessary, you can change these keyboard shortcuts using the *Keyboard* tab of the *Customize* 92 dialog.

Function	Shortcut	Category
Create a new Enterprise Architect project	**[Ctrl]+[N]**	File
Open an Enterprise Architect project	**[Ctrl]+[O]**	File
Print the active diagram	**[Ctrl]+[P]**	File
Reload the current project	**[Ctrl]+[Shift]+[F11]**	File
Add a single element to the clipboard list	**[Ctrl]+[Space]**	Edit
Paste element as metafile	**[Ctrl]+[Shift]+[Insert]**	Edit
Paste element as new	**[Ctrl]+[Shift]+[V]**	Edit
Bookmark current element with red marker	**[Shift]+[Space]**	Edit
Delete selected element(s)	**[Ctrl]+[D]**	Edit
Search for elements in the project	**[Ctrl]+[F]**	Edit
Paste element(s) from the clipboard as a link	**[Shift]+[Insert]**	Edit
Paste element as new element in model	**[Ctrl]+[Shift]+[V]**	Edit
Autohide the current window	**[Ctrl]+[Shift]+[F4]**	View
Close the current window	**[Ctrl]+[F4]**	View
View *Hierarchy* window	**[Ctrl]+[Shift]+[4]**	View
View *Maintenance* window	**[Alt]+[4]**	View
View *Notes* window	**[Ctrl]+[Shift]+[1]**	View

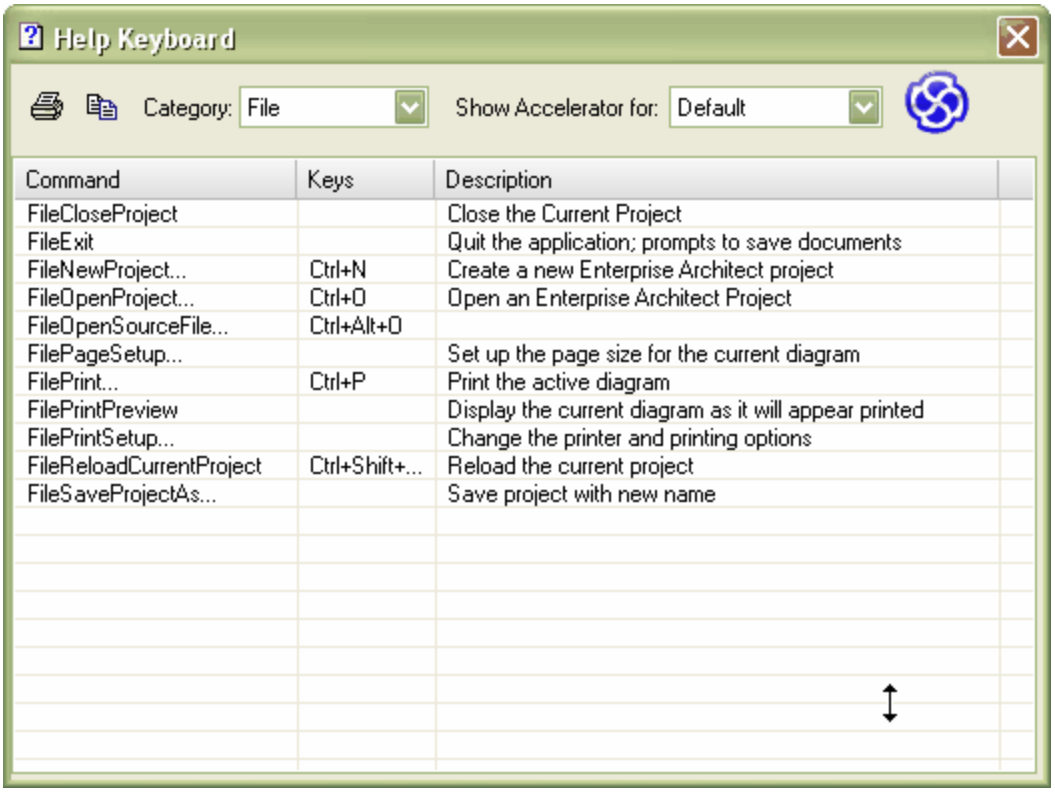
Function	Shortcut	Category
View *Project Browser* window	**[Alt]+[0]**	View
View *Properties* window	**[Alt]+[1]**	View
View *Relationships* window	**[Ctrl]+[Shift]+[2]**	View
View *Resources* window	**[Alt]+[6]**	View
View *Requirements and Constraints* window	**[Ctrl]+[Shift]+[3]**	View
View *Scenarios* window	**[Ctrl]+[Shift]+[5]**	View
View *Source Code* window	**[Alt]+[7]**	View
View *System* window	**[Alt]+[2]**	View
View *Tagged Values* window	**[Ctrl]+[Shift]+[6]**	View
View *Testing* window	**[Alt]+[3]**	View
Display Enterprise Architect UML *Toolbox*	**[Alt]+[5]**	View
View *Project Management* window	**[Ctrl]+[Shift]+[7]**	View
View *Output* window	**[Ctrl]+[Shift]+[8]**	View
View *Tasks Pane*	**[Ctrl]+[Shift]+[9]**	View
Generate selected Classes	**[Shift]+[F11]**	Project
Import package from XMI	**[Ctrl]+[Alt]+[I]**	Project
Import package from directory	**[Ctrl]+[Shift]+[U]**	Project
Manage locks applied by current user	**[Ctrl]+[Shift]+[L]**	Project
Configure package control	**[Ctrl]+[Alt]+[P]**	Project
Create documentation	**[F8]**	Project
Synchronize current element	**[Ctrl]+[R]** or **[F7]**	Project
Synchronize package contents	**[Ctrl]+[Alt]+[M]**	Project
Generate HTML Report	**[Shift]+[F8]**	Project
Add new package to project	**[Ctrl]+[W]**	Project
Transform current package	**[Ctrl]+[Shift]+[H]**	Project
Generate Diagrams-only Report	**[Ctrl]+[Shift]+[F8]**	Project
Generate a single Class	**[Ctrl]+[G]** or **[F11]**	Project
Generate C++ source code	**[Ctrl]+[Alt]+[K]**	Project
Transform selected elements	**[Ctrl]+[Alt]+[F]**	Project
Export package to XMI	**[Ctrl]+[Alt]+[E]**	Project
Import and export to CSV files	**[Ctrl]+[Alt]+[C]**	Project
Manage package baselines	**[Ctrl]+[Alt]+[B]**	Project

Function	Shortcut	Category
Diagram properties	**[F5]**	Diagram
Repeat last connector	**[F3]**	Diagram
Save	**[Ctrl]+[S]**	Diagram
Save image to clipboard	**[Ctrl]+[B]**	Diagram
Save image to file	**[Ctrl]+[T]**	Diagram
Set visible relations	**[Ctrl]+[Shift]+[I]**	Diagram
Repeat last element	**[Shift]+[F3]**	Diagram
Insert new diagram	**[Ctrl]+[Y]**	Diagram
Set focus to current view	**[Ctrl]+[Shift]+[O]**	Diagram
Space elements evenly horizontally	**[Alt]+[-]**	Element
Add attribute	**[Ctrl]+[Shift]+[F9]**	Element
Add operation	**[Ctrl]+[Shift]+[F10]**	Element
Add other	**[Ctrl]+[F11]**	Element
Edit element attributes	**[F9]**	Element
Auto-size selected elements	**[Alt]+[Z]**	Element
Align bottom edges of selected elements	**[Ctrl]+[Alt]+[Down]**	Element
Configure element appearance	**[Ctrl]+[Shift]+[E]**	Element
Delete selected feature from model	**[Delete]**	Element
Edit selected	**[F2]**	Element
Align selected elements on left boundaries	**[Ctrl]+[Alt]+[Left]**	Element
Align selected elements on right boundaries	**[Ctrl]+[Alt]+[Right]**	Element
Space selected elements evenly	**[Alt]+[=]**	Element
Manage embedded elements	**[Ctrl]+[Shift]+[B]**	Element
Insert new feature after current selection	**[Insert]**	Element
Locate in browser	**[Alt]+[G]**	Element
New element	**[Ctrl]+[M]**	Element
View source code in default editor	**[Ctrl]+[E]** or **[F12]**	Element
Operation	**[F10]**	Element
Override inherited features	**[Ctrl]+[Shift]+[0]**	Element
Configure element properties	**[Alt]+[Enter]**	Element
Project resourcing, metrics and risk	**[Ctrl]+[Shift]+[K]**	Element
Select alternative image	**[Ctrl]+[Shift]+[W]**	Element

Function	Shortcut	Category
Specify feature visibility	**[Ctrl]+[Shift]+[Y]**	Element
Set element parent or implement interface(s)	**[Ctrl]+[I]**	Element
Set references to other elements and diagrams	**[Ctrl]+[J]**	Element
View element usage	**[Ctrl]+[U]**	Element
Add Tagged Value	**[Ctrl]+[Shift]+[T]**	Element
Align top edges of selected elements	**[Ctrl]+[Alt]+[Up]**	Element
View *Properties* dialog	**[Enter]**	Element
Check project data integrity	**[Shift]+[F9]**	Tools
Configure system options	**[Ctrl]+[F9]**	Tools
Spell check current package	**[Ctrl]+[Shift]+[F7]**	Tools
Spell check model	**[Ctrl]+[F7]**	Tools
Edit code generation templates	**[Ctrl]+[Shift]+[P]**	Configuration
Edit transformation templates	**[Ctrl]+[Alt]+[H]**	Configuration

Display Keyboard Accelerator Map

To display the key combinations for the menu functions within Enterprise Architect, select the **Help | Keyboard Accelerator Map** menu option. The *Help Keyboard* dialog displays.



To list the shortcuts in a particular category (see the *Category* column in the above table), click on the drop-down arrow In the **Category** field and select the appropriate category.

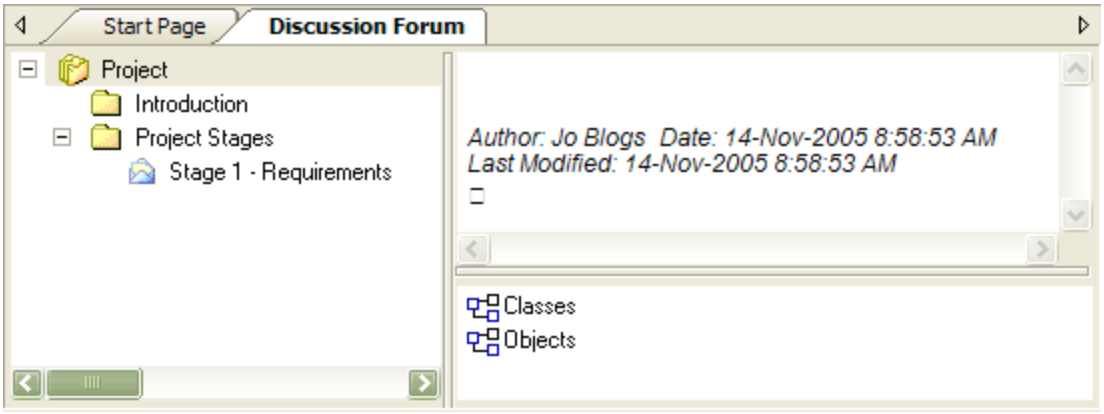
3.17 Project Discussion Forum

The Project *Discussion Forum* can be used to discuss the development and progress of a project. The *Discussion Forum* window consists of three main areas:

- The message thread area, located in the left pane, is used to create new categories and topics and to edit and delete messages
- The message contents section, located in the top right hand section of the discussion forum, is used to view discussion topics
- The linked elements area, located in the lower right hand portion of the discussion forum, is used to locate model elements of interest and to associate model elements with the discussion forum.

To access the *Discussion Forum*, either:

- Select the **View | Project Discussion Forum** menu option
- Press **[Ctrl]+[Alt]+[U]**, or
- Click on the **Discussion Forum** button in the *Other Views* 132 toolbar



The icons beside the messages have the following meanings:

- Post read
- Post unread
- Post Reply
- Unread Reply
- Category
- Category unread
- Topic read
- Topic unread.

See Also

- Categories, Topics and Posts 199
- Message Dialog 207
- Add Element Links 208
- Copy Path to Clipboard 209
- Context Menu 209
- Forum Connections 205

3.17.1 Categories, Topics and Posts

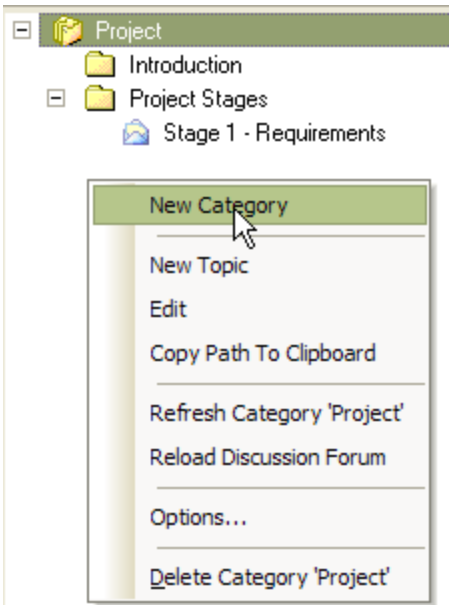
The *Discussion Forum* enables you to create *Categories* that contain *Topics*, which contain *Posts*. You can also reply to posts.

See Also

- Add a New Category 200
- Add a New Topic 201
- Add a New Post 202
- Reply to a Post 203
- Edit an Item 204
- Delete an Item 205
- Forum Connections 205

3.17.1.1 Add a New Category

To create a new *Category*, right-click on a blank area in the message thread window, select **New Category** from the context menu or alternatively press **[Ctrl]+[N]**.



This displays the *Create New Category* 207 dialog. Enter the name and any relevant details into the text field, as well as the name of the author, before clicking on the **OK** button. New topics can now be added to the category; see Adding a New Topic 201.

Control	Description
New Category 200	Creates a new category.
New Topic 201	Creates a new topic under the selected category in the tree.
Edit 204	Edits the currently select item, either a category, topic or post.
Copy Path To Clipboard 209	Copies the path to the currently selected item to the clipboard.
Refresh Category	Refreshes the currently selected category.
Reload Discussion Forum	Reloads the discussion forum. Used when multiple users are connected to a model on a server.
Options 205	Displays the *Options* dialog.
Delete Category	Deletes the category from the tree.

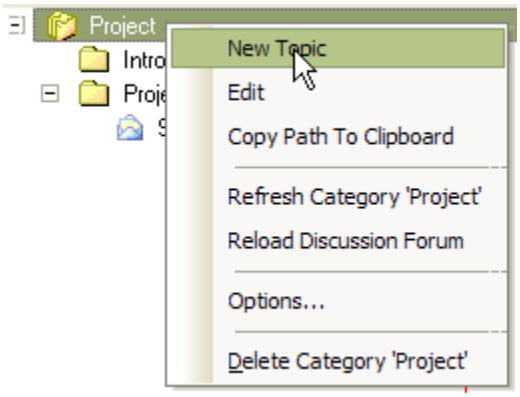
See Also

- Add a New Topic 201
- Add a New Post 202
- Reply to a Post 203
- Edit an Item 204
- Delete an Item 205

- Forum Connections 205

3.17.1.2 Add a New Topic

To create a new *Topic*, right-click on a *Category* from the message thread window. Select **New Topic** from the context menu.



This displays the *Create New Topic* 207 dialog. Enter the name and any relevant details into the text field, as well as the name of the author, before clicking on the **OK** button. New posts can now be added to the topic; see Adding a New Post 202.

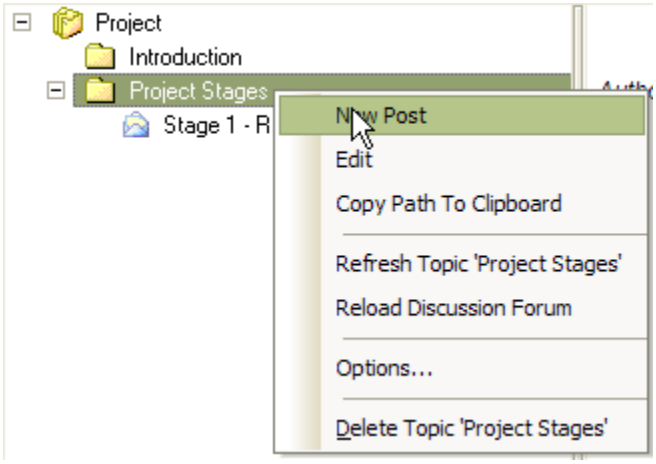
Control	Description
New Topic 201	Creates a new topic under the selected category in the tree.
Edit 204	Edits the currently select item, either a category, topic or post.
Copy Path To Clipboard	Copies the path to the currently selected item to the clipboard.
Refresh Category	Refreshes the currently selected category.
Reload Discussion Forum	Reloads the discussion forum. Used when multiple users are connected to a model on a server.
Options 205	Displays the *Options* dialog.
Delete Category	Deletes the currently selected category from the tree.

See Also

- Add a New Category 200
- Add a New Post 202
- Reply to a Post 203
- Edit an Item 204
- Delete an Item 205
- Forum Connections 205

3.17.1.3 Add a New Post

To create a new *Post*, right-click on a *Topic* in the message thread window. Select **New Post** from the context menu.



The Create New Post 207 dialog displays. Enter the name and any relevant details into the text field, as well as the name of the author, before clicking on the **OK** button. You can also drag in element entries from the *Model Search* 139 dialog.

Other users can now reply to the post; see Replying to a Post 203.

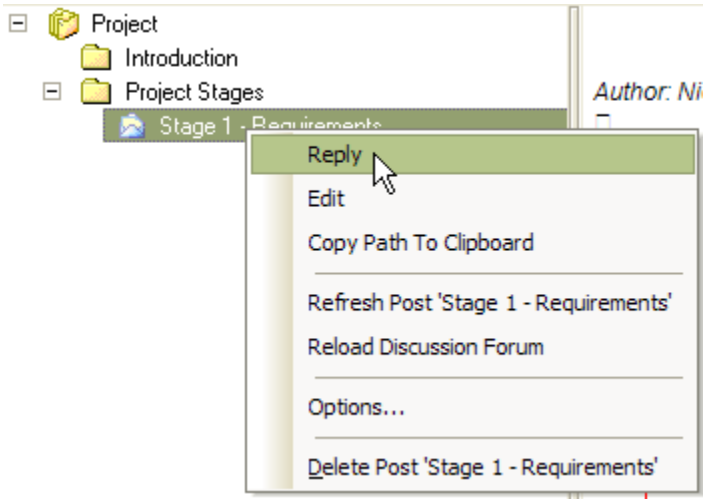
Control	Description
New Post	Creates a new post under the selected topic in the tree.
Edit 204	Edits the currently select item, either a category, topic or post.
Copy Path To Clipboard	Copies the path of the currently selected item to the clipboard.
Refresh Topic	Refreshes the currently selected topic.
Reload Discussion Forum	Reloads the discussion forum. Used when multiple users are connected to a model on a server.
Options 205	Displays the *Options* dialog.
Delete Topic	Deletes the currently selected topic from the tree.

See Also

- Add a New Category 200
- Add a New Topic 201
- Reply to a Post 203
- Edit an Item 204
- Delete an Item 205
- Forum Connections 205

3.17.1.4 Reply to a Post

To reply to a post, right-click on the post in the message thread window. Select **Reply** from the context menu.



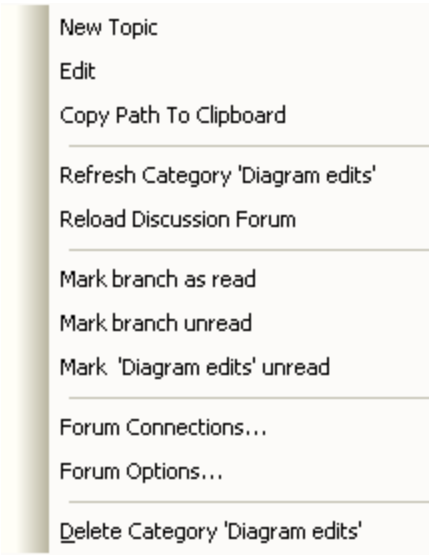
The *Reply to Post* 207 dialog displays. Enter the name and any relevant details into the text field, as well as the name of the author, before clicking on the **OK** button.

See Also

- Add a New Category 200
- Add a New Topic 201
- Add a New Post 202
- Edit an Item 204
- Delete an Item 205
- Forum Connections 205

3.17.1.5 Edit an Item

To edit a Category, Topic or Post, right-click on the item in the message thread window. Select **Edit** from the context menu; alternatively press **[Ctrl]+[E]**.



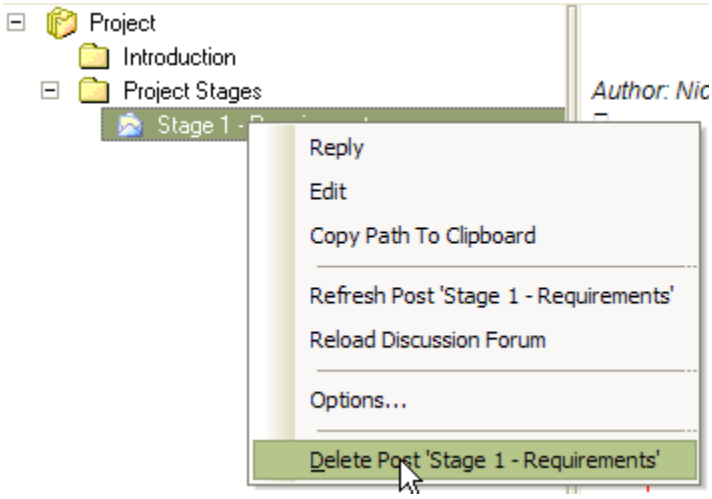
The *Edit* 207 dialog displays. Modify any relevant details in the text field. You cannot edit the name of the author. Click on the **OK** button.

See Also

- Add a New Category 200
- Add a New Topic 201
- Add a New Post 202
- Reply to a Post 203
- Delete an Item 205
- Forum Connections 205

3.17.1.6 Delete an Item

To delete a Category, Topic or Post, right-click on the item in the message thread window. Select **Delete Post** from the context menu.



A confirmation dialog displays. Click on the **OK** button.

See Also

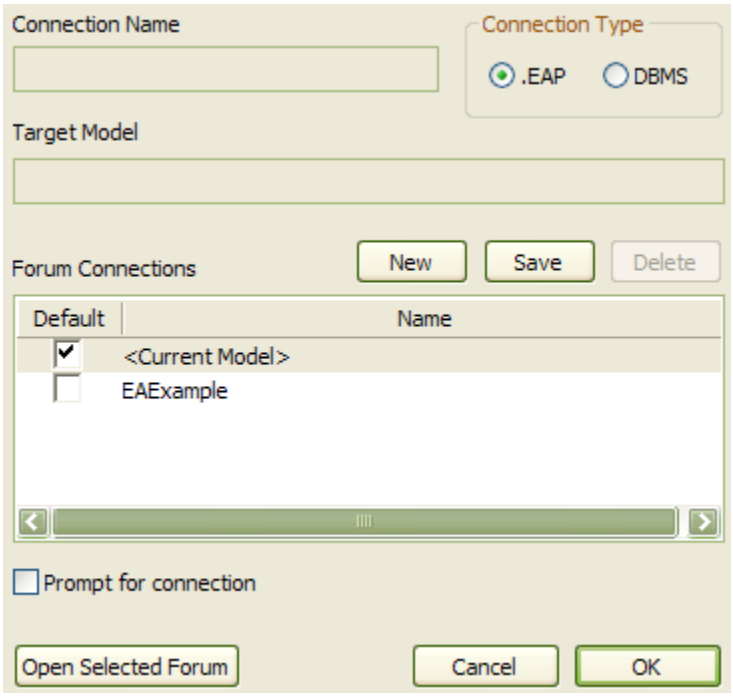
- Add a New Category 200
- Add a New Topic 201
- Add a New Post 202
- Reply to a Post 203
- Edit an Item 204
- Forum Connections 205

3.17.1.7 Forum Connections

Forum Connections enables you to access other discussion forums from other Enterprise Architect models, or models located on servers.

Switch to another Discussion Forum

1. Right-click on an item in the tree and select the **Forum Connections** context menu option. The *Forum Connections* dialog displays.



2. Click on the **New** button and select the Enterprise Architect model in which to access the discussion form. Click on the **Open** button; the model displays in the *Forum Connections* panel
3. Select the check box against the model in the *Forum Connections* panel.
4. Click on the **Open Selected Forum** button. The connection now switches to the forum in the selected model from the list.
5. Click on the **OK** button. The *Discussion Forum* now shows the discussion in the selected forum.

Control	Description
Connection Name	The connection name becomes the name of the model you selected.
Connection Type	The type of Enterprise Architect model: a local .EAP file or a model on a remote server.
Target Model	The path to the selected model.
New	Creates a new *Discussion Forum* connection.
Save	Saves the connection to the *Forum Connections* list.
Delete	Deletes the currently selected connection from the *Forum Connections* list.
Forum Connections	Lists all forum connections created.
Prompt for connection	If you select this checkbox, each time you select the **Discussion Forum** option from the main menu, the *Forum Connections* dialog displays.
Open Selected Forum	Switches the *Discussion Forum* to the one selected in the *Forum Connections* list.

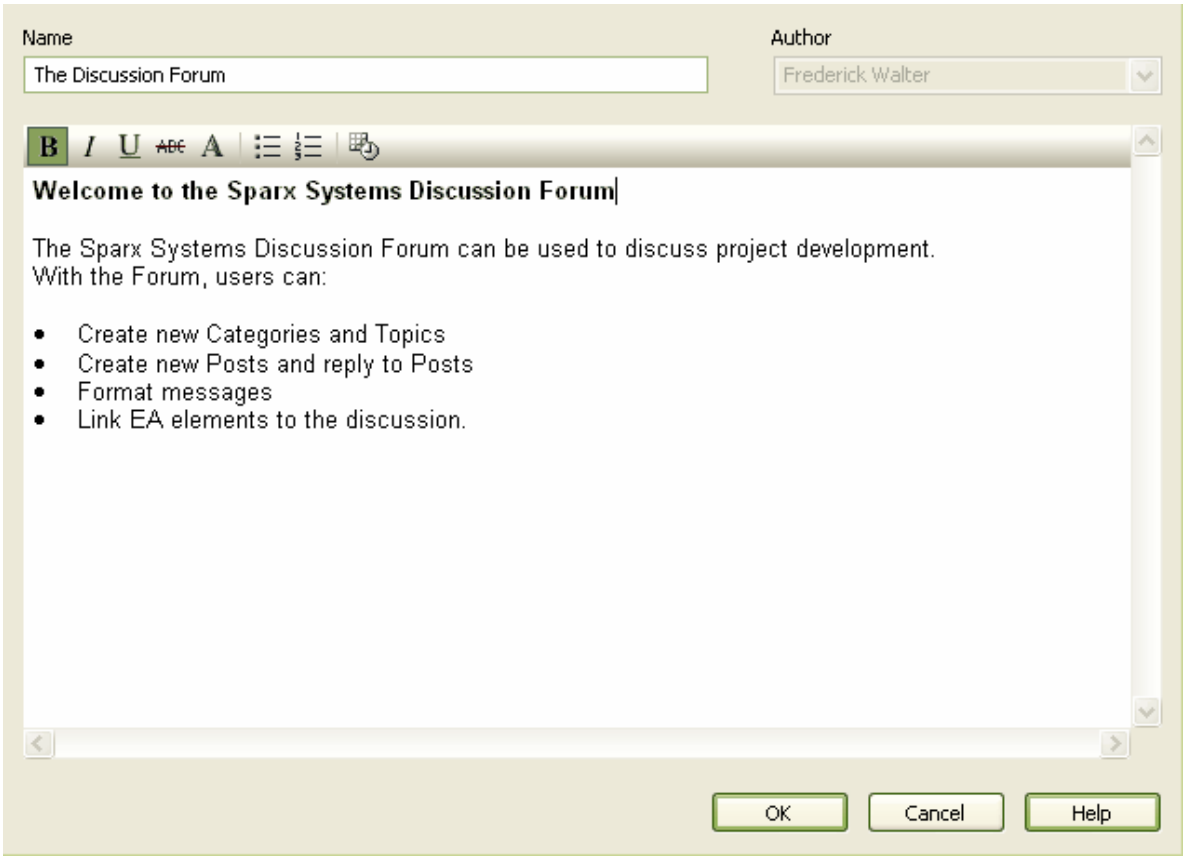
See Also

- Add a New Category 200

- Add a New Topic 201
- Add a New Post 202
- Reply to a Post 203
- Edit an Item 204
- Delete an Item 205

3.17.2 Message Dialog

The project discussion forum message dialogs (*Create New Category*, *Create New Topic*, *Create New Post, Edit Post* and *Reply to Post*) all share the same functionality.



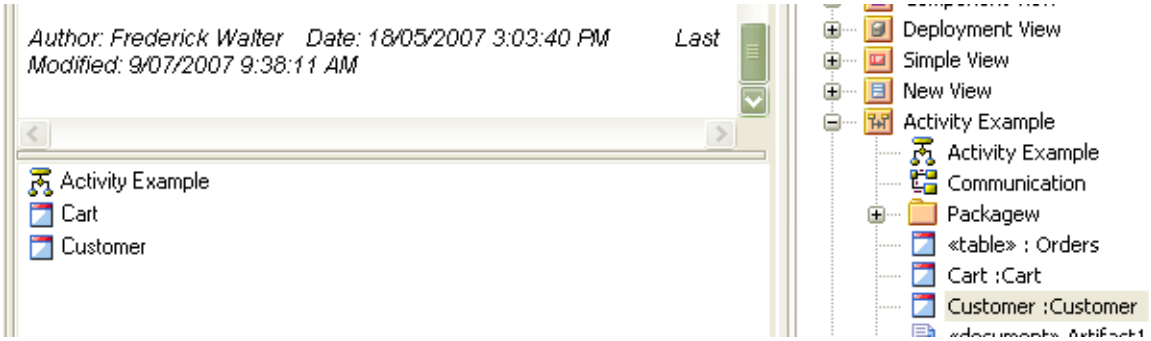
The table below describes the operation of each option available for the dialogs.

Control	Description
Name	The name of the message category or message topic.
Author	Click on the drop-down arrow and select the message author or type in a new name if the Author name is not present in the list. (You cannot change this field when editing a topic.) The Authors in the drop-down list are defined in the *Project Authors* list. For more information see the Project Authors 634 topic.

Control	Description
Formatting Tools	These are standard formatting options for text.
OK	Confirm the forum message.

3.17.3 Add Element Links

The project discussion forum can have element links associated with message threads. This enables rapid navigation to the objects in the *Project Browser* window, access to the elements properties and, with diagrams, the ability to open the diagram directly from the forum. Elements can be associated with the discussion forum message by dragging the element from the *Project Browser* window or the *Model Search* dialog into the linked elements section of the project *Discussion Forum*.

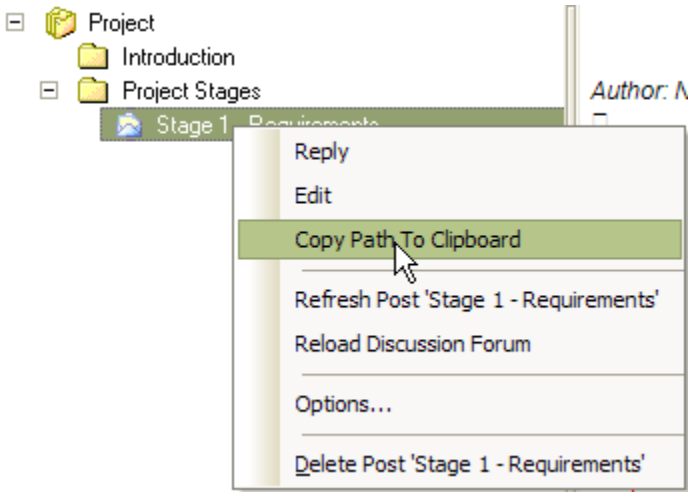


To access the navigations options of each element in the linked elements section, right-click on the object to display the navigation context menu. The options are detailed in the table below.

Option	Description
Open	Opens the diagram.
Properties	Displays the element properties for the selected element.
Usage	Shows the usage of the element
Delete Link	Deletes the association between the message and the element.

3.17.4 Copy Path to Clipboard

To copy the current path in the discussion forum tree to the clipboard, right-click on any element in the tree and select the **Copy Path To Clipboard** context menu option. Alternatively, press **[Ctrl]+[C]**.



The clipboard now contains the path to the selected item in the tree. In the above example, the clipboard contains *Project::Project Stages::Stage 1 Requirements*.

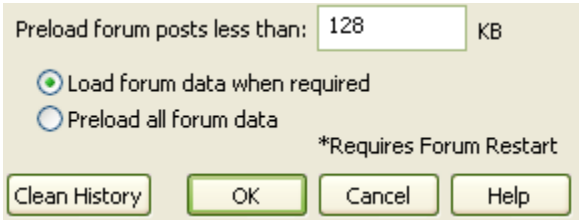
3.17.5 Context Menu

The **Discussion Forum** context menu enables you to accessthe following functions.

Option	Description
New Topic 201	Adds a New Topic 201 to the forum.
Edit 204	Enables you to edit an Item 204.
Copy Path to Clipboard 209	Copies the path of the currently-selected post to the clipboard.
Refresh Category 'xyz'	Refreshes the named category, getting new posts and topics.
Reload Discussion Forum	Reloads the entire Discussion Forum, getting new posts and topics.
Mark branch as read	Marks this topic and all sub-topics and posts as read.
Mark branch unread	Marks this topic and all sub-topics and posts as unread.
Mark 'xyz' unread	Marks this topic as unread.
Forum Connections... 205	Enables you to access other discussion forums from other Enterprise Architect models or models located on servers.
Forum Options... 210	Enables you to change the loading behavior of the forum.
Delete Category <xyz> **Delete Topic <xyz>** **Delete Post <xyz>**	Deletes this category, topic or post and all sub-topics and sub-posts.

3.17.6 Forum Options

The *Forum Options* dialog enables you to change the loading behavior of the forum.



From here you can:

- **Clean History**. Clears the history log, which keeps track of which posts you have read.
- **Load forum data when required**. This is the fastest loading option. Forum data is only loaded on demand; for example, when you read a post.
- **Preload all forum data**. This caches the entire contents of the forum on load. This takes longer to load but, once completed, maneuvering the forum is faster.

3.18 Spell Checking

Enterprise Architect provides a powerful spell checking facility. This operates at the project level and enables you to quickly spell check an entire project.

See Also

- Using the Spell Checker 210
- Correcting Words 211
- User Dictionaries 212
- Select Language 212

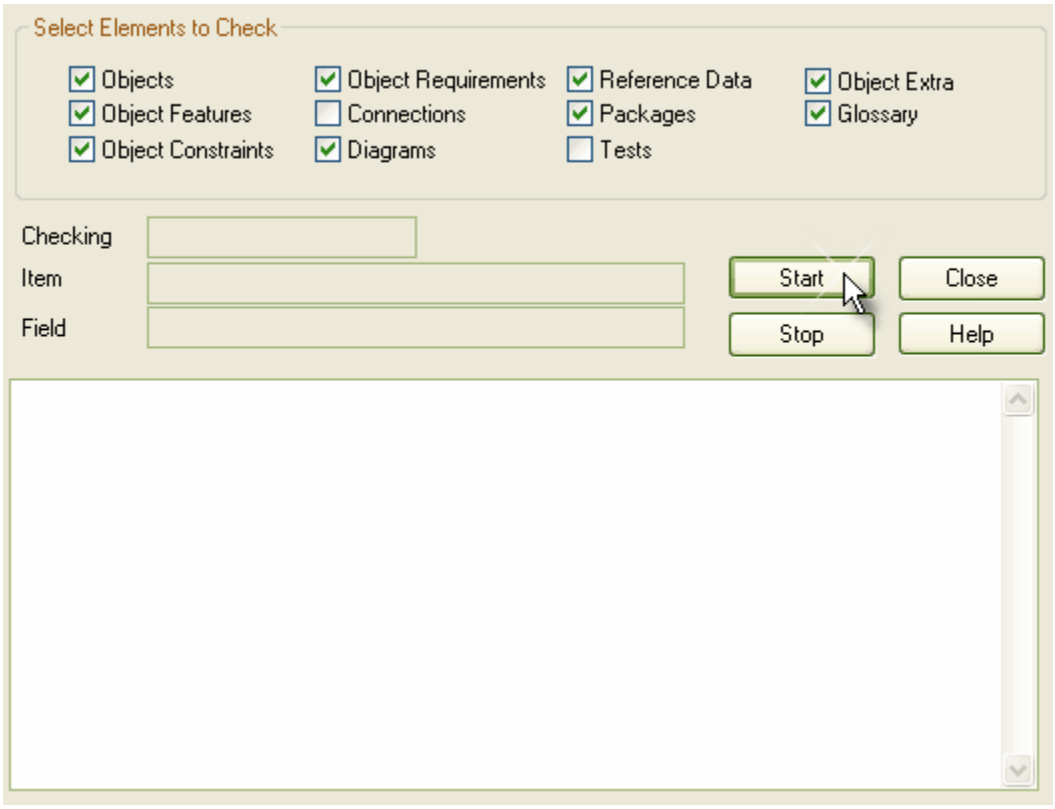
3.18.1 Using the Spell Checker

Enterprise Architect has an inbuilt spell checker.

Note: *Enterprise Architect currently supports checking an entire model, and spell checking by single package. A future release will support more detailed spell checking at the element and diagram level.*

To perform a spell check, follow the steps below:

1. Select the **Tools | Spell Check Project** or **Tools | Spell Check Current Package** menu option, depending on which level of spell check you require. The *Spell Check* dialog displays.



Note: *The* **Spell Check Project** *menu option enables you to check spelling for the entire model, whereas the* **Spell Check Current Package** *option only checks the package currently open, and does not enable you to check the options shown above.*

2. Select the checkbox against each of the items to spell check within your model.
3. Click on the **Start** button to begin the spell check.
4. As the spell check proceeds, the text being checked displays in the visible edit area. If an error is detected, the *Check Spelling* dialog displays, offering several options 211 to correct the error.

3.18.2 Correcting Words

As the spell check progresses, Enterprise Architect highlights any errors or unknown words in the *Check Spelling* dialog. This enables you to correct the spelling of a word, ignore the error, add the word to a user dictionary, suggest alternatives or otherwise assist in the spelling correction process.

To correct the current word you can:

- Modify the spelling by hand and click on the **Change** or **Change All** button to change the word to that spelling
- Click on a suggested alternative and click on the **Change** or **Change All** button to change the word to that spelling
- Click on the **Ignore** or **Ignore All** button to exclude the word from the spell check
- Click on the **Add** button to add the word to the current user dictionary
- Click on the **Suggest** button to list alternative spellings or words
- Click on the **Cancel** button to abort the spell check entirely.

3.18.3 User Dictionary

The inbuilt spell check stores user-defined words in the User Dictionary (*userdict.tlx*) stored in the Enterprise Architect installation directory. During the spell check process, if you add a word, it is written into this file for later reference.

3.18.4 Select Language

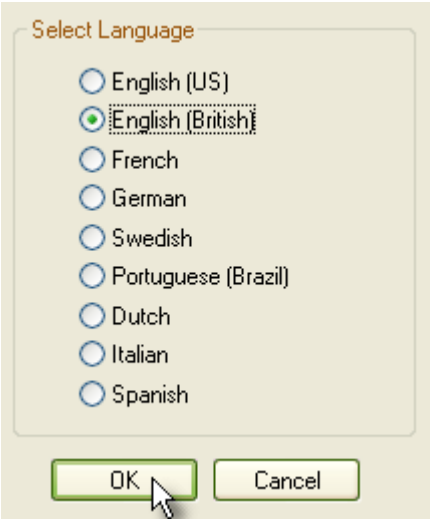
Enterprise Architect is supplied with two dictionaries, for US English and British English. Additional dictionaries are available for download from the registered area of the Sparx Systems website. Once these have been downloaded and installed, you can select another language in which to perform the spell check.

Note: *Before selecting a language as described below, ensure you have downloaded the additional language pack and installed it in the Enterprise Architect install directory. Language packs are available from: http://www.sparxsystems.com/registered/reg_ea_down.html*

Select a Different Language

To select another language for the spell checker, follow the steps below:

1. Select the **Tools | Spelling Language** menu option. The *Spell Check Language* dialog displays.



2. Click on the radio button for the required language dictionary to use.
3. Click on the **OK** button. The selected language remains the current language until changed.

Part 4

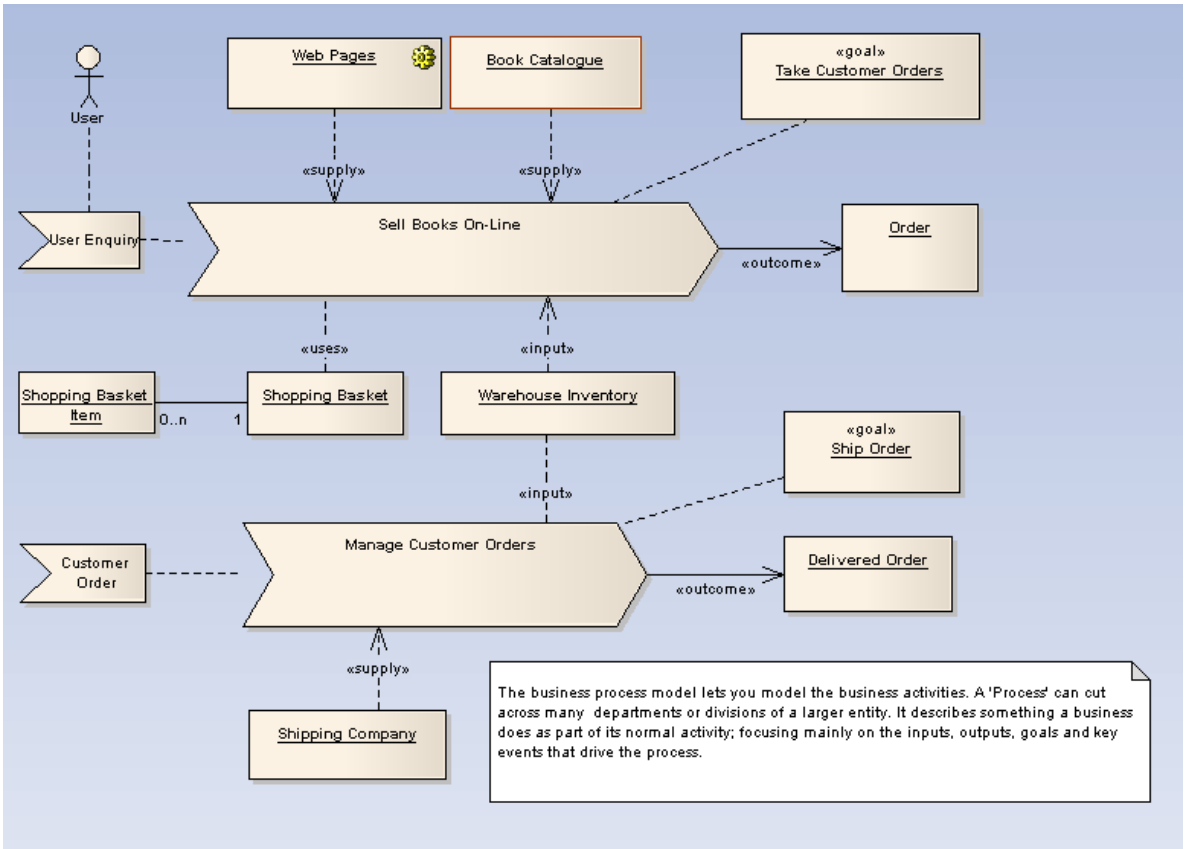
4 Project Roles and Enterprise Architect

Enterprise Architect performs a number of tasks that are suited to a variety of professions. The way you use Enterprise Architect can depend on your role within a project. This topic describes some common working practices with Enterprise Architect for a range of project roles. There are tools for:

Click on the links above to explore how Enterprise Architect can assist you in carrying out your role within a model driven project.

4.1 Business Analysts

A Business Analyst can use Enterprise Architect to create high-level models of business processes. These include business requirements, activities, work flow, and the display of system behavior. Using Enterprise Architect, a Business Analyst can describe the procedures that govern what a particular business does. Such a model is intended to deliver a high-level overview of a proposed system.



Model High Level Business Processes

With Enterprise Architect the Business Analyst can model high level processes of the business with Analysis diagrams 1069. Analysis diagrams are a subset of UML 2.1.1 Activity diagrams and are less formal than other diagram types, but they provide a useful means for expressing essential business characteristics and requirements.

Model Requirements

Modeling requirements 1174 is an important step in the implementation of a project. Enterprise Architect enables you to define the requirement elements, link requirements to the model elements for implementation, link requirements together into a hierarchy, report on requirements, and move requirements into and out of model element responsibilities.

Model Business Activities

The Business Analyst can use Activity diagrams 1009 to model the behavior of a system and the way in which these behaviors are related to the overall flow of the system. Activity diagrams do not model the exact internal behavior of the system but show instead the general processes and pathways at a high level.

Model Work Flow

To visualize the cooperation between elements involved in the work flow, the Business Analyst can use an Interaction Overview diagram 1055, which provides an overview of sub activities that are involved in a system.

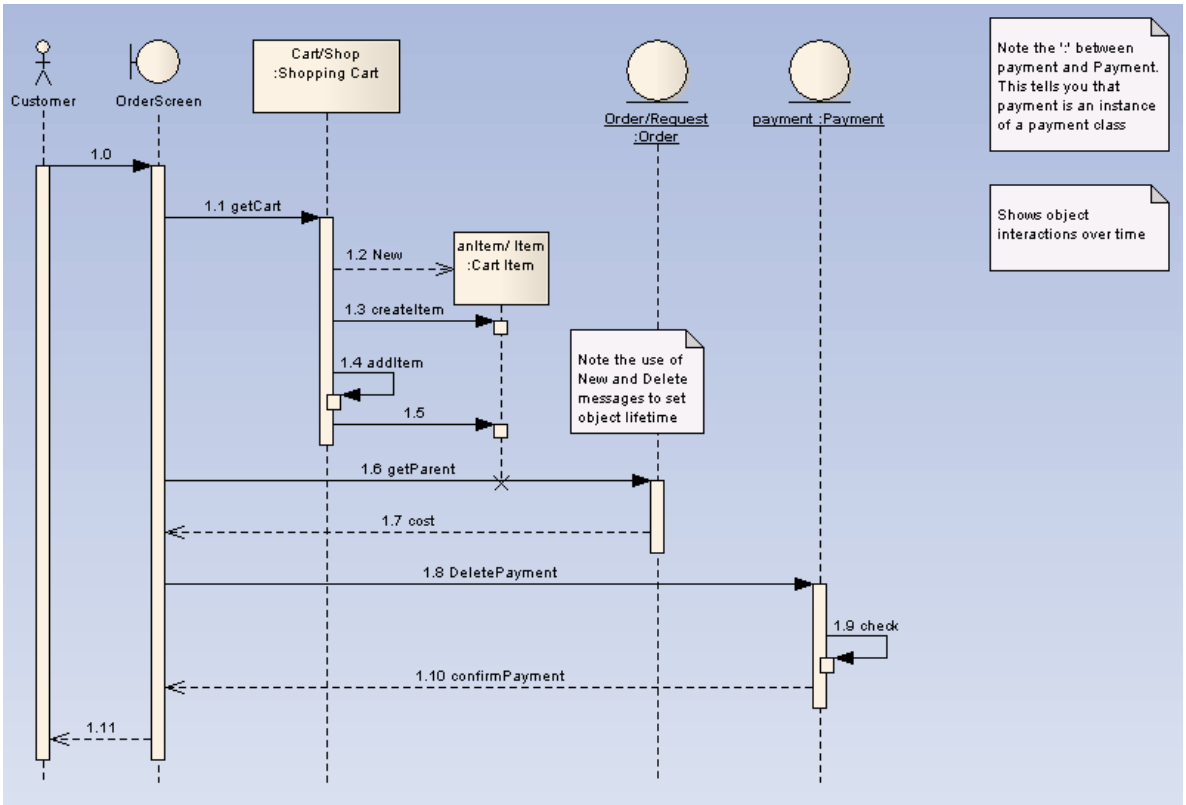
Display System Behavior

In displaying the behavior of a system as a Use Case diagram 1011, Enterprise Architect gives the Business

Analyst an easily understood tool for mapping the functional requirements and behavior of a system.

4.2 Software Architects

Software Architects can use Enterprise Architect to map functional requirements with use cases, perform real time modeling of objects using Interaction diagrams 1024, design the Deployment 1068 model and detail the deliverable components using Component 1066 diagrams.



Map Functional Requirements of the System

With Enterprise Architect the Software Architect can take the high level business processes that have been modeled by the Business Analyst and create detailed Use Cases 1158. Use Cases are used to describe the proposed functionality of a system and are only used to detail a single unit of discrete work.

Map Objects in Real Time

The Software Architect can use Interaction diagrams 1024 (Sequence 1042 and Communication 1052 diagrams) to model the dynamic design of the system. Sequence diagrams are used to detail the messages that are passed between objects and the lifetimes of the objects. Communication diagrams are similar to Sequence diagrams, but are used instead to display the way in which the object interacts with other objects.

Map Deployment of Objects

The Software Architect can use Deployment diagrams 1068 to provide a static view of the run-time configuration of processing nodes and the components that run on the nodes. Deployment diagrams can be used to show the connections between hardware, software and any middleware that is used on a system.

Detail Deliverable Components

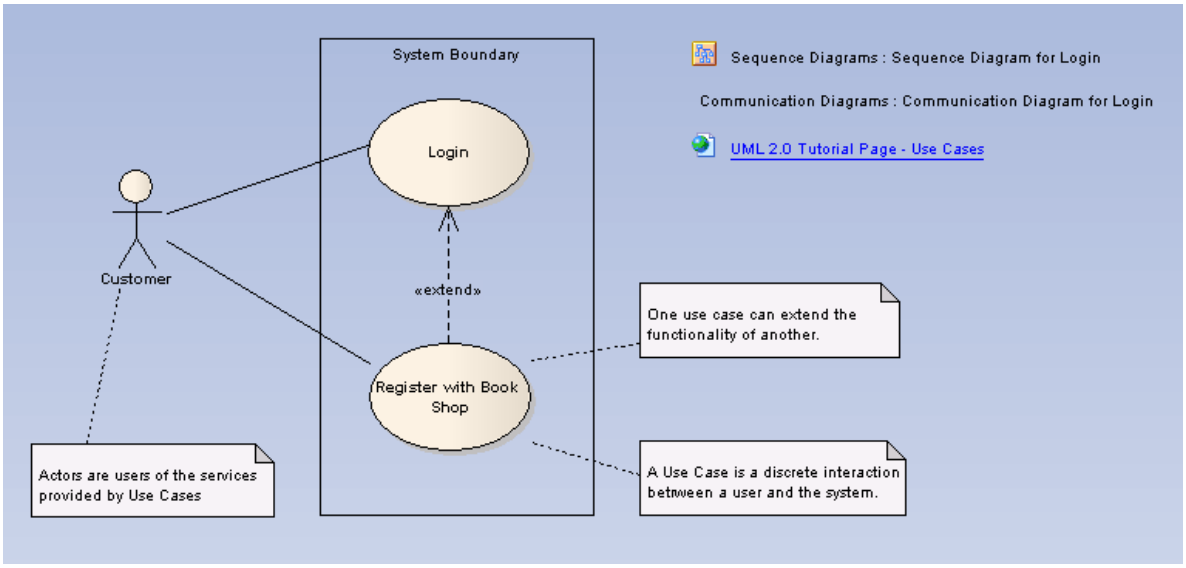
Component diagrams 1066 enable the Software Architect to model the physical aspects of a system. Components can be executables, libraries, data files or another physical resource that is part of a system. The component model can be developed from scratch from the Class model or can be brought in from existing projects and from third-party vendors.

See Also

- Analysis Diagrams 1069

4.3 Software Engineers

Software Engineers using Enterprise Architect can map use cases into Class diagrams, detail the interactions between Classes, define the system deployment with Deployment diagrams 1068 and define software packages with Package 1058 diagrams.



Map Use Cases into Detailed Classes

With Enterprise Architect the Software Engineer can take Use Cases 1011 developed by the Software Architect, and create Classes that fulfill the objectives defined in the use cases. A Class is one of the standard UML constructs that is used to detail the pattern from which objects are produced at run time.

Detail Interaction between Classes

Interaction diagrams 1024 (Sequence 1042 and Communication 1052 diagrams) enable the Software Engineer to model the dynamic design of the system. Sequence diagrams are used to detail the messages passed between objects and the lifetimes of the objects. Communication diagrams are similar to Sequence diagrams, but are used instead to display the way in which objects interact with other objects.

Define System Deployment

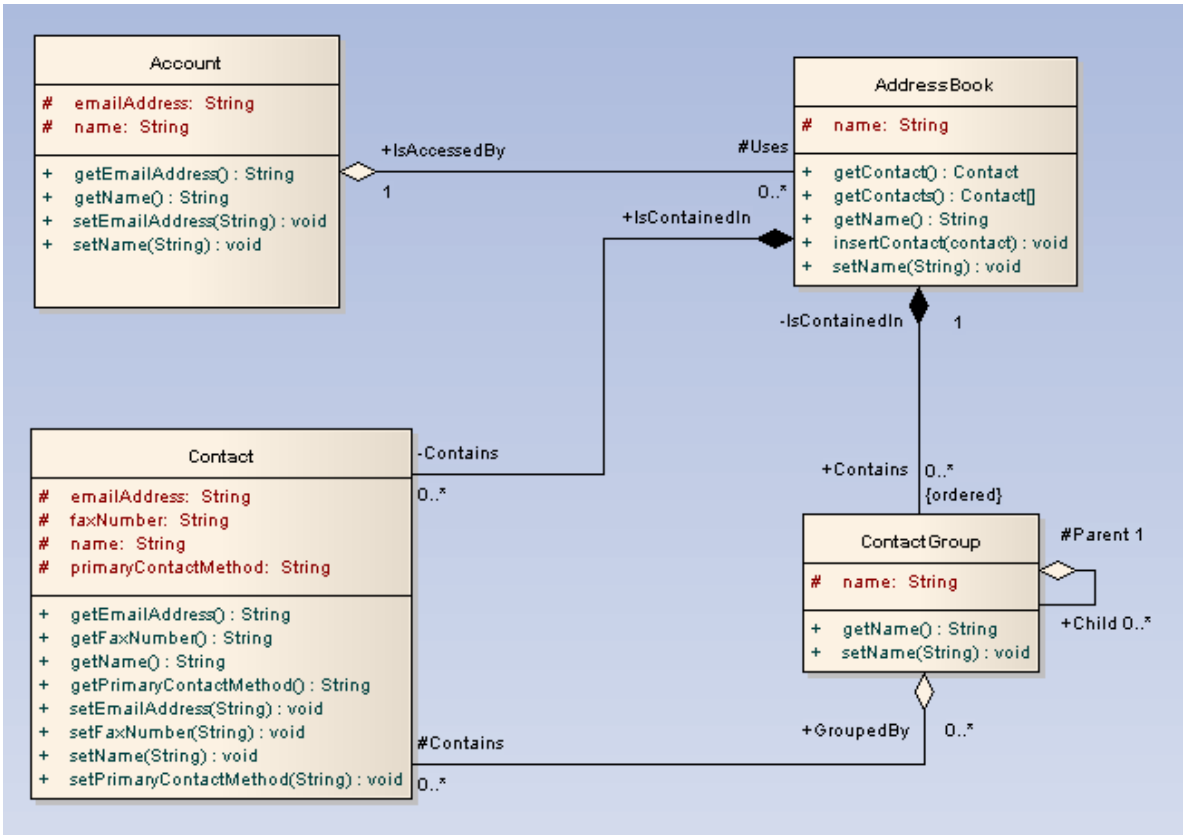
Deployment diagrams 1068 can be used to provide a static view of the run-time configuration of processing nodes and the components that run on the nodes. Deployment diagrams can be used to show the connections between hardware, software and any middleware that is used on a system, to explain the connections and relationships of the components.

Define Software Packages

The Software Engineer can use Package diagrams 1058 to detail the software architecture. Package diagrams are used to organize diagrams and elements into manageable groups, declaring the dependencies.

4.4 Developers

Developers can use Enterprise Architect to perform round trip code engineering, which includes reverse engineering of existing code and generation of code from UML Class diagrams 1060.



State Machine 1013, Package 1058 and Activity 1009 diagrams can be used by the developer to better understand the interaction between code elements and the arrangement of the code.

Round Trip Engineering

Enterprise Architect gives the developer unparalleled flexibility, with the ability to round trip software from existing source code to UML 2.1 diagrams and back again. Round trip Engineering involves both forward and reverse engineering of code. Keeping the model and code synchronized 729 is an important aspect of round trip engineering.

Reverse Engineering

Enterprise Architect enables developers to reverse engineer 720 code from a number of supported languages and view the existing code as Class diagrams 1060. The developer can use Class diagrams to illustrate the static design view of the system. Class diagrams consist of Classes and interfaces and the relationships between them. The Classes defined in UML Class diagrams can have direct counterparts in the implementation of a programming language

Forward Engineering

As well as the ability to reverse engineer code, Enterprise Architect offers the developer the option of forward engineering code (code generation). This enables the developer to make changes to their model with Enterprise Architect and have these changes implemented in the source code.

Determine the System State

To visualize the state of the system the developer can use State Machine 1013 diagrams to describe how elements move between states, classifying their behavior according to transition triggers and constraining guards. State Machine diagrams are used to capture system changes over time, typically being associated with particular Classes (often a Class can have one or more State Machine diagrams used to fully describe its potential states).

Visualize Package Arrangement

Package diagrams 1058 are used to help design the architecture of the system. They are used to organize diagrams and elements into manageable groups, and to declare their dependencies.

Follow the Flow of Code

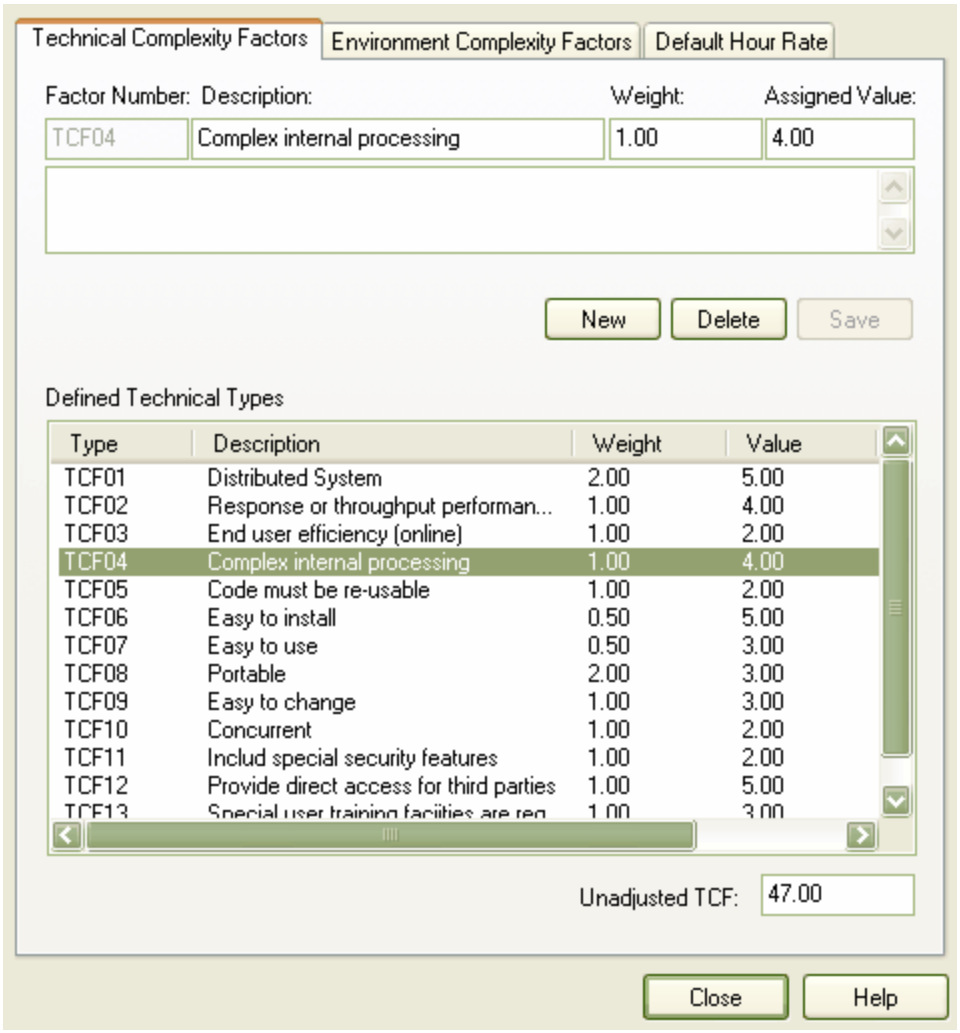
Activity diagrams 1009 are used to enable a better understanding of the flow of code. Activity diagrams illustrate the dynamic nature of the system. This enables modeling of the flow of control between activities and represents the changes in state of the system.

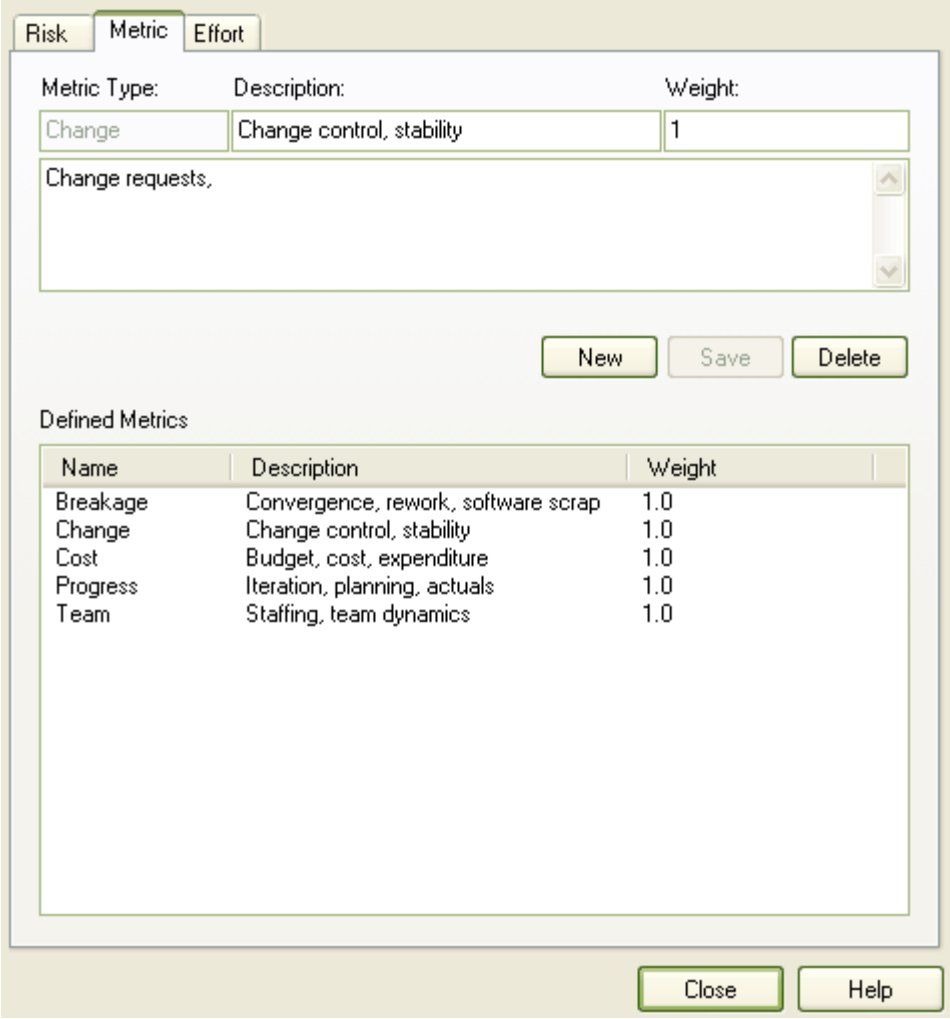
See Also

- Code Engineering 720
- Generate Code 730
- Reverse Engineer Code 720

4.5 Project Managers

Enterprise Architect provides support for the management of projects. Project Managers can use Enterprise Architect to assign resources to elements, measure risk and effort, and estimate project sizes. Enterprise Architect also helps them manage Change Control and element maintenance.





Provide Project Estimates

With Enterprise Architect the Project Manager has access to a comprehensive project estimation tool that calculates effort from Use Case and Actor objects, coupled with project configurations defining the technical and environmental complexity of the work environment.

Resource Management

Managing the allocation of resources in the design and development of system components is an important and difficult task. Enterprise Architect enables the Project Manager or Development Manager to assign resources directly to model elements and track progress over time.

Risk Management

The *Project Management* window can be used to assign Risk to an element within a project. The Risk Types enable the Project Manager to name the risk, define the type of risk, and give it a weighting.

Maintenance

Enterprise Architect enables the Project Manager to track and assign maintenance-related items to elements within Enterprise Architect. This enables rapid capture and record keeping for items such as issues, changes, defects and tasks.

See Also

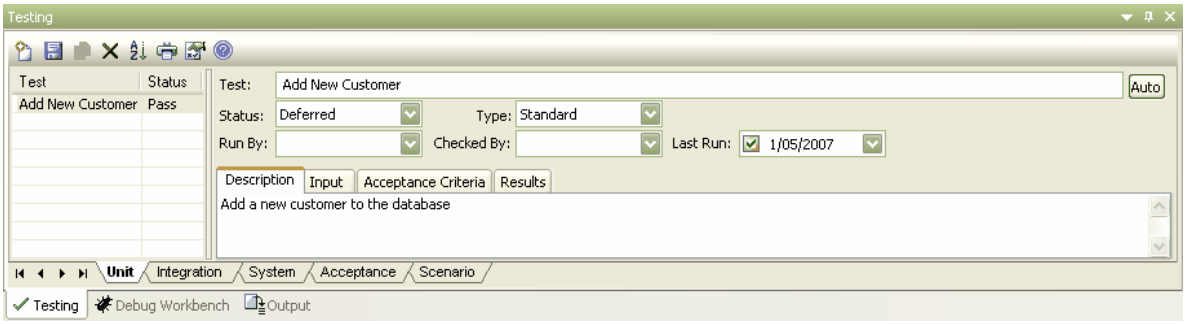
- Estimation 669
- Resources 675
- Testing 684
- Life Cycle 695
- Risk Management 677
- Changes and Defects 698
- Project Tasks List 702
- Project and Model Issues 704
- Project Glossary 710
- Update Package Status 716
- Manage Bookmarks 717

4.6 Testers

Enterprise Architect provides support for design testing by enabling you to create test scripts against elements in the modeling environment.

You can assign test cases to individual model elements, requirements and constraints. You can add scenarios to model elements, and use element defects to report problems associated with model elements.

For more detailed information on testing, see Introduction to Testing in Enterprise Architect. 684



Test Cases

With Enterprise Architect, Quality Assurance personnel can set a series of tests for each UML element. The test types include Unit testing, Acceptance testing, System testing and Scenario testing.

Import Requirements, Constraints and Scenarios

To help ensure that testing maintains integrity with the entire business process, Enterprise Architect enables the tester to import requirements, constraints and scenarios defined in earlier iterations of the development life cycle. Requirements indicate contractual obligations that elements must perform within the model. Constraints are conditions which must be met in order to pass the testing process. Constraints can be Pre-conditions (states which must be true before an event is processed), Post Conditions (events that must occur after the event is processed) or invariant constraints (which must remain true through the duration of the event). Scenarios are textual descriptions of an object's action over time and can be used to describe the way a test works.

Create Quality Test Documentation

Enterprise Architect provides the facility to generate high quality test documentation. Enterprise Architect produces test documentation in the industry-standard .RTF file format.

Element Defect Changes

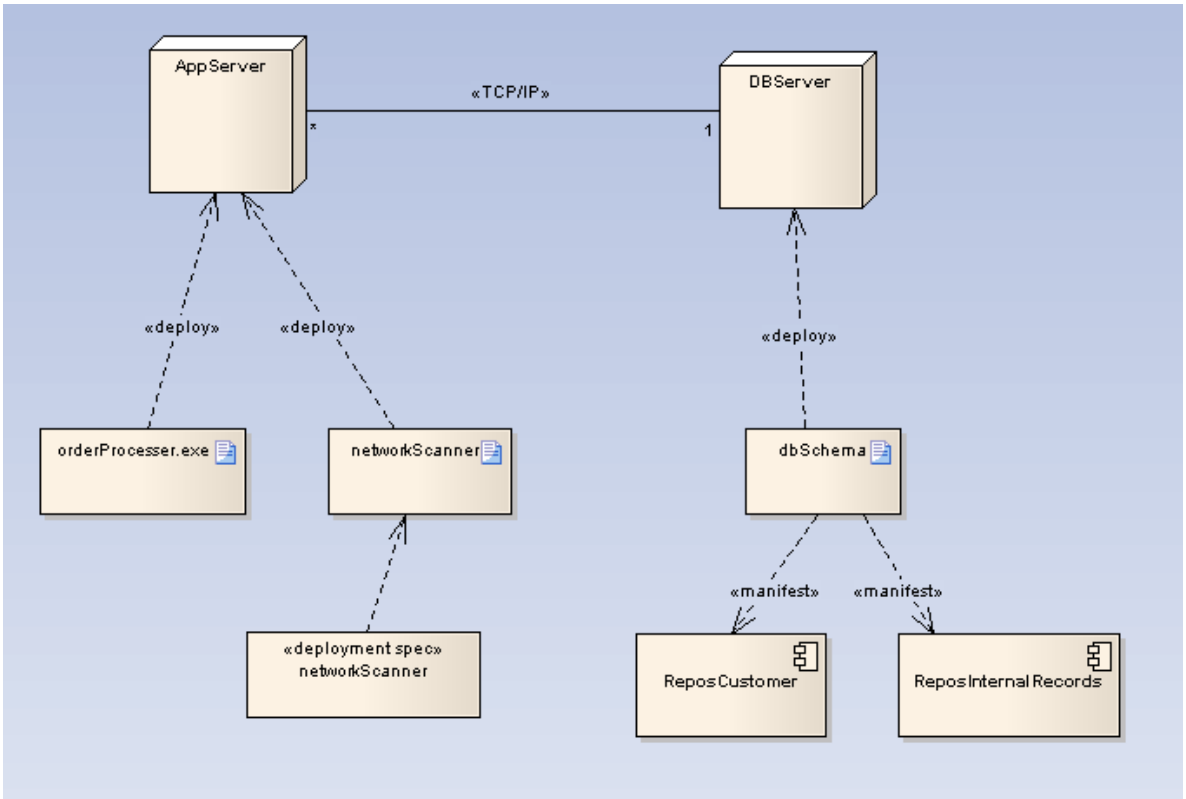
Defect tracking enables you to allocate defect reports to any element within the Enterprise Architect model. This enables all who are involved in the project to quickly view the status of defects, to see which defects have to be addressed and which have been dealt with.

See Also

- Requirements 436
- Constraints 361
- Defects 697
- Introduction to Testing in Enterprise Architect 684
- The Testing Workspace 684
- The Test Details Dialog 685
- Unit Testing 686
- Integration Testing 687
- System Testing 688
- Acceptance Testing 688
- Scenario Testing 689
- Import Scenario as Test 690
- Import Test from other elements 691
- Test Details 692
- Show Test Scripts in Compartments 693
- Test Documentation 694

4.7 Implementation Manager

Using Deployment 1068 diagrams in Enterprise Architect, you can model the tasks involved in the rollout of a project, including network deployment and workstation deployment. Users involved in project deployment can add maintenance tasks to the diagram elements.



Deployment diagrams provide a static view of the run-time configuration of nodes on the network or of workstations, and the components that run on the nodes or are used in the workstations.

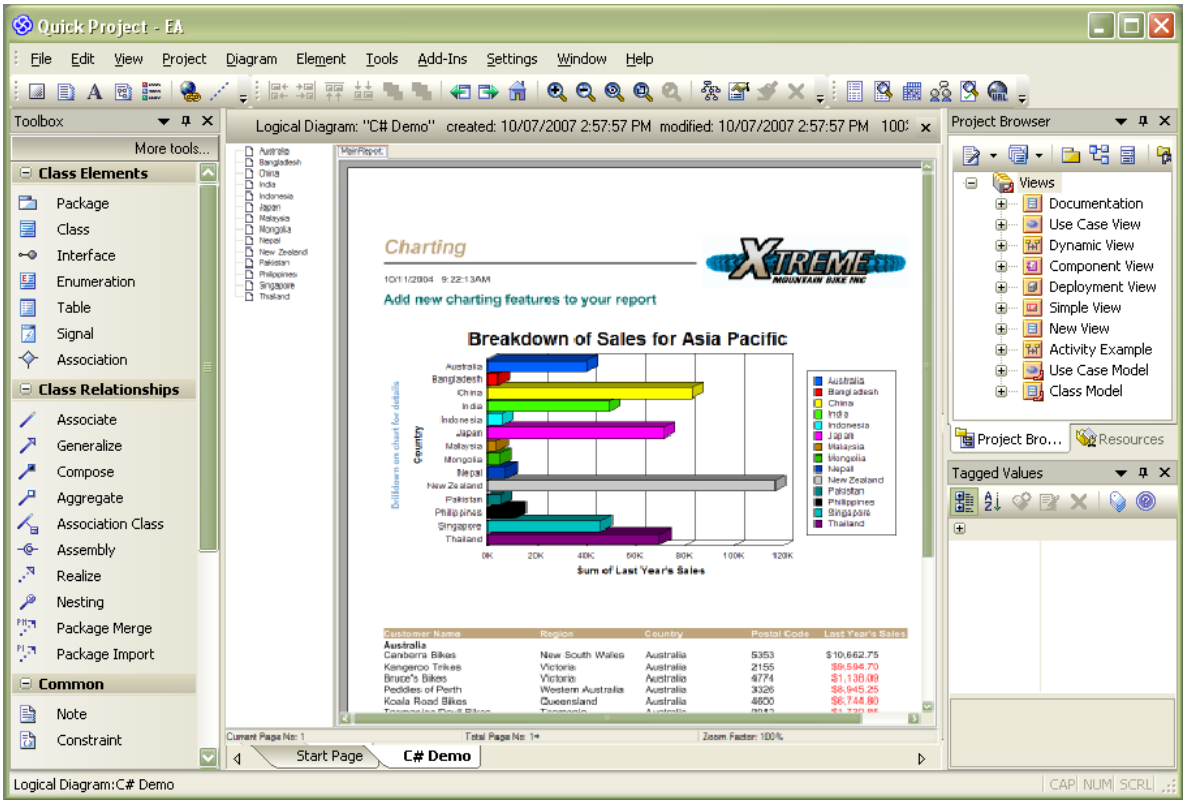
Maintenance

Enterprise Architect enables you to track and assign maintenance 695-related items to elements within Enterprise Architect. This enables you to rapidly capture and keep records of maintenance tasks such as issues, changes, defects and tasks. By providing a centralized facility for each element involved in the deployment process Enterprise Architect offers a powerful solution for tracing the maintenance of the items and processes involved in system deployment.

4.8 Technology Developers

Technology Developers are Enterprise Architect users who create customized additions to the functionality already present within Enterprise Architect. These additions include UML Profiles, UML Patterns, Code Templates, Tagged Value Types, MDG Technologies and Enterprise Architect Add-Ins. By creating these extensions the Technology Developer can customize the Enterprise Architect modeling process to specific tasks and speed up development.

The following illustration shows a customized view created using an Add-In.



UML Profiles

By creating UML Profiles [407] the technology developer can create a customized extension for building UML models that are specific to a particular domain. Profiles are stored as XML files and can be imported into any model as required.

UML Patterns

Patterns [407] are sets of collaborating Objects and Classes that provide a generic template for repeatable solutions to modeling problems. As patterns are discovered in any new project, the basic pattern template can be created. Patterns can be re-used with the appropriate variable names modified for any future project.

Code Templates

Code Templates [761] are used to customize the output of source code generated by Enterprise Architect. This enables the generation of code languages not specifically supported by Enterprise Architect and enables you to define the way Enterprise Architect generates source code to comply with your own company style guidelines.

Tagged Values

Tagged Values [169] are used in Enterprise Architect to specify additional information about elements. They are used to extend the information relating to an element outside of the information directly supported by the UML language. Often Tagged Values are used during code generation process, or by other tools to pass on information that is used to operate on elements in particular ways.

MDG Technologies

MDG Technologies [430] can be used to create a logical collection of resources that can contain UML Profiles, Patterns, Code Templates, Image files and Tagged Value types that can be accessed from a single point in

the *Resources* window.

Enterprise Architect Add-Ins

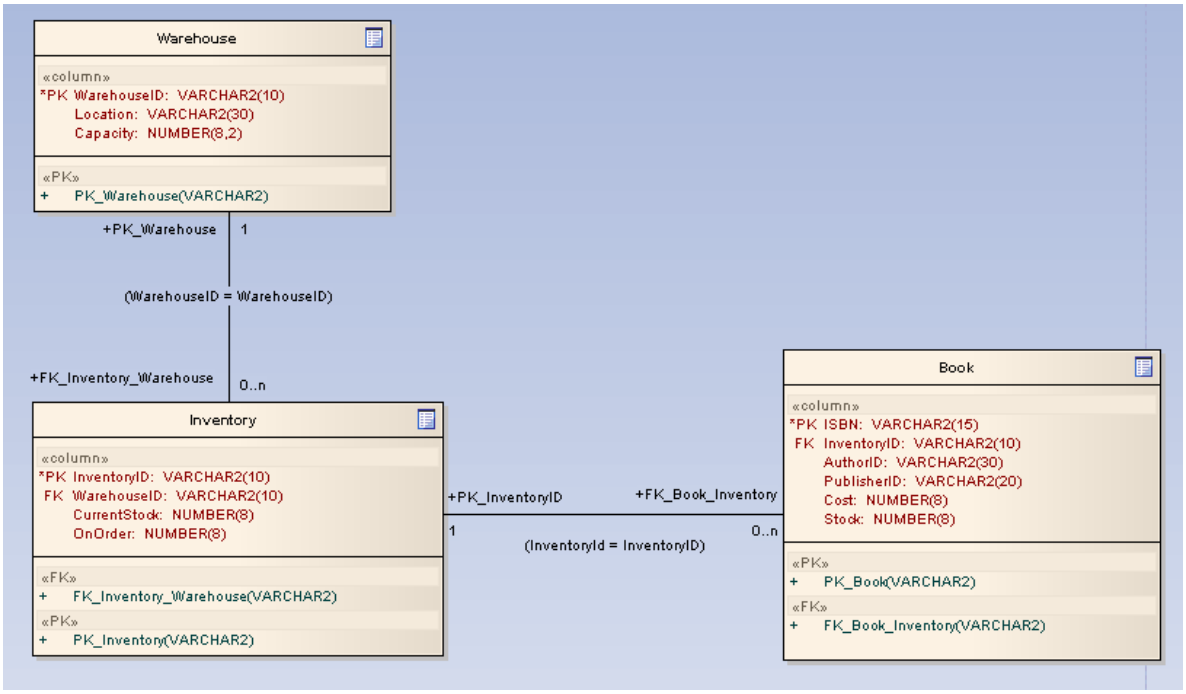
Enterprise Architect Add-Ins 1308 enable you to build your own functionality into Enterprise Architect, creating your own mini programs that can extend the capabilities of Enterprise Architect, defining your own menus, and creating your own Custom Views.

The Enterprise Architect Software Development Kit

This User Guide gives a brief introduction to many of the features identified above, defining how they are used within Enterprise Architect. However, the *Enterprise Architect Software Development Kit (SDK)* 1223 explains in greater detail how to develop and integrate these facilities.

4.9 Database Administrators

Enterprise Architect supports a range of features for the administration of databases, including modeling database structures, importing database structures from an existing database and generating DDL for rapidly creating databases from a model.



Create Logical Data Models

With Enterprise Architect the Database Administrator can build database diagrams using the built-in UML Data Modeling Profile. This supports the definition of Primary and Foreign keys, cardinality, validation, triggers, constraints and indexes.

Generate Schema

By using Enterprise Architect's DDL generation function the Database Administrator can create a DDL script for creation of the database table structure from the model. Enterprise Architect currently supports JET-based databases, DB2, InterBase, Informix, Ingres, MySQL, SQL SERVER, PostgreSQL, Sybase Adaptive Server Anywhere and Adaptive Server Enterprise, and Oracle 9i and 10g .

Reverse Engineer Database

Using an ODBC data connection the Database Administrator can import a database structure from an existing database to create a model of the database. Generating the model directly from the database enables the DBA to quickly document their work and create a diagrammatic account of a complex database through the graphical benefits of UML.

See Also

- Database Schema 1077
- Creating a Data Model Diagram 837
- Creating a Table 838
- Setting Properties of a Table 839
- Creating Columns 845
- Creating Primary Keys 847
- Creating Foreign Keys 849
- Creating Indexes and Triggers 862
- Generating DDL for a Table 864
- Generating DDL for a Package 865
- Converting Datatype for a Table 866
- Converting Datatype for a Package 867
- Customizing Datatypes for a DBMS 869
- Importing a Database Schema from an ODBC Data Source 870

Part 5

5 Modeling with Enterprise Architect

Modeling can be defined as the act of representing something, usually on a smaller scale or with reduced detail. Using Enterprise Architect, modeling can be more specifically described as the act of graphically representing a business process or software system. A model thus created can be used to emphasize a certain aspect of the system being represented and record, document and communicate its detail. A study of such a model can enable insight or understanding of the system.

Enterprise Architect's modeling platform is based on the Unified Modeling Language (UML), a standard that defines rules and notations for specifying business and software systems. For information on UML, see The UML Language 1006 topic. For examples of the UML models that Enterprise Architect can help you build, see the Model Templates 30 topic.

Using Enterprise Architect, you can quickly build a model using a hierarchy of packages 230 to represent the structure and organization of the project. Each package can contain;

- Other packages
- Diagrams 1007 that represent various aspects of the equipment, environment and business processes of the system
- Elements 1078 that represent the objects and actions within the system or process.

You build a diagram by arranging the elements in an organisation, the relationships between the elements being represented by UML connectors. 1180 Each type of diagram has a specific page in the Enterprise Architect UML 101 *Toolbox* 101, which makes available the set of elements and connectors that are tailored to the purpose of that diagram type.

The Create a Project - Quick Start 18 topic briefly shows you how to create a diagram within a package, containing elements and connectors. Sparx Systems also provide a demonstration of quickly developing a Use Case model; to run this demonstration, click here.

See Also

- Working With Packages 230
- Working With Diagrams 233
- Working With Elements 280
- Working With Connectors 384
- UML Profiles 407
- UML Stereotypes 417
- UML Patterns 425
- MDG Technologies 430
- Requirements Management 436
- Relationship Matrix 445

5.1 Working With Packages

A *Package* is a container of model elements, and is displayed in the *Project Browser* window using the 'folder' icon familiar to Windows users. This topic explores the tasks you can perform with packages, including:

- Open a package 245
- Add a package 231
- Rename a package 231
- Drag a package onto a diagram 231
- Show or hide a package 232
- Delete a package 233

See Also

- The *Project Browser* window

5.1.1 Open a Package From The Project Browser

To open a package from the *Project Browser*, follow the steps below:

1. Double-click on a package; the contents display in the *Project Browser* window.
2. Click on the **+** and **-** symbols next to the folder icon to open or close the package respectively.

Tip: *Package contents are arranged alphabetically and elements can be dragged from one folder to another using the mouse.*

5.1.2 Add a Package

To add a new package:

1. In the *Project Browser* window, select the package or view under which to add a new package.
2. Right-click on the folder icon within the *Project Browser* window. The context menu displays.
3. Select the **Add | Add Package** menu option. The *New Package* dialog displays.
4. In the **Package Name** field type the name of the new package.
5. Click on the **OK** button. The new package is inserted into the tree at the current location.

Tip: *You can also add a package using the Enterprise Architect UML Toolbox and pasting a new package element into a diagram. In this case the package is created under the diagram's owning package, and is created with a default diagram of the same type as that in which the Package is created.*

Note: *In a multi-user environment, other users do not see the change until they reload their project.*

5.1.3 Rename a Package

To rename a package

1. Select the package to rename in the *Project Browser* window.
2. Right-click to display the context menu.
3. Click on the **Package Properties** option.
4. In the **Name** field, type the new name.
5. Click on the **OK** button.

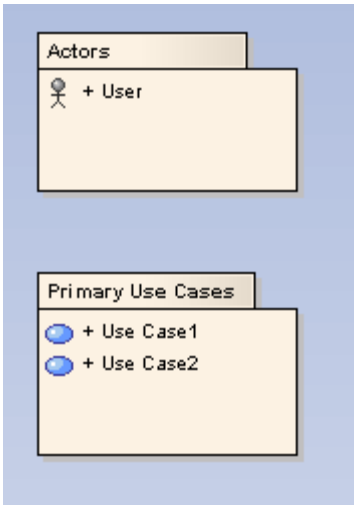
Alternatively, highlight the package to rename, and press **[F2]**.

Note: *In a multi-user environment, other users do not see the change until they reload their project.*

5.1.4 Drag a Package onto a Diagram

You can drag a package element from the *Project Browser* window onto the current diagram. This displays the package and any contents within. This is a useful feature to help organize the display and documentation of models.

The illustration below shows how a package is displayed in a diagram; note the Actor and child package icons.



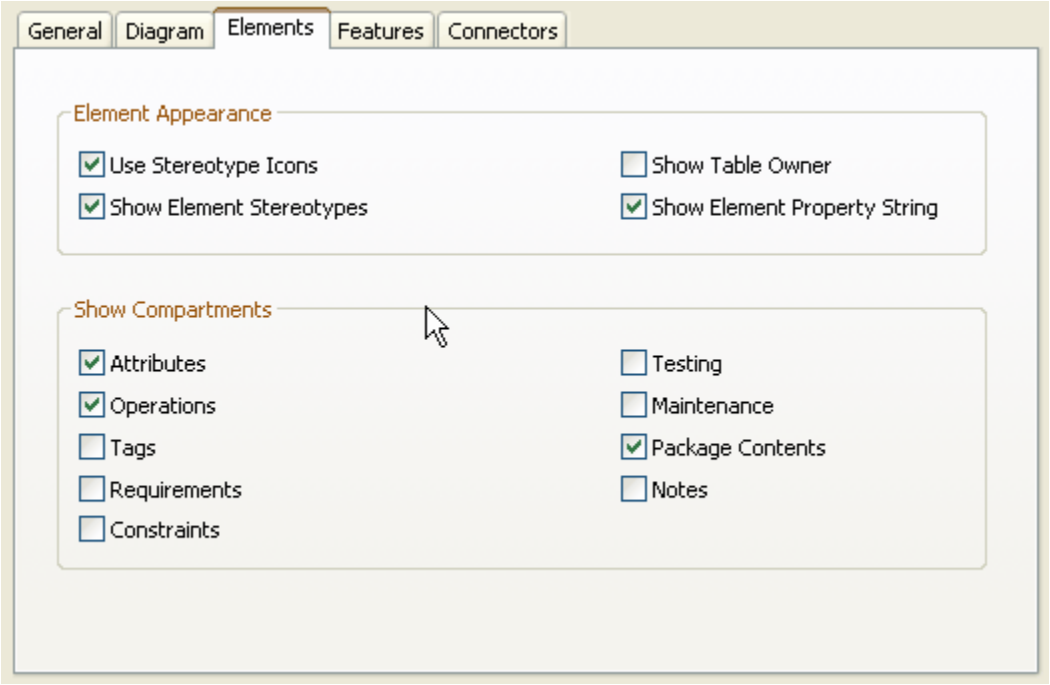
See Also

- Show or Hide Package Contents 232

5.1.5 Show or Hide Package Contents

To show or hide the contents of packages in a diagram, follow the steps below:

1. Load a diagram.
2. Double-click in the background area to open the *Diagram Properties* dialog.
3. Click on the *Elements* tab.



4. Select or clear the **Package Contents** checkbox as required.

5. Click on the **OK** button.

5.1.6 Delete a Package

To delete a package, follow the steps below:

1. Highlight the package in the *Project Browser* 39 window.
2. Right-click to open the context menu.
3. Click on the **Delete** option. A confirmation prompt displays.
4. Click on the **OK** button.

Warning: *Deleting a package also deletes all contents of the package, including sub-packages and elements. Make very sure that you really want to do this before proceeding.*

Note: *In a multi-user environment, other users do not see the change until they reload their project.*

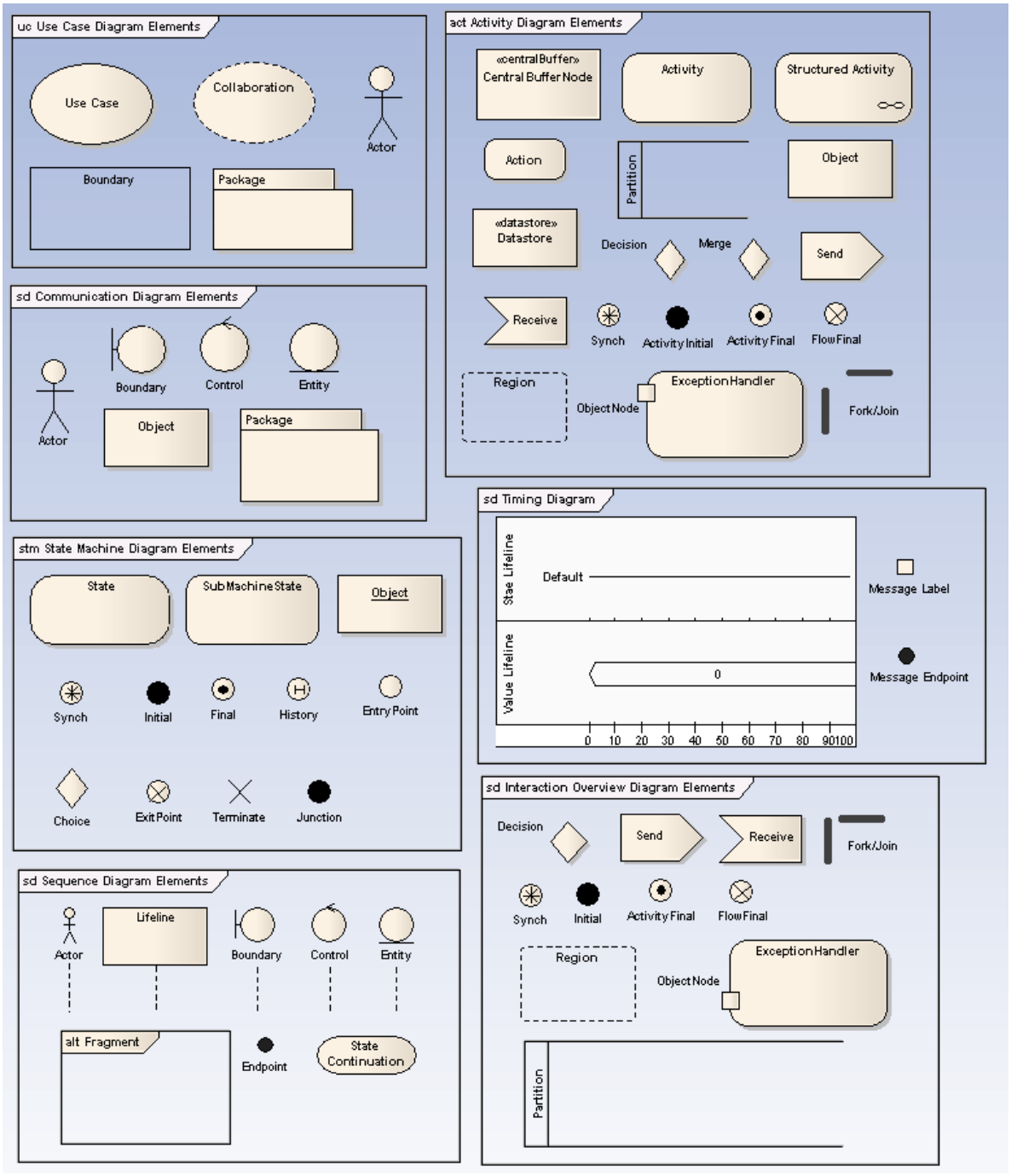
5.2 Working With Diagrams

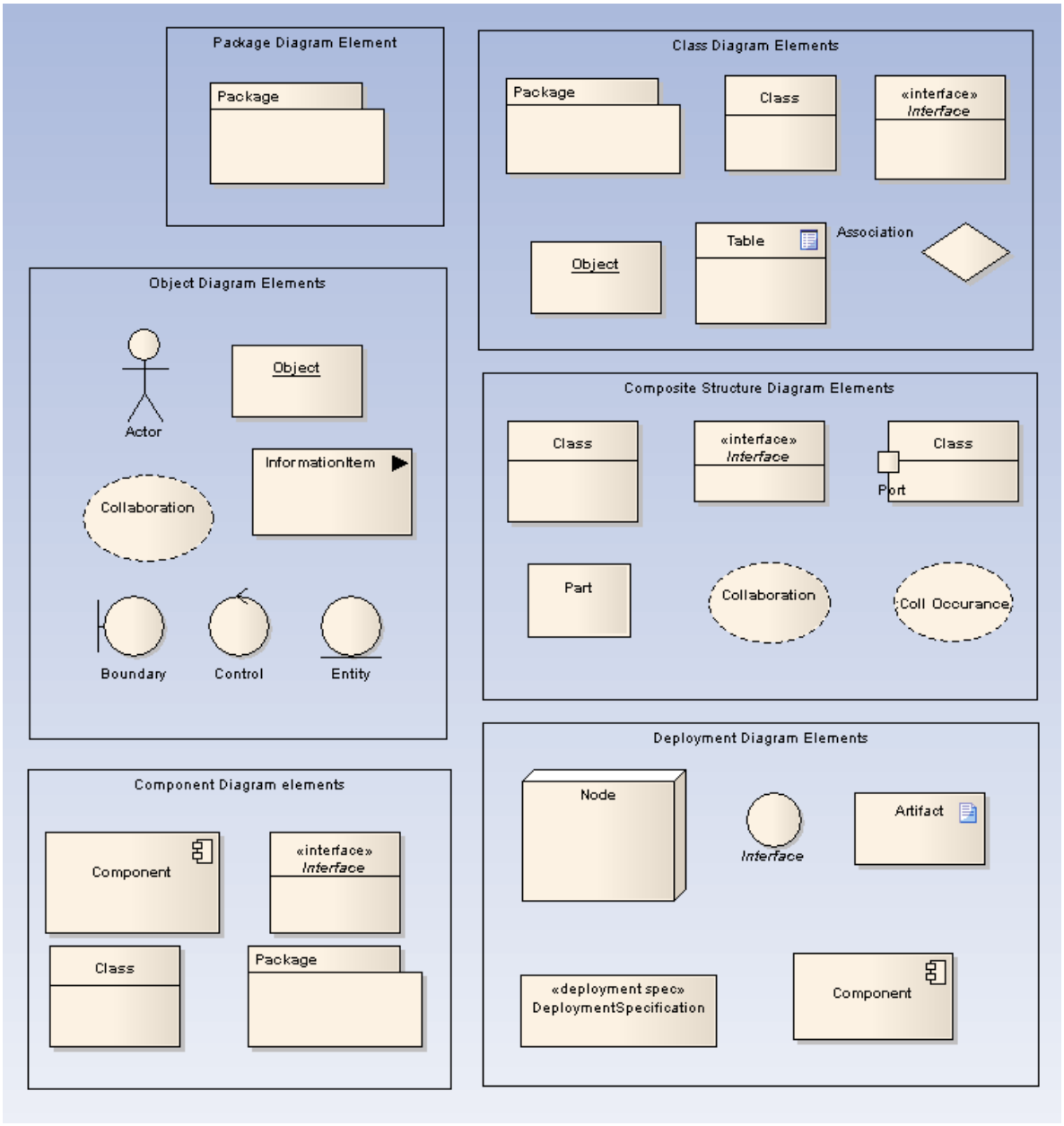
Diagrams are collections of project elements laid out and inter-connected as required.

Enterprise Architect supports all of the UML diagrams, as well as some custom extensions. Together with the Enterprise Architect elements and connectors, these form the basis of the model. Diagrams are stored in packages and can have a parent object (optional). Diagrams can be moved from package to package.

The basic elements used in each type of diagram are shown below. After you have looked at these illustrations, go to the following topics:

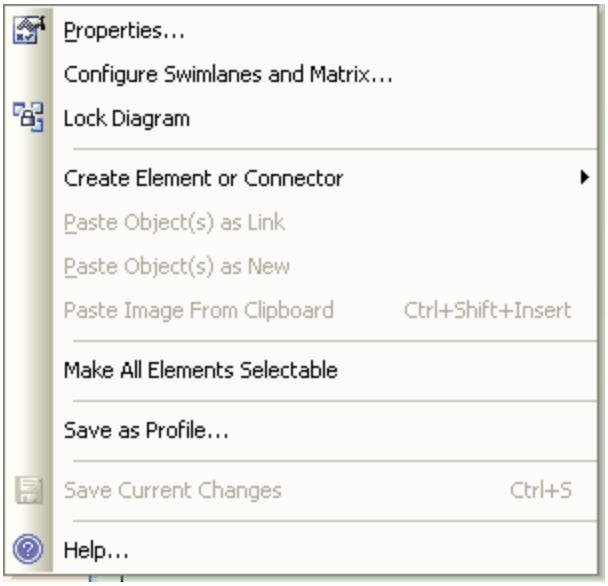
- Diagram Context Menu 236
- Diagram Tasks 245





5.2.1 Diagram Context Menu

Select a valid diagram and right-click on the *Diagram* view to open the diagram context menu. Not all menu options shown below appear on all diagram context menus.



The diagram context menu enables you to:

- View the *Diagram Properties* dialog
- Protect a diagram from inadvertent changes (lock diagram)
- Insert various elements into a diagram (select from the following: Boundary, Note, Text, Diagram Notes, Hyperlink)
- Paste element(s) as a link or as new elements
- Make all the elements on the diagram selectable
- Import, or reverse engineer, source code (not available in the Desktop edition)
- Import database tables from an ODBC data source (not available in the Desktop edition)
- Save the current diagram
- View the Enterprise Architect Help on the *Diagram View*.

5.2.2 Diagram Tasks

This topic details some of the common tasks associated with managing diagrams:

- Add New Diagrams 237
- Delete a Diagram 241
- Diagram Properties 242
- Rename a Diagram 243
- Copy Diagram Element 243
- Diagram Navigation Hotkeys 243
- Convert Linked Element to Local Copy 313
- Z Order Elements 244
- Copy Image to Disk 244
- Copy Diagram Image to Clipboard 244

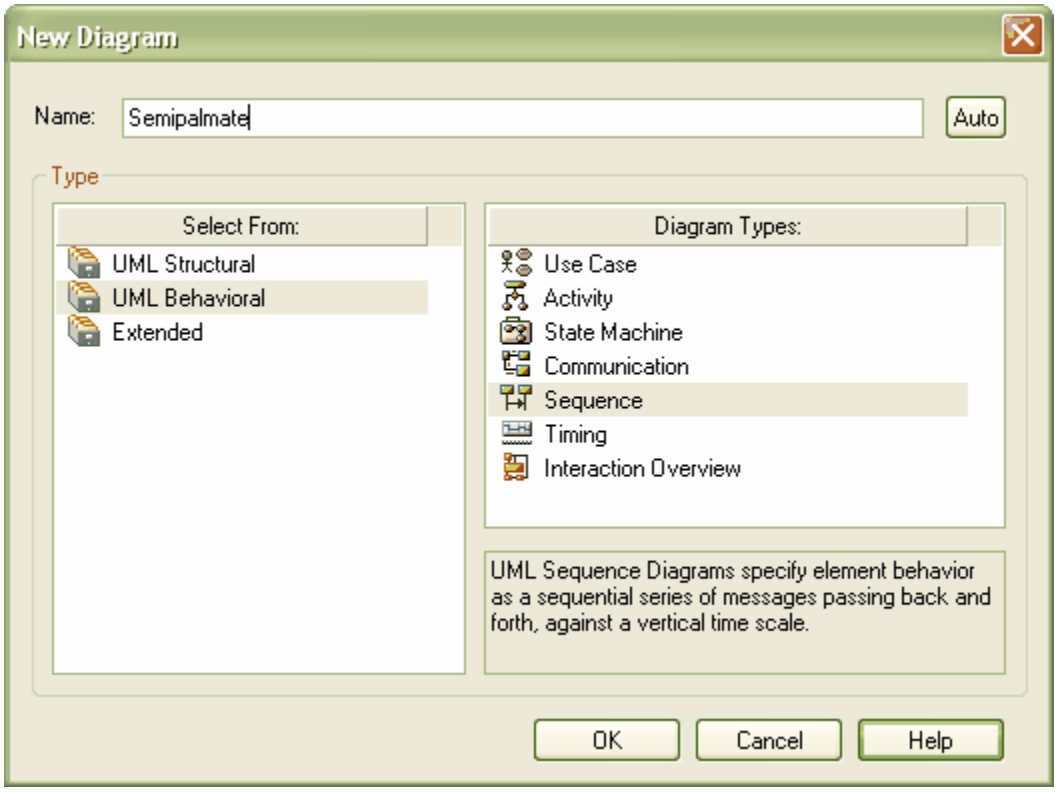
- Change Diagram Type 245
- Open a Package 245
- Duplicate a Diagram 246
- Set Feature Visibility 246
- Insert Diagram Properties Note 248
- Autosize Elements 249
- Drop Elements from the Project Browser 252
- Paste from the Project Browser 249
- Place Related Elements on Current Diagram 253
- Swimlanes 254
- Using the Image Manager 260
- Show Realized Interfaces for a Class 263
- Label Menu Section 264
- Pan and Zoom a Diagram 279
- View Last and Next Diagram 267
- Set Diagram Page Size 278
- Scale Image to Page Size 277
- Lock Diagram 266
- Manage Legend Elements 275
- Show or Hide Attributes and Operations 266
- Layout a Diagram 238
- Set Appearance Options 267
- Undo Last Action 266
- Redo Last Action 267

5.2.2.1 Add New Diagrams

To add a new diagram, follow the steps below:

1. In the *Project Browser* window, select the appropriate package or element under which to place the diagram.
2. Do one of the following:
   - In the *Project Browser* toolbar click on the **New Diagram** icon
   - Right-click to open the context menu and select the **Add | Add Diagram** or **Add | Add <type> Diagram** menu option
   - Press **[Insert]** and select the **Add | Add Diagram** or **Add | Add <type> Diagram** menu option, or
   - Select the **Project | Add Diagram** menu option.

   The *New Diagram* dialog displays.



3. The **Name** field defaults to the name of the selected package or element; if necessary, type a different name for the new diagram.
4. In the *Select From* panel, click on the appropriate diagram category for the diagram. The *Diagram Types* panel displays a list of the diagram types within the selected category.
5. In the *Diagram Types* panel, click on the type of diagram to create.
6. Click on the **OK** button to create your new diagram.

Note: *The diagram type determines the default toolbar associated with the diagram and whether it can be set as a child of another element in the Project Browser window (eg. a Sequence diagram under a Use Case).*

See Also

- UML Diagrams 1007

5.2.2.2 Lay Out a Diagram

Enterprise Architect provides the facility to layout diagrams automatically. This creates a tree-based structure from the diagram elements and relationships in a diagram. Owing to the complexity of many diagrams, you might then have to do some manual 'tweaking'.

Note: *This facility is available for Structural diagrams and Extended diagrams, but not for Behavioral diagrams (see UML diagrams 1007 for a description of the diagram types). However, the facility is also available for Sequence diagrams generated by the Enterprise Architect Debugger.*

Layout a Diagram

To layout a diagram, follow the steps below:

1. Select a diagram.
2. Click on either:

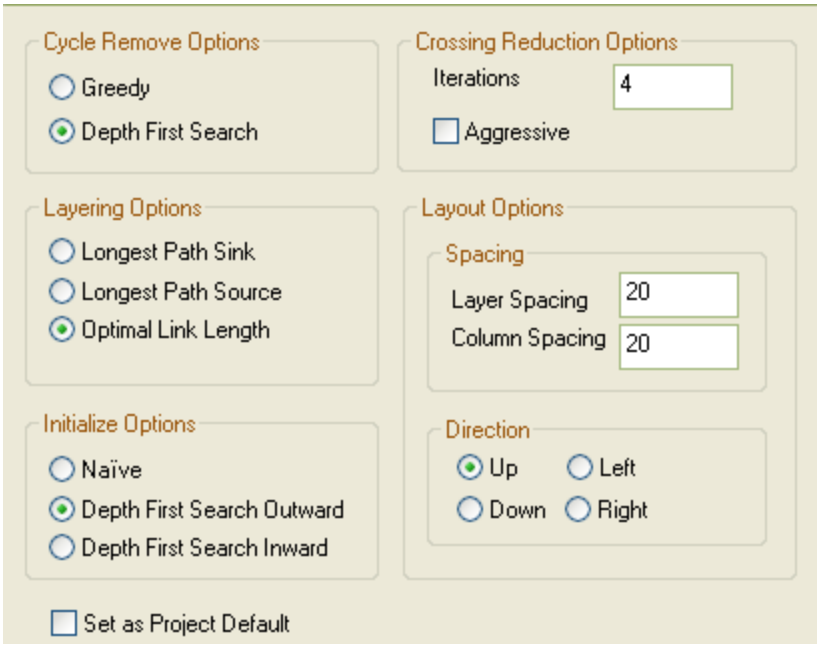
- The **Diagram | Layout Diagram** option, or
- The **Auto Layout** button on the diagram toolbar .

Note: *Dynamic and Analysis diagrams are NOT suited to this form of layout - please ensure first that the diagram type you are laying out benefits from the action.*

Access the Diagram Layout Options Dialog

For a fine degree of control of the elements in your diagram, you can use the *Diagram Layout Options* dialog. Generally the default layout parameters provide adequate layouts for a wide range of diagrams, but there are times when more specific settings are required. To access the *Diagram Layout Options* dialog, follow the steps below:

1. Double-click on the background of the diagram to display the *Diagram Properties* dialog.
2. Click on the *Diagram* tab, then click on the **Set Layout Style** button. The *Diagram Layout Options* dialog displays.
3. When you have made the required changes, click on the **OK** button to save the changes.



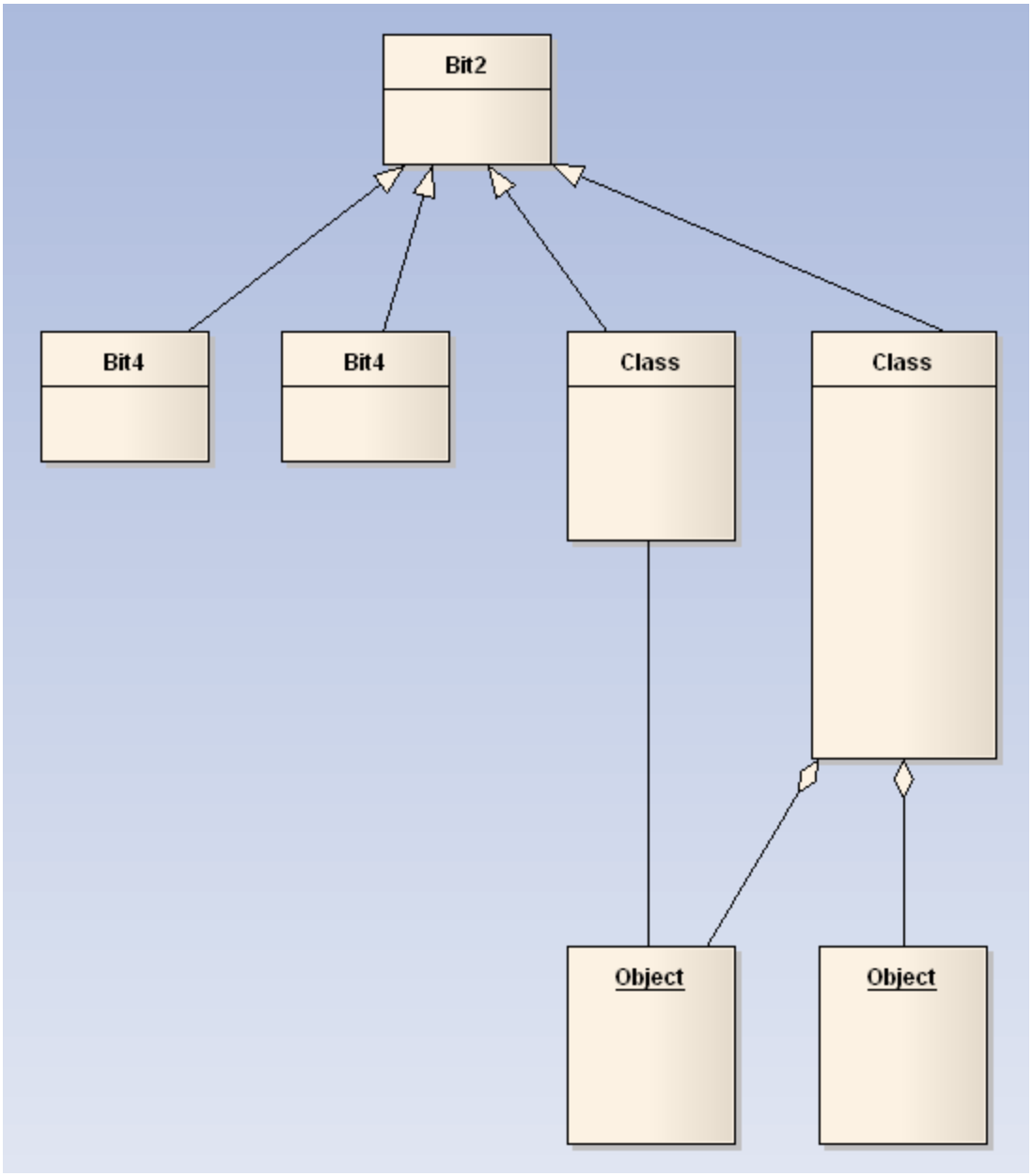
You can alter any of the following settings on the *Diagram Layout Options* dialog to refine your layout:

- *Cycle Remove Options* panel - these settings determine the type of cycle removal to be used during layout:
  - **Greedy** - Select to use the Greedy Cycle Removal algorithm.
  - **Depth First Search** - Select to use the Depth First Search Cycle Removal algorithm.
- *Layering Options* panel - these settings determine the type of layering to be used during layout.
  - **Longest Path Sink** - Select to use the Longest Path Sink Layering algorithm.
  - **Longest Path Source** - Select to use the Longest Path Source Layering algorithm.
  - **Optimal Link Length** - Select to use the Optimal Link Length Layering algorithm.
- *Initialize Options* panel - these settings determine the type of initialization of indices and columns to be used during layout.
  - **Naive** - Select to use the Naive Initialize Indices algorithm.
  - **Depth First Search Outward** - Select to use the Depth First Out Initialize Indices algorithm.
  - **Depth First Search Inward** - Select to use the Depth First In Initialize Indices algorithm.
- *Crossing Reduction Options* panel

- **Iterations** - Type the number of iterations to be used during cycle removal.
- **Aggressive** - This option enables you to specify whether or not to use an aggressive (time-consuming) crossing reduction step.
  - Select to use the aggressive crossing reduction
  - Deselect to not use the aggressive crossing reduction.

- *Layout Options* panel
  - **Layer Spacing** - Type the default number of logical units between layers.
  - **Column Spacing** - Type the default number of logical units between columns.
  - **Up**, **Down**, **Left**, **Right** - Select the direction in which directed links should point.
- **Set as Project Default** checkbox
  - Select this checkbox to apply the diagram layout settings to all diagrams in the project. If you later check this box and click on the OK button for a different diagram, the new settings override the settings saved earlier.

The following is an example of an automatically laid out diagram:



5.2.2.3 Delete a Diagram

Warning: *In Enterprise Architect there is no Undo feature for deleting diagrams, so be certain that you want to delete a diagram before you do so.*

Note: *When you delete a diagram, you do not delete the elements on the diagram from the model.*

Delete a Diagram

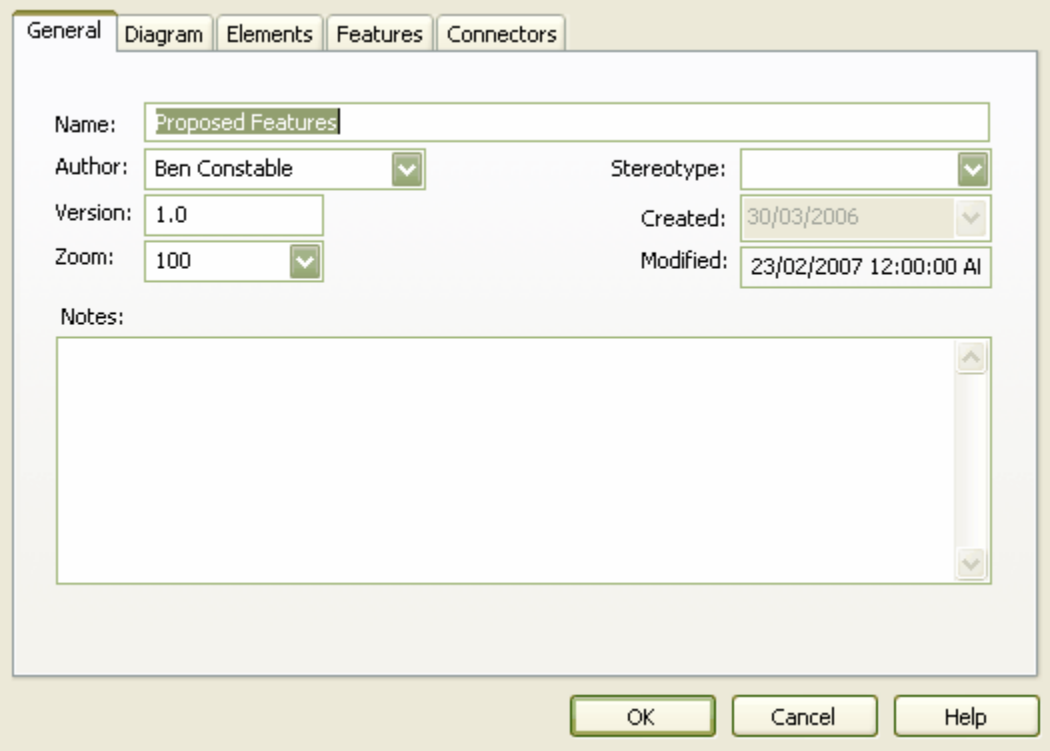
To delete a diagram from your model, follow the steps below:

1. In the *Project Browser* window, right-click on the diagram to delete. The context menu displays.

2. Select the **Delete '<diagram name>'** menu option. A confirmation prompt displays.
3. Click on the **OK** button to confirm the delete.

5.2.2.4 Diagram Properties

You can set several properties of a diagram using the *Diagram Properties* dialog. Some properties influence the display and some are logical attributes that appear in the documentation.



There are several options for opening the *Diagram Properties* dialog for a given diagram:

- Select the **Diagram | Properties** menu option to open the *Diagram Properties* dialog for the currently active diagram
- Right-click on the required diagram in the *Project Browser* window and select **Properties** from the context menu.
- Right-click on the background of the open diagram and select **Diagram Properties** from the context menu.
- Double-click in the background of the open diagram.

In the *Diagram Properties* dialog you can set various properties including name, author and version information, zoom factor, paper size and layout, diagram notes and various appearance attributes. Once you have made any necessary changes, click on the **OK** button to save and exit.

See Also

- Set Appearance Options 267
- Document Options 265
- Scale Image to Page Size 277
- Set the Page Size 278
- Set Visible Class Members 274

5.2.2.5 Rename a Diagram

To rename a diagram, follow the steps below:

1. Open the *Diagram Properties* dialog by double-clicking on the diagram background, or by selecting the **Diagram | Properties** menu option.
2. In the **Name** field on the *General* tab, type the new name for your diagram.
3. Click on the **OK** button to save changes.

5.2.2.6 Copy Diagram Element

To copy a diagram element, follow the steps below:

1. Select the element(s) to copy.
2. For multiple elements, right-click to open the context menu and select the **Copy All Selected Objects to Clipboard** menu option. Alternatively, press **[Ctrl]+[C]**.
3. For single elements, select the **Edit | Copy** menu option or alternatively press **[Ctrl]+[C]**.

Paste Diagram Elements

To paste diagram elements, follow the steps below:

1. Open the diagram to paste into.
2. Right-click on the diagram background to open the diagram context menu.
3. Select either the **Paste Object(s) as New** menu option (completely new element) or the **Paste Object (s) as Link** menu option (reference to the existing element).

Note: *You can paste diagram elements as links or as new elements. Select the most appropriate action for your model.*

5.2.2.7 Diagram Navigation Hotkeys

The diagram hotkeys enable you to quickly navigate to and select elements within a diagram. The following table details the key combinations and their functionality.

Hotkey Command	Description
[Arrow], Element(s) selected	Move the selected element(s).
[Arrow], No element selected	Scroll around the diagram.
[Esc]	Clears the current selection.
[Tab]	Selects the first element in the diagram if none currently selected.
[Shift]+click	Adds the clicked element to the current selection.
[Ctrl]+click	Adds the clicked element to the current selection.
[Ctrl]+[Shift]+drag	Pans the diagram.
[Alt]+[G]	Selects the item in the *Project Browser* window and gives it focus.

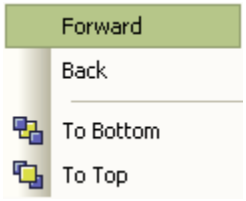
5.2.2.8 Z Order Elements

Z Order refers to an element's depth in the diagram hierarchy, and thus influences which elements appear in front of others and which appear behind.

Set the Z Order

To set the Z Order of an element, follow the steps below:

1. Click on the element in the diagram view.
2. Select the **Element | Z order** menu option. The following submenu displays:



3. Select the operation to perform. The element is moved to the new position in the diagram hierarchy.

5.2.2.9 Copy Image to Disk

You can copy a diagram image to a disk file in the following formats:

- Windows bitmap (256 color bitmap)
- GIF image
- Windows Enhanced Metafile (standard metafile)
- Windows Placeable Metafile (older style metafile)
- PNG format
- JPG
- TGA.

Copy a Diagram Image to File

To copy a diagram image to file, follow the steps below:

1. Open the diagram to save.
2. Select the **Diagram | Save as Image** menu option, or press **[Ctrl]+[T]**.
3. When prompted, enter a name for the file and select an image format.
4. Click on the **OK** button.

Note: *Enterprise Architect clips the image size to the smallest bounding rectangle that encompasses all diagram elements.*

5.2.2.10 Copy Diagram Image to Clipboard

You can copy diagram images onto the clipboard and paste them directly into MS Word or other applications.

To copy an image to the clipboard, follow the steps below:

1. Open the diagram to copy.
2. Select the **Diagram | Copy Image to Clipboard** menu option, or press **[Ctrl]+[B]**.
3. Click on the **OK** button.

The diagram has been copied to the clipboard and can now be pasted into compatible applications or into

another diagram. You can set the clipboard format on the Options 182 dialog (**Tools | Options** menu option). Enterprise Architect supports bitmap or metafile format.

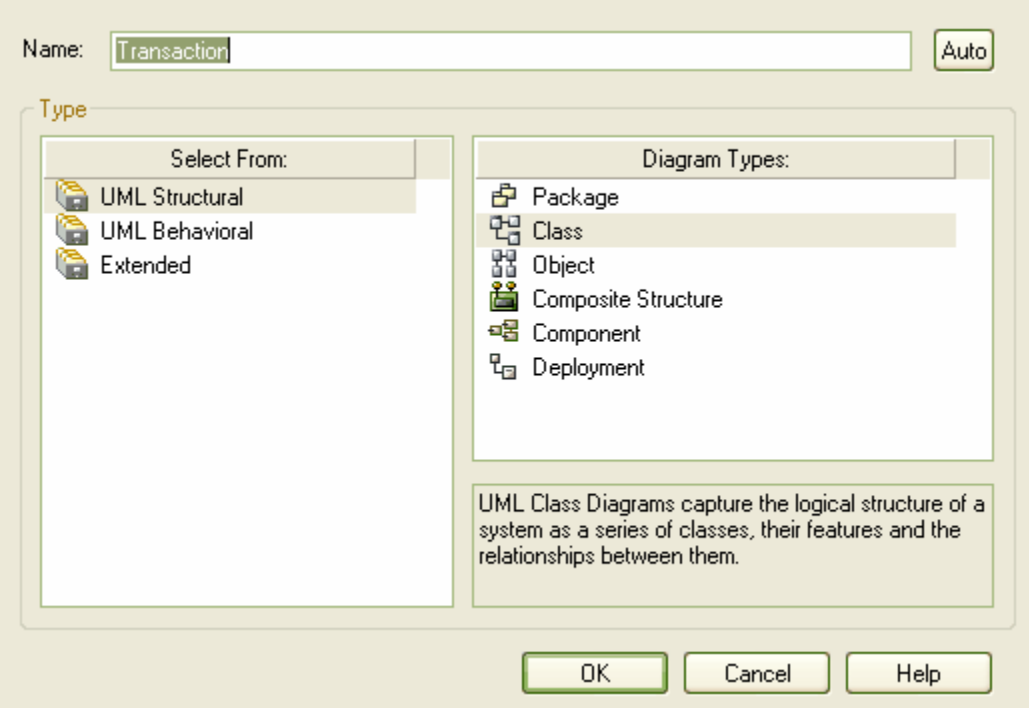
5.2.2.11 Change Diagram Type

If necessary, you can change one type of diagram to another type. This is useful if you have either made a mistake in selecting the diagram type to begin with, or if the purpose and nature of a diagram changes during analysis.

Change a Diagram Type

To change a diagram type, follow the steps below:

1. Open the diagram to change.
2. Select the **Diagram | Change Diagram Type** menu option. The *Change Diagram Type* dialog displays.



3. Select the required diagram type.
4. Click on the **OK** button to save changes.

Note: *Some diagram types do not transfer to others; for example you cannot change a Class Diagram into a Sequence diagram.*

5.2.2.12 Open a Package From a Diagram

To open a package from within a diagram follow the steps below:

1. Open a diagram that shows the package to open.
2. Right-click on the package element to open the context menu.
3. Select the **Open Package** option. Alternatively, press **[Ctrl]+[K]**.

Note: *Enterprise Architect finds the default diagram and opens it for you. If you haven't specified a default, this*

is the first available diagram in the package (selected in alphabetical order).

5.2.2.13 Copy a Diagram

Enterprise Architect makes it easy to duplicate a complete diagram, either with links back to the original diagram elements (*shallow mode*), or with complete copies of all elements in the diagram (*deep mode*).

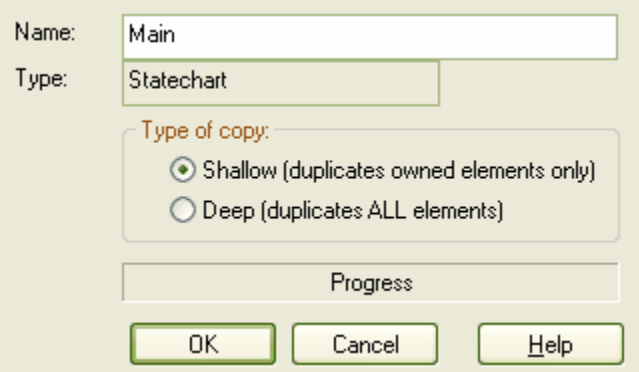
When you copy a diagram in shallow mode, the elements in the new diagram are only linked to the originals, so if you change the properties of one, the other reflects those changes. If you copy the diagram in deep mode, then all elements are duplicated completely, so that changing an element on one does not affect the other.

Element position and size should be independent in both copy modes.

Procedure

To duplicate a diagram, follow the steps below:

1. In the *Project Browser* window, select the diagram to copy.
2. Right-click to display the context menu and select the **Copy Diagram to Clipboard** menu option.
3. Navigate to the package to host the new diagram, and right-click to open the context menu.
4. Select the **Paste Diagram** menu option. The *Copy Diagram* dialog displays.



5. In the **Name** field, type the name for the new diagram.
6. In the *Type of copy* panel, click on the radio button for the type of copy you require; either linked elements (shallow copy) or complete copies of the originals (deep copy).
7. Click on the **OK** button.

Enterprise Architect automatically creates the new diagram, links or creates new elements and arranges them as in the original diagram. All connectors are also copied between diagram elements where appropriate.

5.2.2.14 Set Feature Visibility

Enterprise Architect enables you to set the visibility of attributes and operations per Class or per diagram, or on a package diagram. For example, you can hide all protected attributes, all private operations or any other combination of attributes and operations. The visibility you set applies only to the current diagram, so a Class could appear in one diagram with all elements displayed, and in another with elements hidden.

It is possible to show inherited attributes, operations, requirements, constraints and Tagged Values for elements that support those features. When Enterprise Architect displays inherited features, it creates a merged list from all generalized parents and from all realized interfaces. If a child Class redefines something found in a parent, the parent feature is omitted from the Merge List.

Tip: *To show features for element types that do not have visible compartments, such as use cases and*

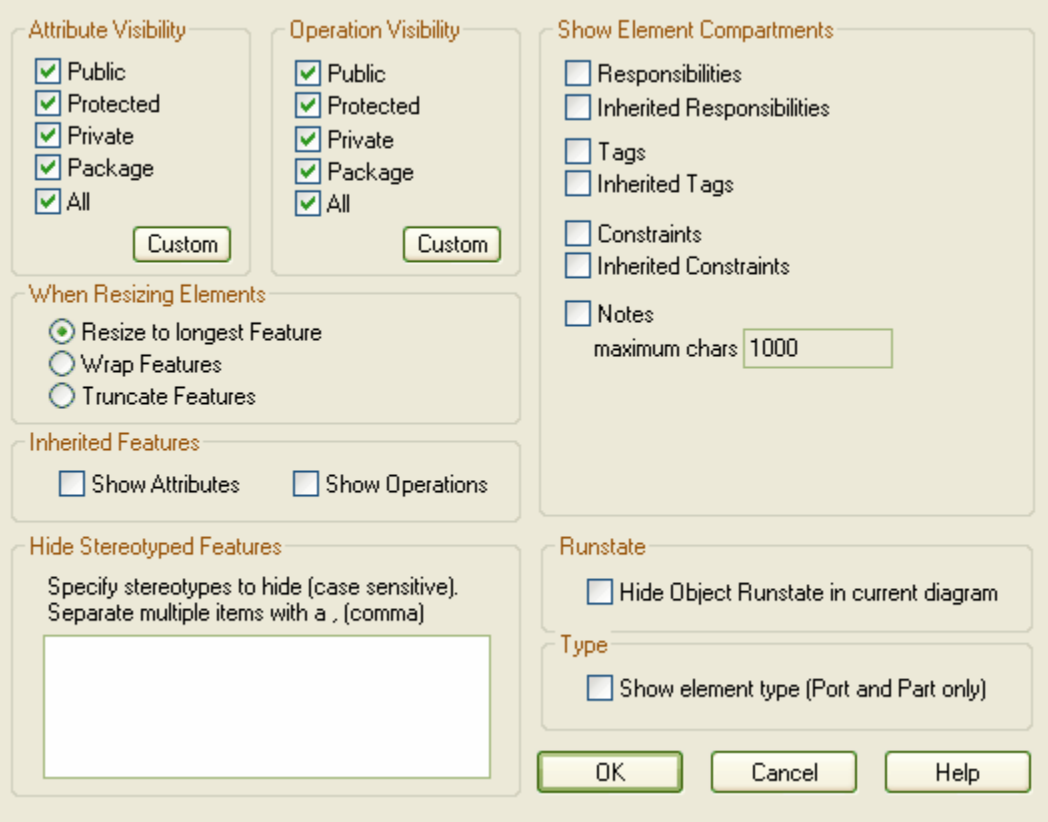
actors, right-click on the diagram object to display the context menu and select the **Advanced Settings | Use Rectangle Notation** *option.*

Customize Feature Visibility

To customize feature visibility, follow the steps below:

1. Either:
   - Click on the element in the diagram and either click on the **Element | Set Feature Visibility** menu option or press **[Ctrl]**+**[Shift]**+**[Y]**, or
   - Right-click on the element in the diagram to display the context menu and click on the **Set Feature Visibility** option.

   The *Set feature visibility* dialog displays.



2. Select the checkbox against each feature that should be visible and clear the checkbox against each of those that should not.
3. In the *Show Element Compartments* panel, select the compartments to display for the elements on the diagram.

   If you select the **Notes** checkbox, the Notes compartment on each element in the diagram displays the text that has been typed into the **Notes** field of the *Element properties* dialog. This checkbox also enables the **maximum chars** field, which defaults to 1000 as the number of characters of notes text displayed. Overtype this value to display less text or more text.

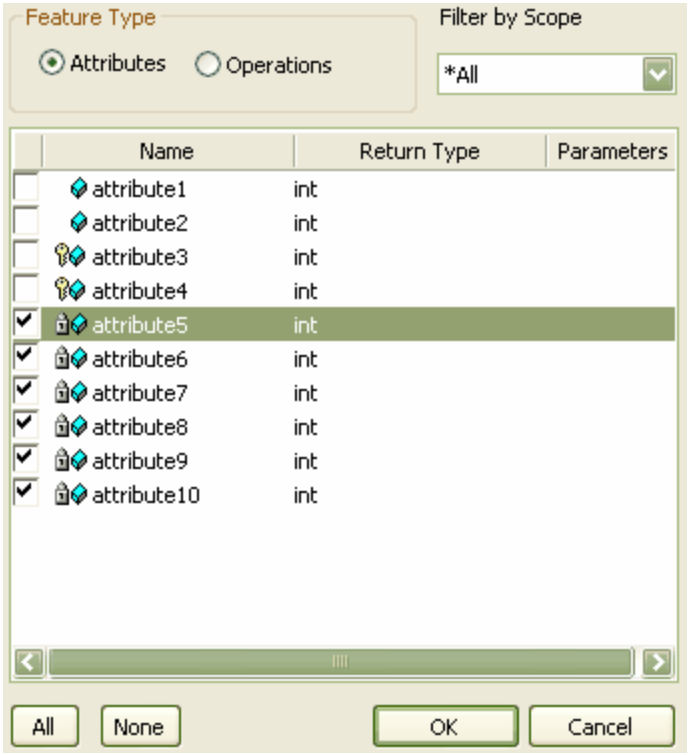
   The change only applies to the selected elements on the diagram, so you can display full notes for a selected element whilst the other elements on the diagram have no notes text.
4. In the *When Resizing Elements* panel, select the appropriate option for resizing the Class, object or table to prevent very wide diagram objects.

The selected option defaults to **Resize to longest Feature**, so that the minimum width for a diagram object is determined by its longest displayed attribute, method or other compartment value. If necessary, you can change the option to **Wrap Features** (so that any longer features are wrapped onto multiple lines) or **Truncate Features** (so that longer features are not displayed in full).

5. If required, in the *Inherited Features* panel, select one or both checkboxes to set whether Enterprise Architect should display inherited features as well as directly owned ones.
6. Click on the **OK** button to save changes. Enterprise Architect redraws the diagram with the appropriate level of feature visibility.

Suppress Features in Diagram

Enterprise Architect enables you to set the visibility of attributes and operations - where shown - per diagram for a Class. You can hide attributes and operations by scope, or you can hide attributes and operations individually by clicking on the **Custom** button. The visibility you set applies only to the current diagram, so a Class can appear in one diagram with all elements displayed, and in another with elements hidden.



5.2.2.15 Insert Diagram Properties Note

Properties of a diagram can be displayed on screen within a custom text box. You can move this text box around and change its appearance. You cannot change what the text box says.

The **Diagram Properties Note** button is located on the *UML Elements* toolbar.

5.2.2.16 Autosize Elements

You can autosize a group of elements in a diagram to a best fit.

Autosize a Group of Elements

To autosize a group of elements, follow the steps below:

1. Select the elements to resize (press **[Ctrl]+[A]** to select all).
2. Either:
   - Right-click on any of the elements and, on the context menu, select the **Autosize all** menu option, or
   - Press **[Alt]+[Z]**.

   Enterprise Architect resizes the elements where necessary.

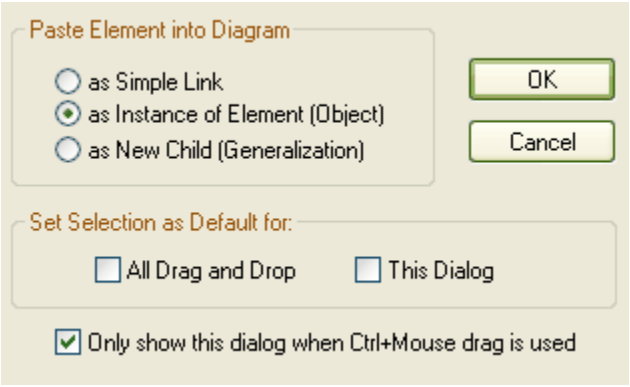
Note: *Not all elements resize; elements such as Events and Use Cases remain the same*

Note: *The minimum size Enterprise Architect can set is the default size for the element, usually around 100x100, but different for certain elements.*

5.2.2.17 Paste from the Project Browser

You can paste an element from the *Project Browser* window into the current diagram.

If you press and hold **[Ctrl]** while you drag an element from the *Project Browser* window onto the current diagram, Enterprise Architect prompts you to select the type of paste action to carry out.



Three options are available:

1. Paste the element as a simple link. In this case the element displays in the current diagram as a simple reference to the original source element. Changes to the element in the diagram affect all other links to this element.
2. Paste as an instance of the element. If the element can have a classifier such as an Object, Sequence instance or Node instance, you can drop the element in as an instance of the source element, with the classifier pre-set to the original source. This is useful when creating multiple instances of a Class in a Sequence diagram or Communication diagram.
3. Create as a child of the source element. This automatically creates a new Class - which you are prompted to name - with a Generalization link back to the source. This is very useful when you have a Class library or framework from which you inherit new forms; for example, you can paste a Hashtable as

"*MyHashtable*" which automatically becomes a child of the original Hashtable. Used with the *Override parent operations* 352 and features, this is a quick way to create new structures based on frameworks such as the Java SDK and the .NET SDK.

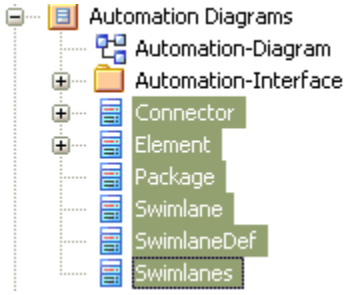
Note: *To make use of the* **Only show this dialog when [Ctrl]+Mouse drag is used** *checkbox, you must first select the* **Auto Instance** *checkbox on the Diagram Behavior dialog* 185 *(select the* **Tools | Options | Diagram | Behavior** *option).*

5.2.2.17.1 Paste Multiple Items From The Project Browser

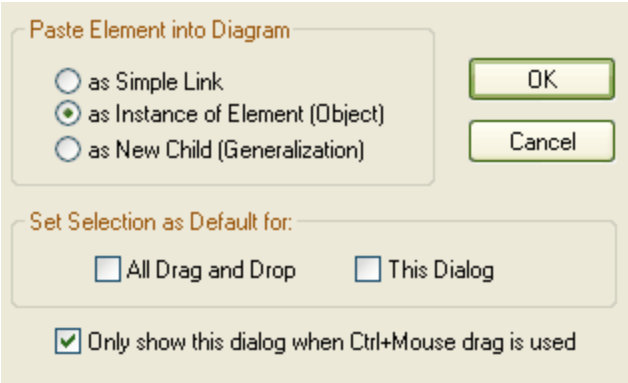
You can paste multiple elements from the *Project Browser* window into the current diagram.

To select multiple elements, click on the selected items from the *Project Browser* window while pressing and holding:

- **[Ctrl]** to add single items to the selection of multiple elements, or
- **[Shift]** to select all the elements between the first and last selected items in the *Project Browser* window.



You can then drag the selected elements from the *Project Browser* window onto the current diagram, pressing and holding **[Ctrl]**; Enterprise Architect prompts you to select the type of paste action to carry out.



Three options are available:

1. Paste the element as a link. In this case the element displays in the current diagram as a simple reference back to the original source element. Changes to the element in the diagram affect all other links to this element.
2. Paste as an instance of the element. If the element can have a classifier (such as an Object, Sequence instance or Node instance) you can drop the element as an instance of the source element, with the classifier pre-set to the original source. This is useful when creating multiple instances of a Class in a Sequence diagram, or in a Collaboration diagram.
3. Create as a child of the source element. This automatically creates a new Class (which Enterprise Architect prompts you to name) and creates a Generalization link back to the source. This is very useful when you have a Class library or framework from which you inherit new forms (eg. a Hashtable can be

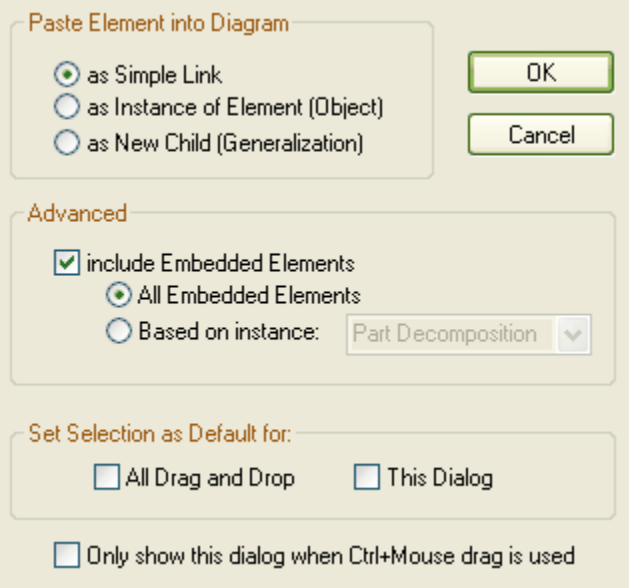
pasted as "*MyHashtable*" and automatically become a child of the original Hashtable). Used with the Override parents operations and features, this is a quick way to create new structures based on frameworks like the Java SDK and the .NET SDK.

Note: *In order to make use of the* **Only show this dialog when [Ctrl]+Mouse drag is used** *option, you must have already selected the* **Auto Instance** *checkbox in the Diagram Behavior tab of the Options dialog. To access this dialog select the* **Tools | Options** *menu option.*

5.2.2.17.2 Paste Composite Elements

Several additional options are available to you when pasting Composite elements from one diagram to another.

When you drag a Composite element from the *Project Browser* window onto the current diagram with **[Ctrl]** held down, Enterprise Architect prompts you to select the type of paste action to carry out with the Composite element.



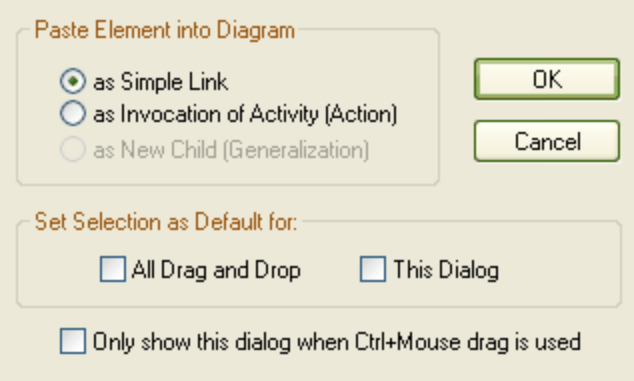
Two advanced options are available for pasting Composite elements; these require the **include Embedded Elements** checkbox to be selected:

1. The **All Embedded Elements** option, which pastes all of the Composite element's embedded elements.
2. The **Based on instance** option, which pastes only the elements contained in a specific instance of the Composite element. Click on the drop-down arrow and select the appropriate instance.

5.2.2.17.3 Paste Activities

You can paste an activity from the *Project Browser* window into the current diagram.

When you hold **[Ctrl]** down and drag an activity from the *Project Browser* window onto the current diagram, Enterprise Architect prompts you to select the type of paste action to carry out.



Two options are available:

- Paste the activity as a link: in this case the activity appears in the current diagram as a simple reference to the original source activity. Changes to the activity in the diagram affect all other links to this activity.
- Paste as an invocation of the activity.

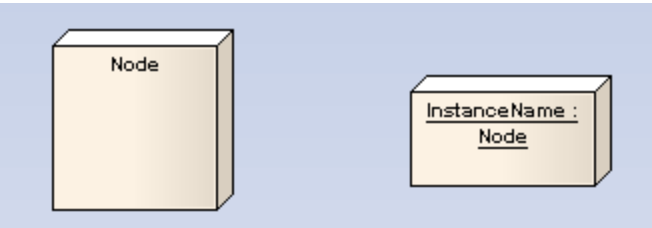
Note: *In order to select the* **Only show this dialog when Ctrl+Mouse drag is used** *checkbox, the* **Auto Instance** *checkbox must be selected in the Diagram Behavior page of the Options dialog. To display this dialog page select the* **Tools \| Options \| Diagram \| Behavior** *menu option.*

5.2.2.18 Drop Elements from the Project Browser

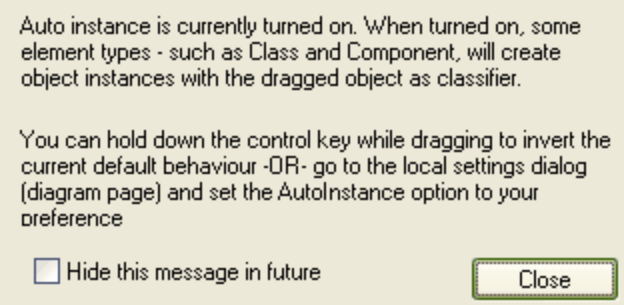
When you drag an element from the *Project Browser* onto a diagram, for some elements there are two possible paste options. Elements that are classifiers and support instances of themselves at runtime can be dropped either as a link to the classifier itself, or as a new instance of the classifier.

The example below shows a linked element on the left (a Node) and an instance of the Node on the right. Note that the Node instance is drawn like a simple element with the :*<ElementName>* displayed. If you name your instance it displays *<InstanceName>*:*<ElementName>*

If you are working on an instance diagrams, such as a Communication diagram, you can quickly drag and drop Classes and elements from the *Project Browser* onto a diagram as an instance of the classifier. If you are working in a Class diagram, you might drop links to the classifier itself. There are a couple of settings available to simplify this process.



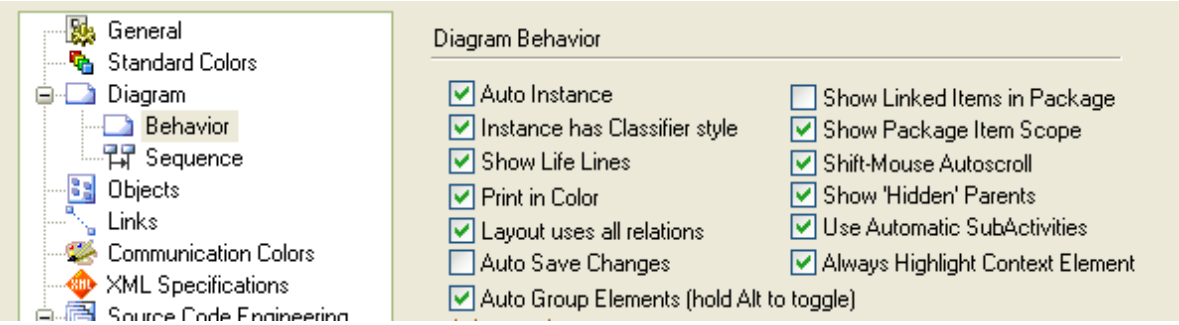
Note: *Enterprise Architect displays a warning about this behavior (see below), indicating what is happening. Select the* **Hide this message in future** *checkbox to prevent this message displaying again.*



There are two important things to remember here:

- Hold down **[Ctrl]** while dragging and dropping an element into a diagram (see Pasting from the Project Browser window 249)
- Hold down either **[Ctrl]** or **[Shift]** to select multiple elements into a diagram (See Pasting Multiple Elements from the Project Browser window 250).

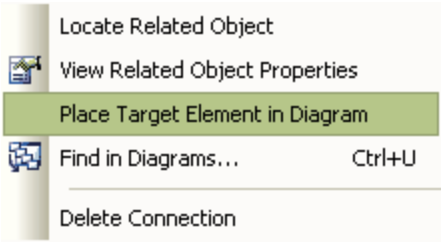
To change the default behavior, select the *Diagram Behavior* page of the *Options* dialog (select the **Tools | Options | Diagram | Behavior** menu option). To enable or disable Auto Instance, select or clear the **Auto Instance** checkbox. Remember: pressing **[Ctrl]** inverts the current default.



5.2.2.19 Place Related Elements on Current Diagram

To find and place related elements on the current diagram, use the *Relationships* tab on the *Properties* window.

Right-click on any link in the list to open the context menu.

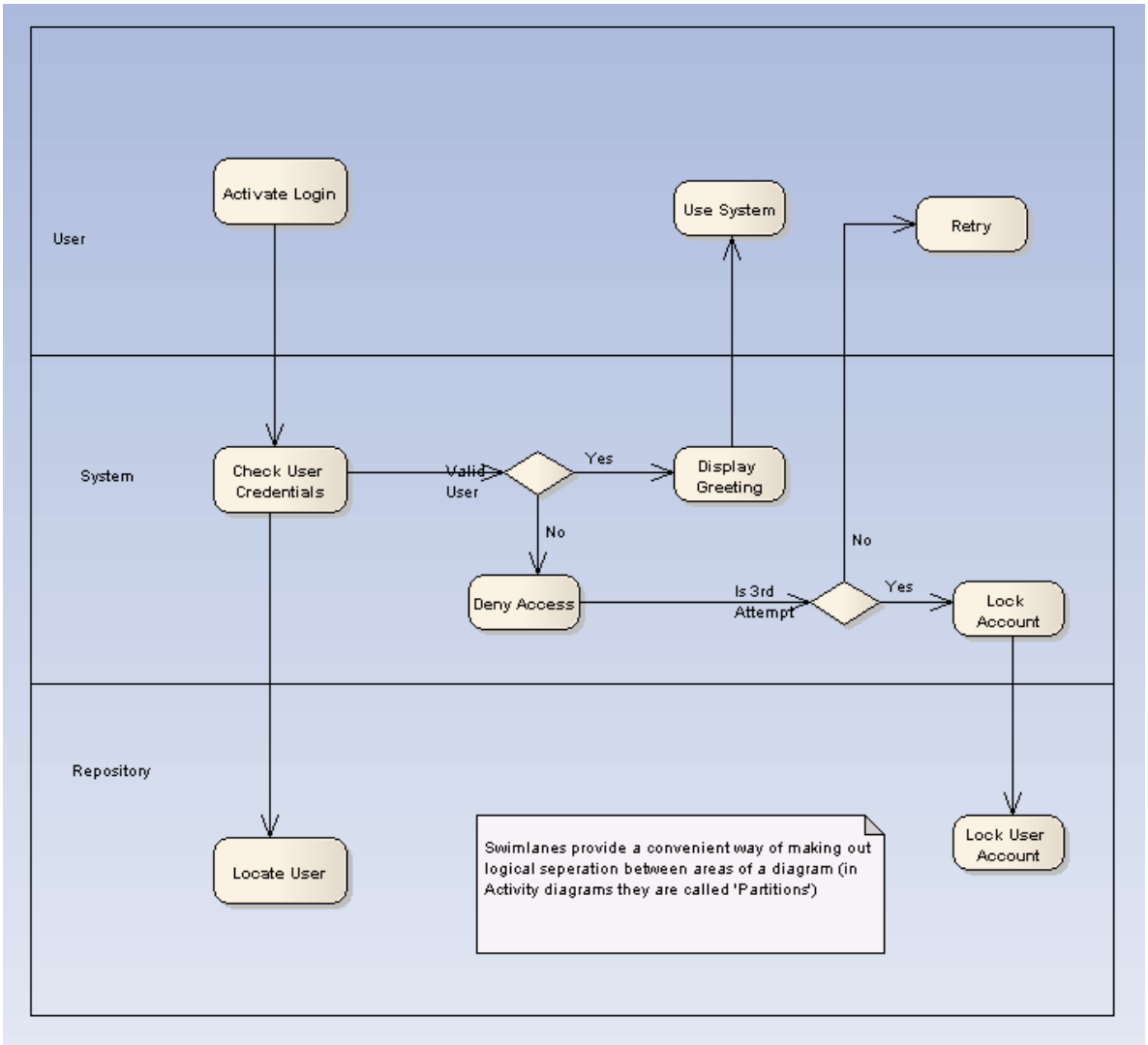


If an element is not present in the current diagram, the context menu contains the **Place Target Element in Diagram** option. This is useful when you are building up a picture of what an element interacts with, especially when reverse engineering an existing code base.

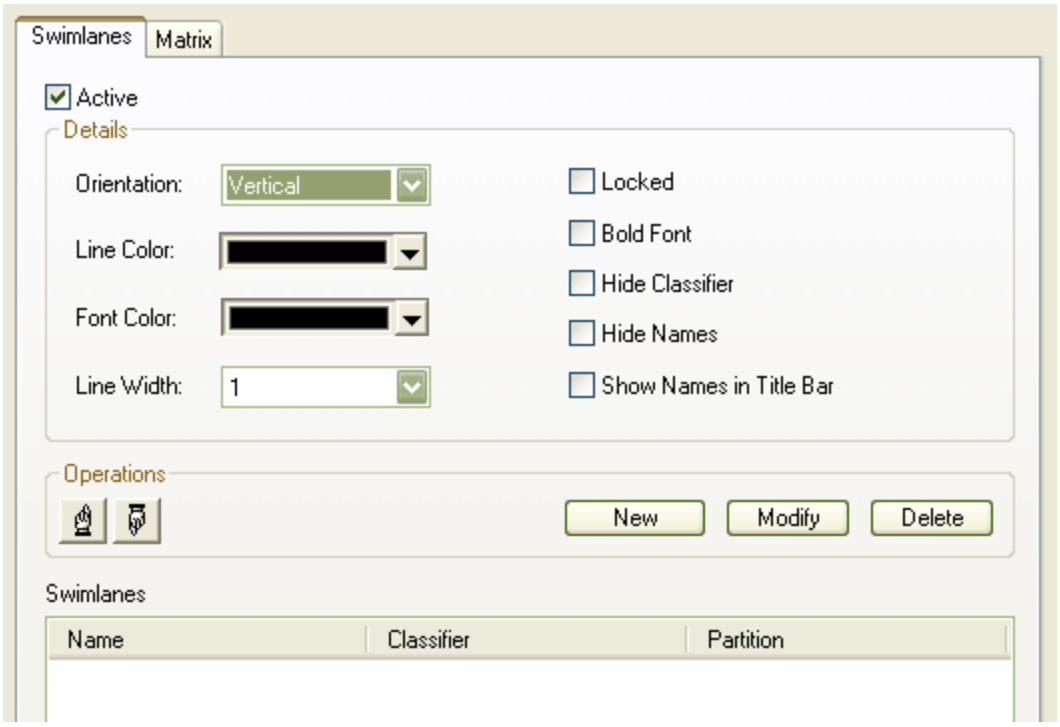
Select the **Place Target Element in Diagram** option. Move the cursor to the required position in the diagram and left-click to place the element. Alternatively, press **[Esc]** to cancel the action.

5.2.2.20 Swimlanes

Enterprise Architect diagrams support *Swimlanes* for all diagram types. Swimlanes are vertical or horizontal bands in a diagram that divide the diagram into logical areas or partitions. In the example below the activities relating to particular entities within the model (eg. the User, or the back end Repository) are placed within a containing swim lane to indicate their association.



To manage swimlanes, select the **Diagram | Configure Swimlanes and Matrix** menu option to display the *Configure Swimlanes and Matrix* dialog. The dialog defaults to the *Swimlanes* tab.



This dialog enables you to set the orientation (vertical or horizontal), line color and width of the swimlanes, and lock the swimlanes to prevent further movement. . You can also specify the font color and bold font, hide names, hide the classifier and show the name in the title bar. Use the **New, Modify** and **Delete** buttons to change aspects of the selected swimlane. Use the  and  (up and down) buttons to change the order of swimlanes within the diagram.

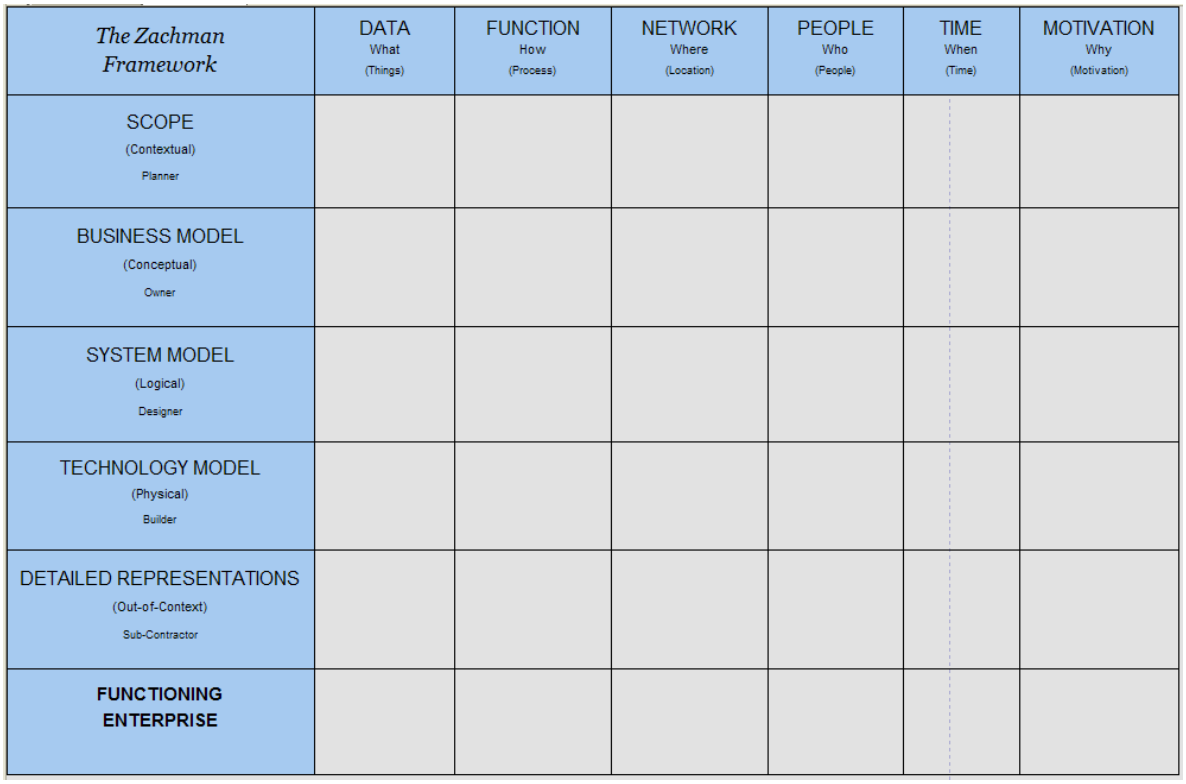
If you set a background color for a swimlane, it takes on the same shading profile as the main diagram background.

See Also

- Swimlanes Matrix 257

5.2.2.21 Swimlanes Matrix

Enterprise Architect diagrams support a *Swimlanes Matrix* for all diagram types, based on the Zachman Framework.

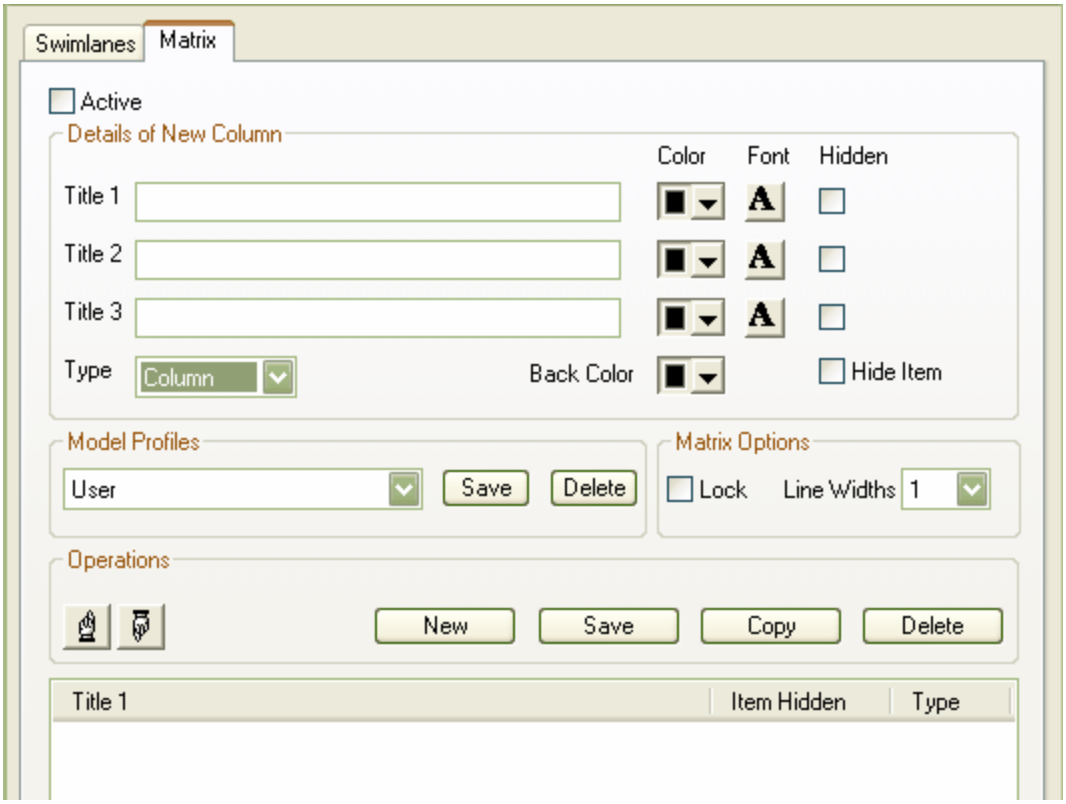


The Zachman Framework	DATA What (Things)	FUNCTION How (Process)	NETWORK Where (Location)	PEOPLE Who (People)	TIME When (Time)	MOTIVATION Why (Motivation)
SCOPE (Contextual) Planner						
BUSINESS MODEL (Conceptual) Owner						
SYSTEM MODEL (Logical) Designer						
TECHNOLOGY MODEL (Physical) Builder						
DETAILED REPRESENTATIONS (Out-of-Context) Sub-Contractor						
FUNCTIONING ENTERPRISE						

The Swimlanes Matrix divides the diagram into cells of vertical columns and horizontal rows. The cell in the top left corner of the Swimlanes Matrix contains the heading of the matrix. The first cell at the top of each column contains the column title text. The first cell at the left of each row contains the row title text.

Set up Swimlanes Matrix

To set up and manage the *Swimlanes Matrix*, select the **Diagram | Configure Swimlanes and Matrix** menu option to display the *Configure Swimlanes and Matrix* dialog. Click on the *Matrix* tab.



Activate the Matrix

To activate the Swimlanes Matrix, select the **Active** check box.

At the same time, you can define the line width for all lines on the matrix; in the **Line Widths** field, click on the drop-down arrow and select the appropriate width.

Create the Heading of the Swimlanes Matrix

To define the heading for the matrix, follow the steps below.

1. Click on the **New** button.
2. In the **Type** field, in the *Details of New Column* panel, click on the drop-down arrow and select **Heading** .
3. In one or more of the **Title** fields, type the heading name. You can enter up to three text strings as heading text.
4. If necessary, click on the **Color**, **Font** and **Back** options and select the heading text font, color and background color.
5. Click on the **Save** button in the *Operations* panel. The *Heading* cell displays on the diagram.

Note: *The heading is the first item in the list; you create only one heading.*

Create Columns and Rows:

To define the column and row headings for the matrix, follow the steps below.

1. Click on the **New** button.
2. In the **Type** field, in the *Details of New Column* panel, click on the drop-down arrow and select either **Column** or **Row** as appropriate.
3. In one or more of the **Title** fields, type the column or row name. You can enter up to three text strings as

title text.

4. If necessary, click on the **Color**, **Font** and **Back** options and select the title text font, color and background color.
5. Click on the **Save** button in the *Operations* panel. The column or row heading cell and column or row lines display on the diagram.

Note: *When you define columns and rows, you define the header or title cells. The properties of these cells do not reflect on the matrix cells themselves. For example, the intersection cell of a column and row has a transparent background and therefore takes the color and shading effect of the diagram background.*

Lock the Matrix

To lock the matrix so that it cannot be edited on the diagram, on the *Configure Swimlanes and Matrix* dialog select the **Lock** checkbox.

Edit items in the list:

As you create the heading, column and row title cells, they are added to the list in the bottom of the dialog. To edit an item, follow the steps below.

1. Click on the required item in the list.
2. Make the relevant changes in the *Edit Selected ...* panel.
3. Click on the **Save** button in the *Operations* panel.

Delete items from the list:

To delete the heading or a column or row from the matrix, follow the steps below.

1. Click on an item in the list.
2. Click on the **Delete** button in the **Operations** panel.

Model Profiles:

After creating a Swimlane Matrix, you can save it into a *Model Profile* and apply it to other diagrams. Model Profiles are available on any diagram in your model.

Note: *You can also transport all the matrix profiles between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

Save a Model Profile:

To save a Model Profile, follow the steps below.

1. In the *Model Profiles* panel, click on the **Save** button. The *Save Model Profile* dialog displays.
2. In the **Name** field, type the name of your profile.
3. Click on the **OK** button.

The profile is now visible in the profile name drop-down list here and on other diagrams.

Apply a Model Profile:

Note: *By applying a Model Profile, you replace the current profile. Save the current profile to avoid losing it.*

To apply a Model Profile to a diagram, follow the steps below.

1. In the *Model Profiles* panel, click on the drop-down arrow of the profile name field, and select the required profile from the list.
   The list contains a predefined Zachman profile, as well as an empty profile should you want to replace the current profile with one that you create on the spot.
2. A confirmatory prompt displays. Click on the **OK** button to display the profile details on the *Configure Swimlanes and Matrix* dialog.
3. Click on the **OK** button at the bottom of the *Configure Swimlanes and Matrix* dialog to apply the profile to the matrix on the diagram.

Size the Matrix

To size the rows and columns, drag the row and column borders on the diagram.

Elements placed inside each cell are shifted when sizing. To prevent the elements shifting, press and hold **[Ctrl]** while sizing.

See Also

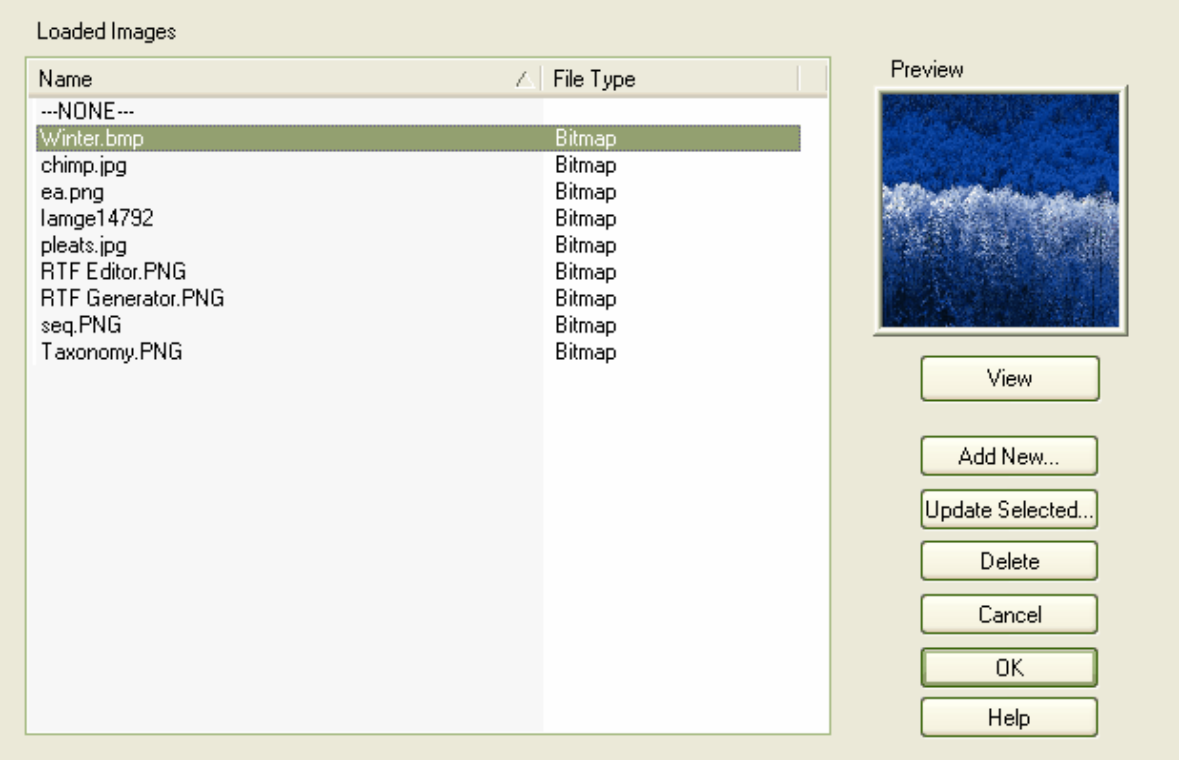
- Swimlanes 254

5.2.2.22 Using the Image Manager

The *Image Manager* dialog enables you to insert alternative images in diagrams, rather than inserting standard UML elements. For example, you might want to place a custom background image on a diagram, or display a custom image such as a Router or PC on a UML element.

To display the *Image Manager* dialog, either:

- Right-click on the element within the diagram and, from the context menu, select the **Appearance | Select Alternate Image** option, or
- Select the element in the diagram and press **[Ctrl]+[Shift]+[W]**.



To locate and display an image, click on individual image filenames, or press **[↑]** and **[↓]** to scroll through the list of images. As you highlight each image filename, the *Preview* panel changes to reflect the image. Double-click on the required image filename to display the image in full size.

On the *Image Manager* dialog, the following buttons are available:

Dialog Button	Description
View	Displays the selected image in full size.
Add New	Enables you to browse appropriate directories to search for and import new images. You can import images in .BMP, .PNG, .EMF, .WMF, .TGA, .PCX or .JPG format. Internally, Enterprise Architect stores the images in .PNG or metafile format to conserve space.
Update Selected	Refreshes the selected image; for example, after it has been modified.
Delete	Deletes the selected image. A message displays to indicate how many elements use the image. Click on the **Continue** button to delete information about the image from those elements, which then revert to their previous appearance.
Cancel	Closes the *Image Manager* dialog.
OK	Confirms selection of the alternative image for the element selected in the diagram.

Note: *You can transport these images between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

See Also

- Select Alternative Image 261
- Create Custom Diagram Background 261
- Import Image Library 262

5.2.2.22.1 Select Alternative Image

To apply a custom image to elements on diagrams, follow the steps below:

1. Either:
   - Right-click on the element within the diagram and, from the context menu, select the **Appearance | Select Alternate Image** option, or
   - Select the element in the diagram and press **[Ctrl]+[Shift]+[W]**.
2. Use the *Image Manager* 260 dialog to select an appropriate alternative image for the element.
3. When you have selected the required image, click on the **OK** button to save the change.

Note: *If you are creating many elements of the same type that have this particular image, you should use a custom stereotype* 417 *with an associated metafile.*

5.2.2.22.2 Create Custom Diagram Background

Enterprise Architect diagrams have a single-color 'wash' background that you can set to a solid color or a fade gradient down the screen. You set the color and whether to have a fade gradient on the *Standard Colors* 183 page of the *Options* dialog (select the **Tools | Options | Standard Colors** menu option).

Alternatively, using the *Image Manager* dialog, you can create a non-tiled background for diagrams. To perform this operation follow the steps below:

1. Create a Boundary object 1156 from the *Use Case Elements* page of the Enterprise Architect UML *Toolbox* 101. Do not use the *Boundary* element from any other section of the *Toolbox*.
2. Stretch the Boundary to a size that can contain all of the elements you intend to place on the diagram, and drag it to the edges of the diagram workspace.
3. Right-click on the Boundary element. The context menu displays.
4. Select the **Z-Order | Send to Bottom** menu option. This ensures that the Boundary is not displayed in

front of any other element in the diagram.

5. Either:
   - Press **[Ctrl]+[Shift]+[W]**, or
   - Right-click on the Boundary to display the context menu, and select the **Appearance | Select Alternate Image** menu option.
6. On the Image Manager 260 dialog, select an appropriate image as the diagram background and ensure that the image size is large enough to span the required size of the diagram background.
7. When you have selected the required image, click on the **OK** button.

5.2.2.22.3 Import Image Library

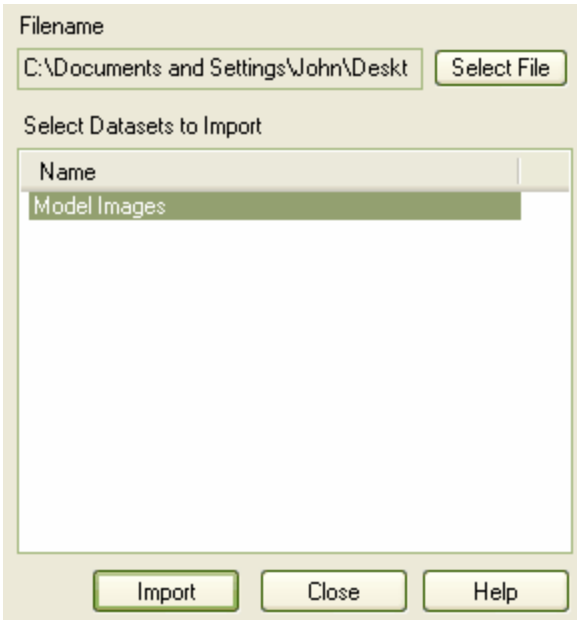
Using the Image Library enables you to create attractive diagrams with custom images. A bundled clip art collection of UML based images is available as an Imported Image Library, from www.sparxsystems.com/resources/image_library.html. Image libraries enable you to import a collection of images into the Image Manager in one process.

Note: *Images contained within the Image Library are copyright of Sparx Systems, are only available for use in conjunction with Enterprise Architect, and are supplied on the understanding that they are not used under any other circumstance.*

Importing an Image Library

To import an Image Library you must have a suitable Image Library file. To import the Image Library, follow the steps below:

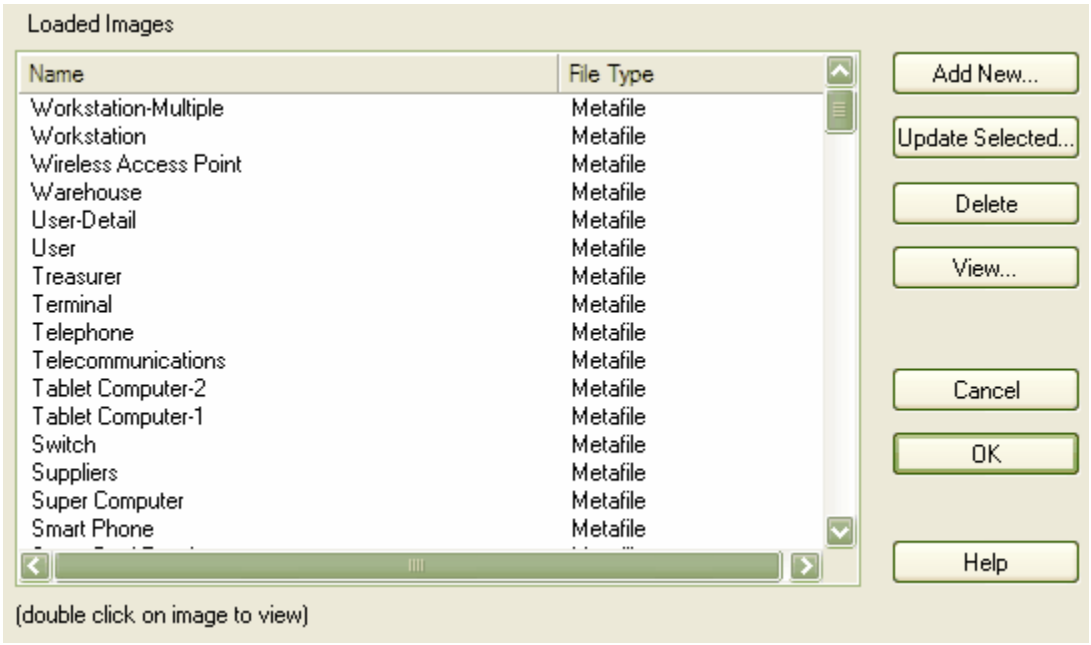
1. Download the Image Library from www.sparxsystems.com/resources/image_library.html.
2. Select the **Tools | Import reference data** menu option. The *Import Reference Data* dialog displays.
3. Locate the XML Image Library file to import using the **Select File** button. The file name is *ImageLibary.xml* in the directory in which you saved the file.
4. Select the data set containing the Image Library. Then click on the **Import** button.



Using the Image Library

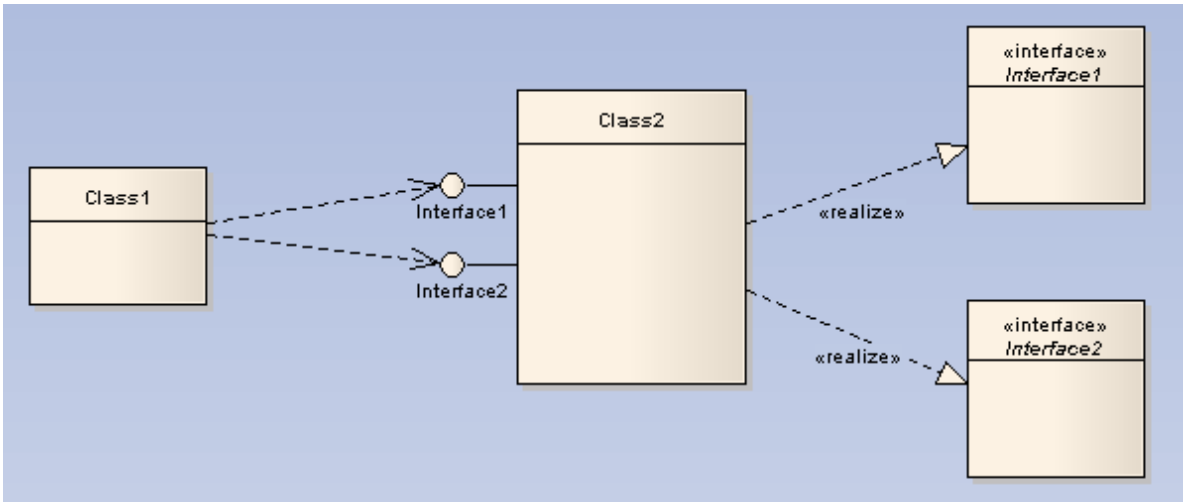
To use the images contained within the Image Library, follow the steps below:

1. Create a diagram to associate with the images contained in the Image Library.
2. Select the element to change from the default appearance to one of the images contained within the library.
3. Press **[Ctrl]+[Shift]+[W]**, or right-click on the selected element to display its context menu and then select the **Appearance | Select Alternate Appearance** option.
4. On the *Image Manager* dialog, in the **Name** field highlight the appropriate image name and then click on the **OK** button.



5.2.2.23 Show Realized Interfaces for a Class

You can display each interface directly realized by a Class as a 'lollipop' style interface node, which protrudes from the left-hand side of the Class. Connectors can be directly attached to the node, indicating usage of the interface part of the Class or component. See the example below:



In this example, *Class2* realizes *Interface1* and *Interface2*. This is represented by the interface nodes protruding from the left hand side of the Class. *Class1* is dependent on these two interfaces, which is shown by the dependency arrows linking to the nodes.

To show nodes for the interfaces a Class, realizes as in the above diagram, right-click on the Class and select **Embedded Elements | Show Realized Interfaces**. This setting only applies to the selected Class, and can be changed at any time.

5.2.2.24 Label Menu Section

You can add labels to both connectors and elements, using the element or connector context menu as follows:

- Element - Select the **Embedded Elements** 288 menu option and either the **Add <element>** option or the **Embedded Elements** option; the label is the embedded element name
- Connector - Select the **Properties** 401 option and define the connector name, stereotype, constraints and/or source and target roles.

Once you have these labels, you can edit and format them using the **Labels** context menu.

To display the **Labels** context menu, right-click on a label.

Note: *As labels can be concentrated on and around the element or connector, make sure that you click on a section of the required label that is clear of any other label or structure.*

Element Labels

The **Labels** menu associated with embedded elements provides the following options

Menu Option	Description
Set Label Color	Enables you to specify a color for the label.
Hide Label	Hides the label; to unhide the label use the **Show label** option in the Embedded Elements 288 context menu.
Bold	Sets the label font to bold.
Text Alignment	Aligns the text within the label text area. The options available from the submenu enable you to specify left, center and right alignment.
Label Rotation	Enables you to orient the label in the horizontal or vertical planes, with the vertical plane offering the option of clockwise or anti-clockwise position.
Default Position	Moves the label to the initial default location.
Default Color	Sets the label color to the default color.

Connector Labels

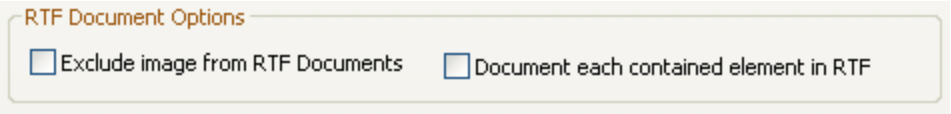
The **Labels** menu associated with connectors provides the following options:

Menu Option	Description
Set Label Color	Enables you to specify a color for the label.
Hide Label	Hides the label; to unhide the label use the Set Label Visibility 397 option on the connector context menu.
Bold	Sets the label font to bold.
Text Alignment	Aligns the text within the label text area. The options available from the submenu enable you to specify left, center and right alignment.

Menu Option	Description
Label Rotation	The submenu enables you to orientate the label horizontally or vertically and, if vertically, in a clockwise or anti clockwise position.
Direction	Sets a small arrow at the end of the label pointing to either the label source or the destination dependent upon selection from the available options.
Default Position	Moves the label to the default location.
Default Color	Sets the label color to the initial default color.

5.2.2.25 Document Options

This topic refers to options used when generating RTF reports from the *Diagram* page of the *Diagram Properties* 242 dialog, for a particular diagram.



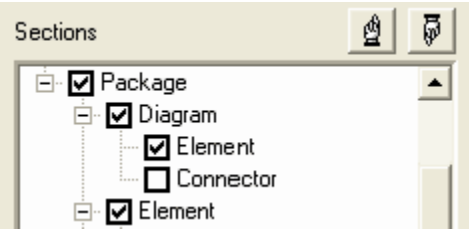
Exclude Image from RTF Documents

Select this checkbox to exclude the image of the current diagram from any RTF reports.

Document Each Contained Element in RTF

Select this checkbox to set the RTF generators to include details of elements that are defined externally to the package for this diagram. This enables the option to display these elements. The relevant section in the generator must be enabled before this section of the report is generated.

To enable this section in your document generation templates, you must edit your template (select the **Project | Documentation | Rich Text Format (RTF) Report** menu option and click on the **Manage Templates** button, then double-click on the required template on the *RTF Templates* dialog).



Under *Sections* on the left-hand side of the editor window, select the **Package | Diagram | Element** checkbox.

Note: *If using the Legacy RTF generator, the* **Element** *section is included when you select the* **Document each contained element in RTF** *checkbox. No further steps are required.*

See Also

- Diagram Properties 242
- Generate RTF Documentation Dialog 939
- The Legacy RTF Report Generator 969

5.2.2.26 Lock Diagram

You can lock a diagram against inadvertent changes, such as moving or sizing elements.

To lock a diagram, follow the steps below:

1. Open the diagram to lock.
2. Right-click on the background to open the diagram context menu.
3. Click on the **Lock Diagram** option to prevent further changes.
4. Click on the **OK** button.

5.2.2.27 Show or Hide Attributes and Operations

To show or hide attributes and operations within Classes on a diagram, follow the steps below:

1. Open a diagram.
2. Double-click on the diagram background to open the *Diagram Properties* dialog.
3. Click on the *Elements* tab.
4. In the *Show Compartments* panel, select the **Attributes** and/or **Operations** checkboxes as appropriate.

5. Click on the **OK** button to confirm the selections.

You can also show or hide:

- Tags
- Requirements
- Constraints
- Testing (See the Show Testing Scripts 693 topic)
- Maintenance (See the Show Maintenance Scripts 696 topic)
- Package Contents
- Notes.

5.2.2.28 Undo Last Action

When editing diagrams, Enterprise Architect supports multiple undo levels for moving, re-sizing and deleting elements, and for deleting connectors.

There are three ways to undo the last action:

- Press **[Ctrl]+[Z]**
- Select the **Edit | Undo** menu option
- Click on the **Undo** toolbar button

***Warning**: Currently you cannot undo element additions or connector moves.*

5.2.2.29 Redo Last Action

When editing diagrams, Enterprise Architect supports multiple undo levels for moving, re-sizing and deleting elements, and for deleting connectors. If an Undo action is in error, you can redo the action to reverse the Undo.

There are three ways to redo the last action:

- Press **[Ctrl]**+**[Y]**
- Select the **Edit | Redo** menu option
- Click on the **Redo** toolbar button

5.2.2.30 View Last and Next Diagram

Enterprise Architect retains a list of recently visited diagrams. This is useful for stepping backwards and forwards through the list of recently accessed diagrams.

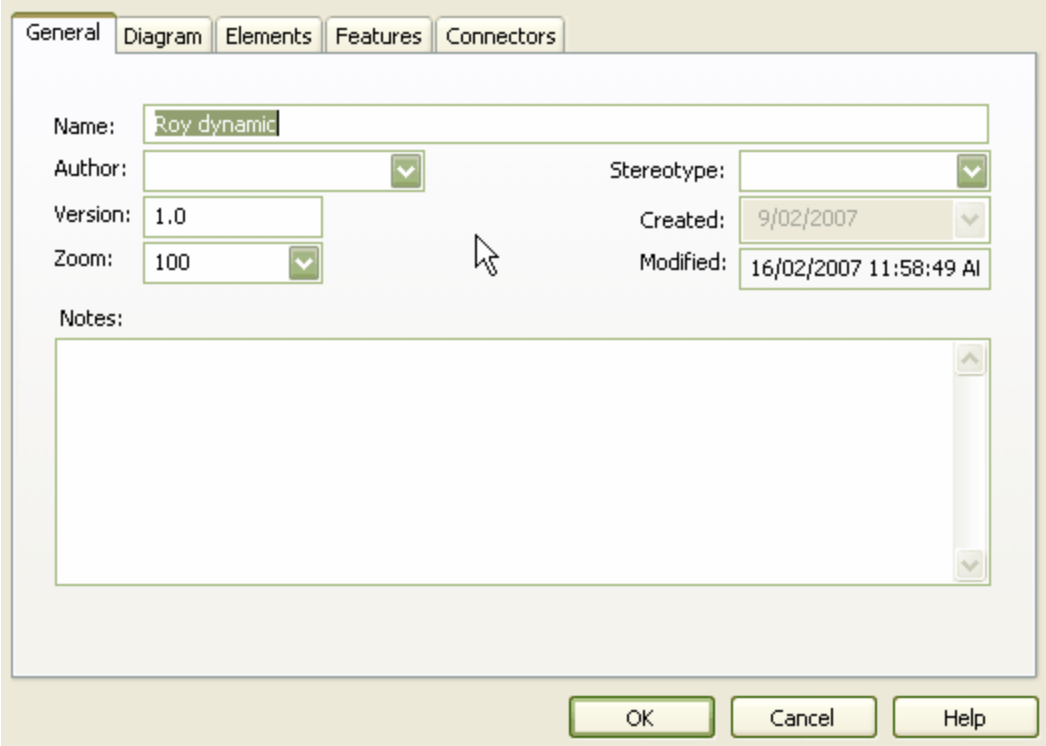
To view the previous or next diagram use the **Forward** or **Next** buttons on the diagram toolbar.

Use the **Home** button to display the default project diagram 274 (if one has been specified).

5.2.2.31 Set Appearance Options

You can customize the appearance of a diagram in a number of ways, using various tabs of the diagram *Properties* dialog.

***Note:** You can also set the default diagram background color and gradient, and the element fill color and gradient, on the Standard Colors 183 page of the Options dialog.*

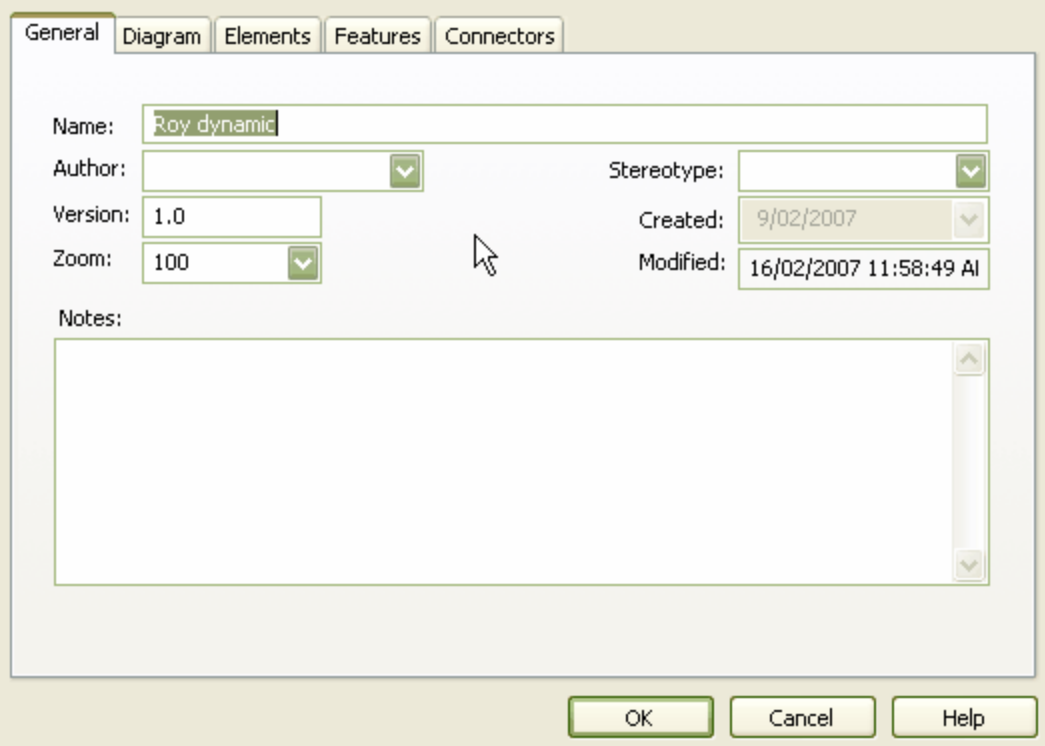


See the following topics:

- *General* 269 tab 269
- *Diagram* 270 tab 270
- *Elements* 271 tab 271
- *Features* 272 tab 272
- *Connectors* 273 tab 273

5.2.2.31.1 Diagram Properties Dialog - General Tab

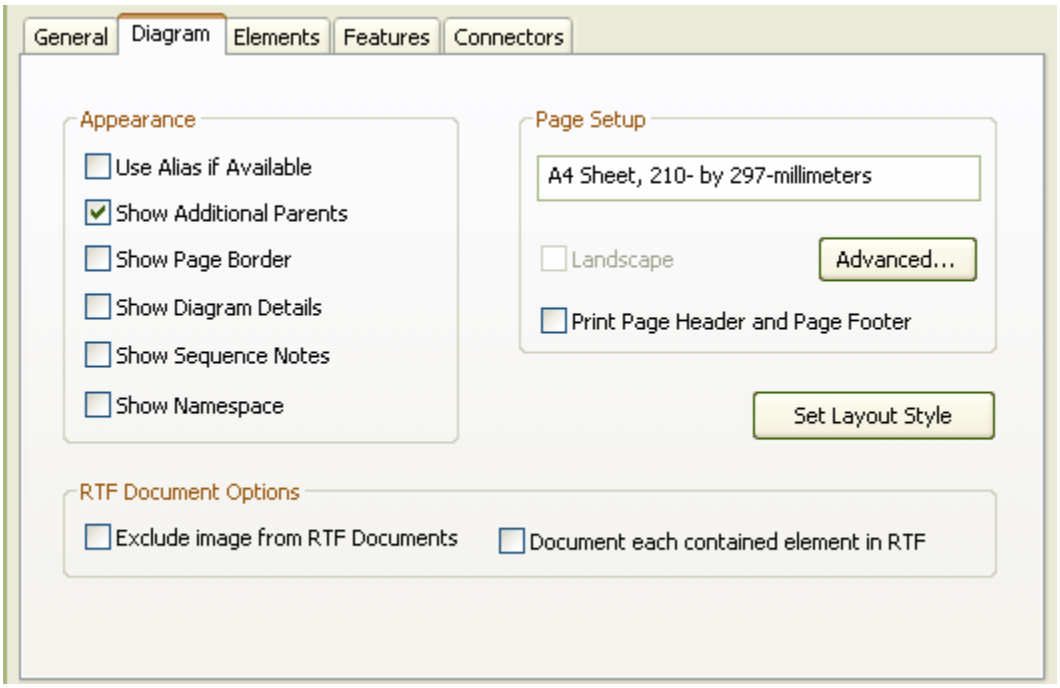
The *General* tab of the diagram *Properties* dialog enables you to define characteristics of the overall diagram, such as its title, version and modification date.



Field	Description
Name	Type the name of the diagram (defaults to the name of the parent package).
Author	Type or select the name of the person who created the diagram.
Version	Type the version number of the diagram (defaults to 1.0).
Zoom	Type or select the default magnification of the diagram (initially set to 100%).
Stereotype	Type or select the name of the stereotype for the diagram.
Created	Automatically set to the date the diagram was created.
Modified	Type the date and time on which the diagram was last modified (defaults to the current date and time).
Notes	Type any additional notes about the diagram.

5.2.2.31.2 Diagram Properties Dialog - Diagram Tab

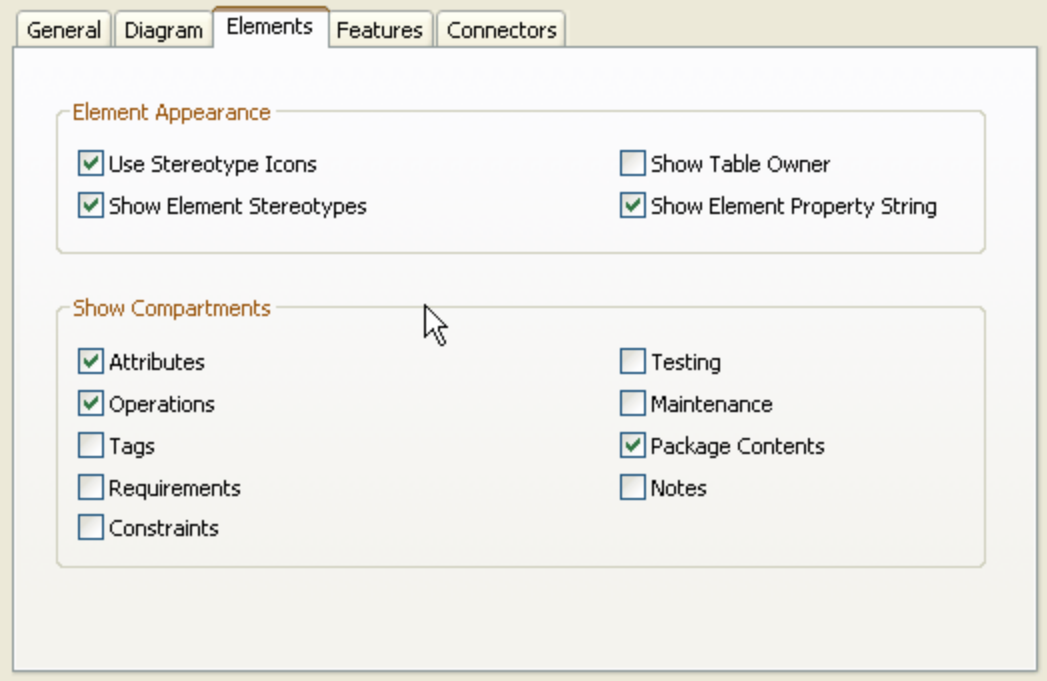
The *Diagram* tab of the diagram *Properties* dialog enables you to define the structure of the diagram.



Field	Description
Use Alias if Available	Use element alias as name if the alias is specified.
Show Additional Parents	Show the name of all parents not in the current diagram for all Classes and interfaces.
Show Page Border	Show a page border to align elements with.
Show Diagram Details	Show some diagram details in a note on diagram.
Show Sequence Notes	Show the Sequence Notes on the current diagram.
Show Name Space	Show the namespace of each element on the diagram, under the element.
Print Page Header and Page Footer	Prints page headers and footers on the diagram. The headers and footers are generated from the diagram characteristics, such as the name of the creator and the date of modification.
Exclude image from RTF documents	Excludes this diagram image from any RTF document generated on the parent package or element.
Document each contained element in RTF	Includes documentation on each element in the diagram, in any RTF document generated on the parent package or element.

5.2.2.31.3 Diagram Properties Dialog - Elements Tab

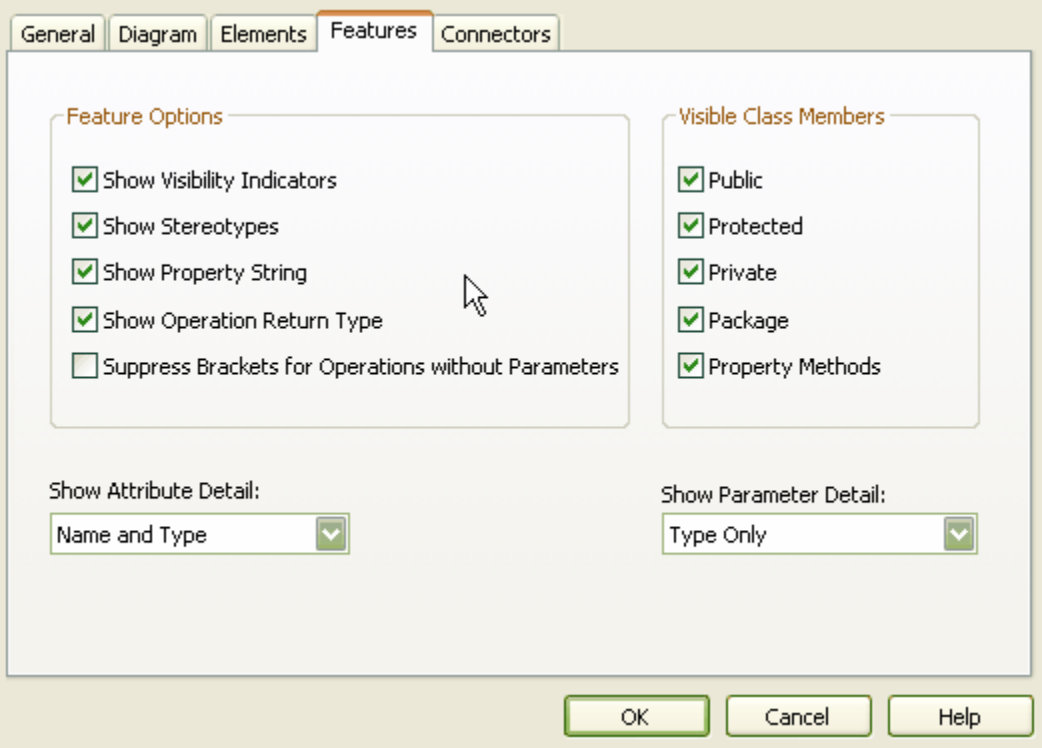
The *Elements* tab of the diagram *Properties* dialog enables you to define what components of the elements should be displayed on the diagram.



Field	Description
Use Stereotype Icons	For elements that have whole shapes drawn by Enterprise Architect (such as Analysis stereotypes) 1163 draws the alternative shape (if defined). For elements that have an icon displayed in the top right corner, (such as an Artifact 1093 element) if **Show Element Stereotypes** is selected, displays the stereotype icon instead of the stereotype text.
Show Element Stereotypes	For elements that have whole shapes drawn by Enterprise Architect, if **Use Stereotype Icons** is deselected, displays any stereotype on the element. For elements that have an icon displayed in the top right corner, indicates that a stereotype is present (icon if **Use Stereotype Icons** is selected, text if not).
Show Table Owner	Displays the Table Owner. For more information, see the Set Table Owner 840 topic.
Show Element Property String	Shows the advanced property string for all elements. eg. {leaf}
Show Compartments	Enables a number of compartments to be shown or hidden for any element using rectangle notation. See the Show or Hide Attributes and Operations 266 topic.

5.2.2.31.4 Diagram Properties Dialog - Features Tab

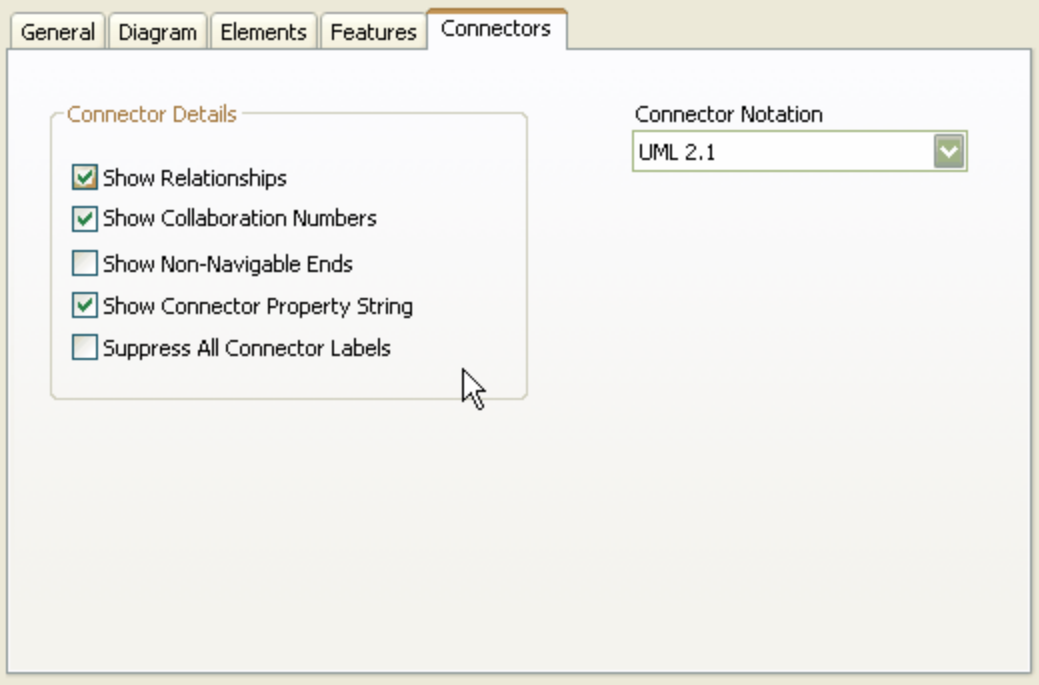
The *Features* tab of the diagram *Properties* dialog enables you to define the features of the diagram.



Field	Description
Show Visibility Indicators	Show or hide the visibility indicators on the diagram.
Show Stereotypes	Show the stereotypes on all features.
Show Property String	Show the advanced property string for all element features. eg. {readOnly}
Show Operation Return Type	Display the return data type of operations.
Suppress Brackets for Operations Without Parameters	When selected, suppresses brackets on operations that have no parameters; i.e. **Opn;** rather than **Opn();**
Visible Class Members	See the Visible Class Members 274 topic.
Show Attribute Detail	Click on the drop-down arrow and select whether to show both the attribute name and type or the attribute name only.
Show Parameter Detail	See the Visible Class Members 274 topic.

5.2.2.31.5 Diagram Properties Dialog - Connectors Tab

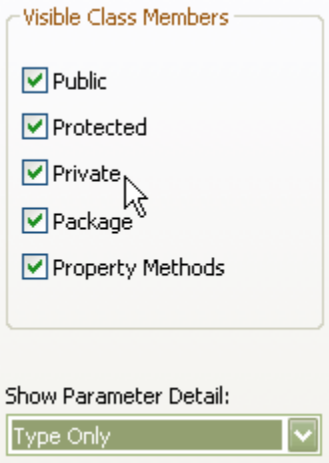
The *Connectors* tab of the diagram *Properties* dialog enables you to define the appearance of the connectors on the diagram.



Field	Description
Show Relationships	Show relationships in the current diagram.
Show Collaboration Numbers	Show numbering in Communication diagrams.
Show Non-Navigable Ends	If an association end is not navigable then a cross is presented at the association connector.
Show Connector Property String	Show the property string for connectors.
Suppress All Connector Labels	Hide all connector labels.
Connector Notation	Select one of the following three options: • **UML 2.1** - use the standard UML 2.1 notation for connectors. • **Information Engineering** - use the Information Engineering (IE) connection style; for more information see the http://www.agiledata.org/essays/dataModeling101 page. • **IDEFX1** - use the Integrated Definition Methods IDEFX1 connection style; for more information see the http://www.idef.com/IDEF1X.html page.

5.2.2.31.6 Visible Class Members

On the *Features* tab of the diagram *Properties* dialog, the *Visible Class Members* panel enables you to hide Class members by their scope and methods that specify properties. Use the checkboxes to define the visibility of Class members.



Show Parameter Detail

The **Show Parameter Detail** field enables you to control the display of method parameters with the following options:

Option	Description
None	No details shown.
Type Only	Shows only the type of parameter.
Full Details	Shows all of the details for parameters.
Name Only	Shows the name of the parameter only.

5.2.2.32 Set the Default Diagram

A project might have a default diagram. If set, this diagram loads when Enterprise Architect first opens the model. It is often convenient to place hyperlinks to other diagrams and resources on the default diagram, thus creating a Home Page for your model.

To set the currently active diagram as the model default, select the **Diagram | Set as Model Default** menu option.

Tip: *Once you have specified a default diagram, the* **Home** *icon on the diagram toolbar takes you to that diagram.*

5.2.2.33 Create Legends

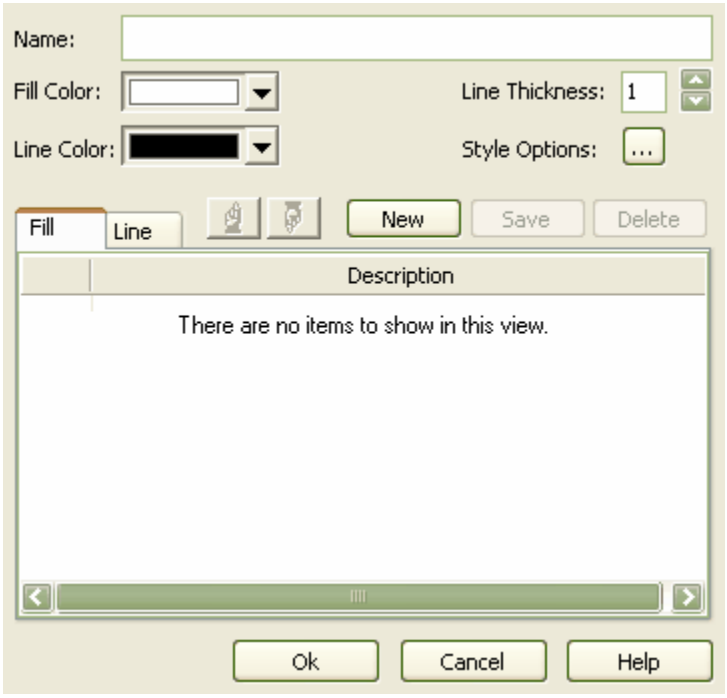
A *Legend* shape identifies colors and styles you have used to group other elements on the diagram. You can use the Legend to assist in distinguishing different elements, connectors or systems on the diagram. For example, the Legend could show that all elements concerned with the management system are shaded in blue, and all outcomes connectors are shown in red. The Legend displays as a key to the diagram, with the filled shape styles first and the lines and connector styles underneath.

You add a Legend to the diagram, then edit it to add Legend elements, which define the colors and styles used in the diagram.

Add a Legend

To add a Legend to a diagram, click on the **New Diagram Legend** icon () on the **UML Elements** toolbar.

The *Legend* dialog displays.



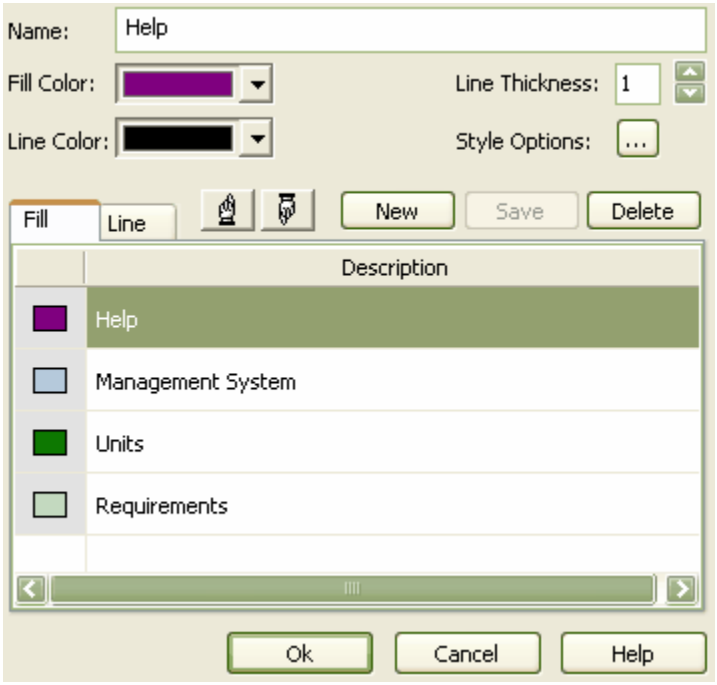
Click on the **OK** button. The Legend displays on the diagram as a simple rectangle.

Edit a Legend

To edit the Legend follow the steps below:

1. Either:
   - Double-click on the Legend, or
   - Right-click on the Legend and select the **Properties** option from the context menu.

   The *Legend* dialog displays.

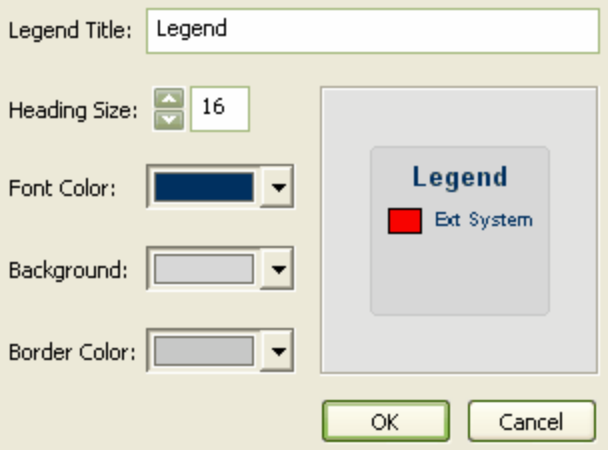


   Note: *The Legend dialog enables you to add, delete, modify or re-sequence Legend elements. Use the Fill tab to define the Legend elements for shapes, then click on the Line tab to define Legend elements for lines and connectors.*

2. In the **Name** field, type the name of the Legend element; for example, **Management System** or **Help**.
3. Use the drop-down arrows to select the fill color, line color and line thickness for the Legend element.
4. Click on the **Save** button to save the Legend element. The element displays in the *Fill* or *Line* tab, as appropriate.
5. Click on the **New** button to add another Legend element.

Style Options

Click on the **Style Options** button **[...]** to display the *Style Options* dialog, on which you can modify a Legend title, font size, background color and border color. If you choose default options for the colors, the Legend automatically assumes colors based on the diagram background color.



Click on the **OK** button on the *Style Options* dialog and again on the *Legend* dialog. The Legend displays on the diagram.

5.2.2.34 Scale Image to Page Size

When you print a diagram, the default setting is to scale the image to fit the size of the printer paper you have defined in the page set-up. The image is not scaled up to fill the page, but it is scaled down if it exceeds the current page boundary. The image retains its current proportions; that is, it is scaled down equally in the X and Y dimensions. For a large diagram, this can mean that the components of the diagram are small and hard to read.

Alternatively, you can print a multi-page image; that is:

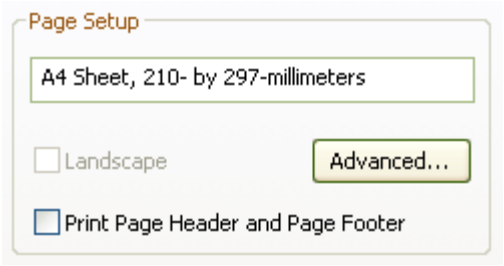
- allow the diagram image to print on as many printer pages as it naturally occupies, (no scaling), or
- scale the diagram image to exactly fit a specified number of pages;

In all three cases you also define the paper size and orientation.

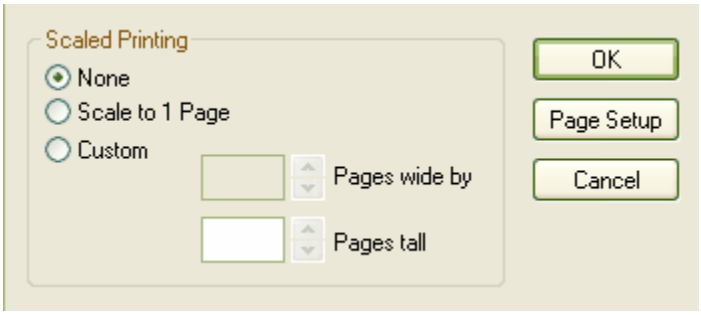
Scale Images

To turn off or customize image scaling options, follow the steps below:

1. Select the diagram to scale.
2. Double-click on the diagram background to display the *<type> Diagram: <name>* dialog, or right-click on the background and select the **Properties** option from the context menu.
3. Click on the *Diagram* tab and, in the *Page Setup* panel click on the **Advanced** button.



The *Print Advanced* dialog displays.



From the *Print Advanced* dialog the following options are available:

- **None:** select to print on as many pages as the diagram image covers
- **Scale to 1 page**: select to scale the diagram image to fit on the currently selected page
- **Custom:** select to specify the width and height of the diagram images across a specified amount of pages
- **Page Setup:** click to select the page size and alignment.

Note: *Before printing, make sure you have selected the required page layout using the* **Page Setup** *button.*

See Also

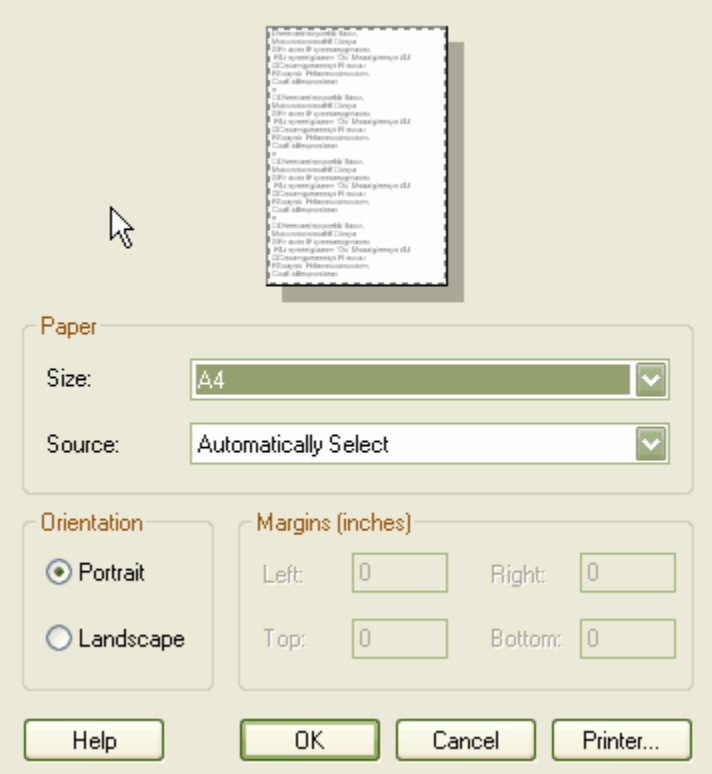
- The File Menu 59

5.2.2.35 Set Diagram Page Size

You can change the size of the diagram area (or scrollable/printable area) using the *Diagram Properties* dialog.

To set the page size, follow the steps below:

1. Load a diagram.
2. Double-click on the background to open the *Diagram Properties* dialog.
3. Click on the *Diagram* tab and, in the *Page Setup* section, click on the **Advanced** button. The *Print Advanced* dialog displays.
4. Click on the **Page Setup** button. The *Page Setup* dialog displays.



5. In the **Size** field, click on the drop-down arrow and select an appropriate page size. In the *Orientation* panel click on the radio button for the orientation of the page to print.
6. Click on the **OK** button.

The scrollable area for your diagram is expanded or reduced accordingly. Note that when you print or print preview, the output is cropped to the bounding rectangle for the diagram.

Setting the Default Paper Size for New Diagrams

You can set the default paper size for new diagrams on the *Diagram* page of the *Options* dialog (select the **Tools | Options | Diagram** menu option). Once the paper size is set there, all new diagrams have that as the default size.

See Configure Local Options - Diagram Settings 184.

5.2.2.36 Pan and Zoom a Diagram

Pan

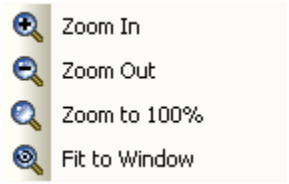
Pan the *Diagram View* in the following ways:

- Use **[←], [→], [↑], [↓], [Page Up], [Page Down], [Home]** and **[End]** when the *Diagram View* is selected
- Use the scrollbars
- Use the middle mouse button
- Use the Pan & Zoom 177 Window.

Zoom

You can zoom into and out from a diagram using the zoom buttons on the diagram toolbar, or by using the **Diagram | Zoom** submenu.

Change the zoom level by 10% by clicking on either the **Zoom In (+)** or **Zoom Out (-)** buttons. Alternatively, select the **Zoom In** or **Zoom Out** options from the **Diagram | Zoom** submenu.



There are three ways to return the diagram to 100%:

- Click on the  button
- Select **Zoom to 100%** from the **Diagram | Zoom** submenu
- **[Ctrl]**+middle-click the mouse

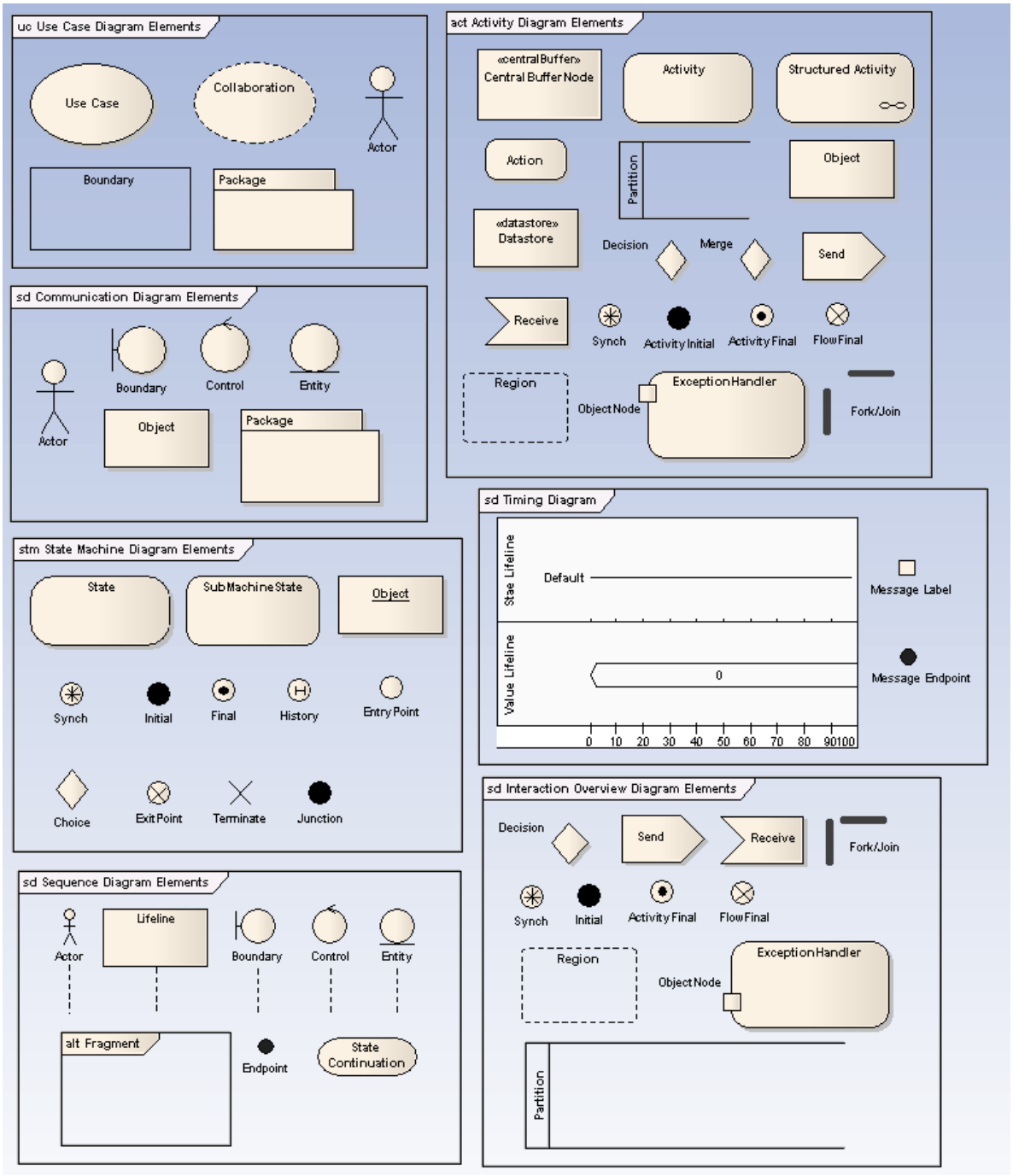
Tip: *You can zoom in and out of the main window dynamically by holding* **[Ctrl]** *and rolling the mouse wheel.*

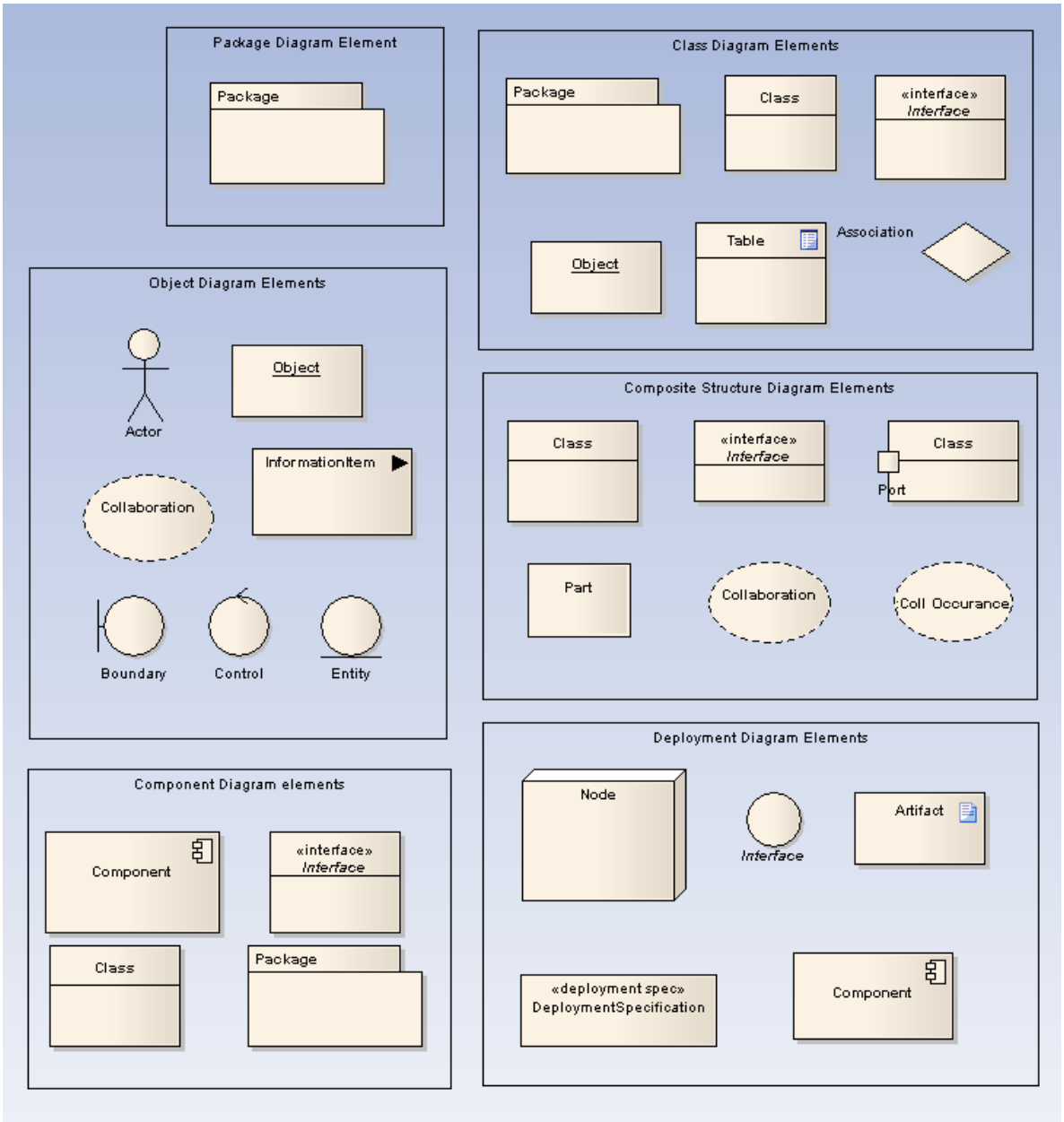
Note: *At high levels of zoom, element features cease to display. This is because of the difficulty the Windows font mapper has in choosing a font for extreme conditions, and the result can look odd.*

5.3 Working With Elements

UML Models are constructed from elements, each of which has its own meaning, rules and notation. Elements can be used at different stages of the design process for different purposes.

The basic elements for UML 2.1.1 are depicted in the following diagrams:





5.3.1 Element Context Menu

Right-click on a single element in a diagram to open the element context menu. If two or more elements are selected, a different, multiple selection context menu 292 is displayed.

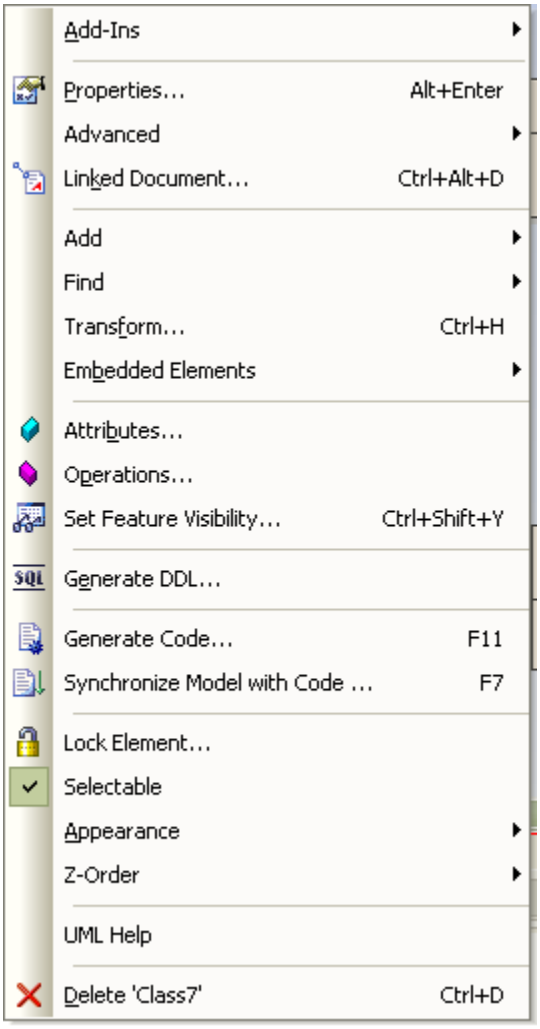
The element context menu is split into a number of sections and submenus:

- Properties 284
- **Add** 286
- **Find** 287
- **Transform** - enables you to Transform 879 the selected element from one domain to another; **[Ctrl]+[H]**

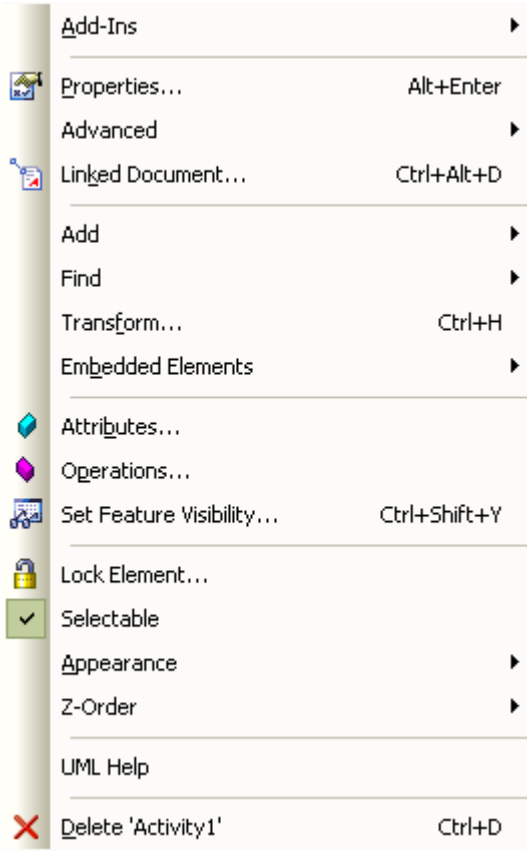
- **Embedded Elements** 288
- Features 290
- **Generate DDL** - Generates DDL 864 for a table, procedure or view Class
- Code Engineering 290
- Appearance 290
- **UML Help** - displays the Enterprise Architect Help topic for the UML element type
- **Delete** - you can delete the element from this menu option. **[Ctrl]+[D]**

Note: *Context menus vary between element types. The Code Engineering options won't display for a Use Case element, for example.*

Example Context Menu for a Class:



Example Context Menu for an Activity:



See Also

- Multiple Selection Context Menu 292

5.3.1.1 Properties Menu Section

The **Properties** section of the element context menu can contain the following options:

Menu Option	Description
Properties	Opens the *Properties* 355 dialog 355 for the selected element. For State Lifeline and Value Lifeline elements, displays the *Configure Timeline* 1032 dialog.
Advanced	Opens the **Advanced** 284 sub-menu.
Other Properties	For State Lifeline and Value Lifeline elements, displays the *Properties* 355 dialog 355 for the selected element.
Linked Document 378	(Corporate Edition) Enables you to create an RTF document linked to the element.
Delete Linked Document	If a document exists for the element, select this option to delete it.

5.3.1.1.1 Advanced Submenu

The **Advanced** submenu on an element context menu can contain the following options:

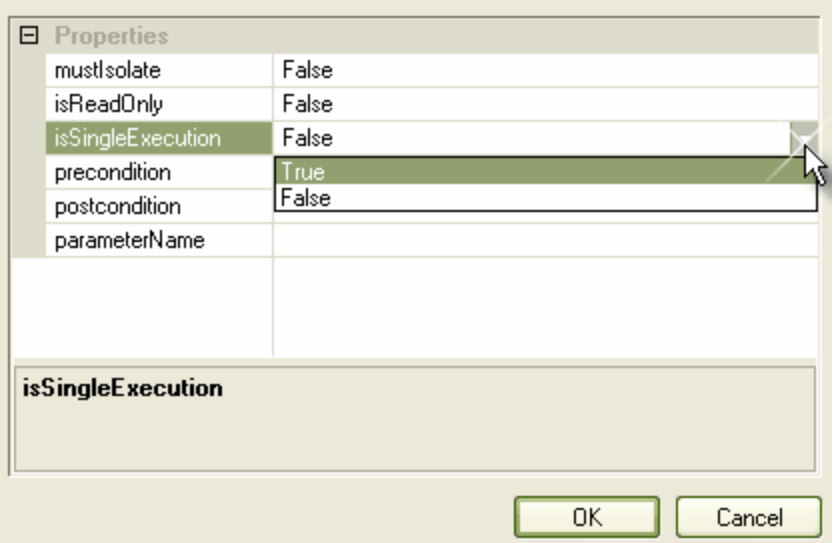
Menu Option	Description
Custom Properties	Opens the *Custom Properties* 285 dialog. **[Ctrl]+[Shift]+[Enter]**
Set Parent	Enables you to set the element parent 296. **[Ctrl]+[I]**
Instance Classifier	Set the instance classifier 1135 for the element. **[Ctrl]+[L]**
Classifier Properties	Opens the *Properties* 355 dialog for the *classifier* of the selected element. **[Ctrl]+[Alt]+[Enter]**
Composite Element	Set the element as a Composite element 1166.
Change to State (Value) Lifeline	Switch one type of Lifeline element to the other.
Show Composite Diagram Contents	Displays a mini-picture of the contents of a composite element within that element.
Set Multiplicity	Define the multiplicity for the element.
Edit Extension Points	For an extended Use Case, displays the *Use Case Extension Points* 1159 dialog, which you use to insert the point at which the behavior should be inserted..
Make Association Class	Available if the element is a Class. Enables you to link the Class to a new Association 1185.
Use Rectangle (Circle) Notation	Use rectangle notation 1160 for the element.
Partition Activity	Define an Activity Partition 1092.
Set Run State	Add a new instance variable to the element using the *Define Run State* 1136 dialog.

Menu Option	Description
Override Attribute Initializers	Enables you to pre-define initial values for attributes that can be used to override existing defaults. **[Ctrl]+[Shift]+[R]**
Convert to Instance	Converts this classifier to an instance.
Convert Linked Element To Local Copy	Converts the occurrence of the element on this diagram from a link to the original element to a local copy of the element.
Make Sender/Receiver	Toggles the element from a sender to a receiver and vice versa.
Accept Time Event	Enables you to change the notation for an Accept event action to a Accept time event action.
Set Object State	Enables you to set the state of an instance classifier based on the child states for that object. **[Ctrl]+[Shift]+[S]**
Define Concurrent Substates	Enables you to define a set of substates 1015 that can be held simultaneously within that composite state.
Use State Label Notation	Enables you to display State Label Notation for a State object (the element name is displayed on a box on top of the element rather than inside it).
Deep History	Changes the type of pseudo-state to a Deep History. Applies only when right-clicking on a History pseudo-state.
Set Attached Links	Enables you to attach the selected Note element 388 to a connector, or several connectors.
Link to Diagram Note	Enables you to convert a Note to be linked to an element feature 373 (via the connector context menu) to display the element feature as the note text. The option simply deletes any current text and blocks the note from being edited other than through the feature properties dialog.

Note: *Not all menu options shown here are present on all element context menus. Context menus vary between element types. The* **Partition Activity** *option only displays for an Activity element, for example.*

5.3.1.1.2 Custom Properties Dialog

Certain elements and connectors feature the **Custom Properties** option in their context menu. The following example shows the *CustomProperties* dialog for an Activity element. Properties differ between the various types of element or connector.



As shown above, you can change the values of properties either by selecting the value from the property's drop-down list or by typing the value in the field to the right of the property.

5.3.1.2 Add Submenu

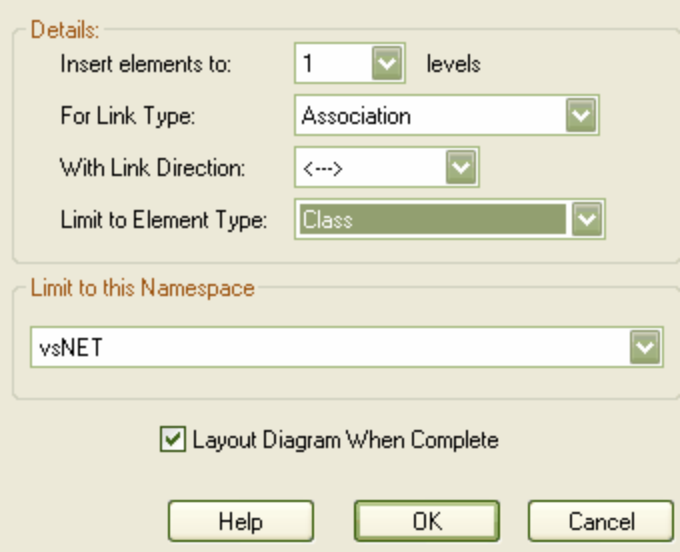
The **Add** submenu enables you to add supporting elements and diagrams to the selected element.

Menu Option	Description
Tagged Value	Enables you to add a Tagged Value 369.
Insert Related Elements	Opens the *Insert Related Elements* 287 dialog.
Note	Creates and attaches a blank note 305 to the element.
Constraint	Creates and attaches a blank constraint 1133 to the element.
Analysis Diagram	Creates an Analysis diagram 1069 that is owned by the element.
Activity Diagram	Creates an Activity diagram 1009 that is owned by the element.
Sequence Diagram	Creates a Sequence diagram 1042 that is owned by the element.
Communication Diagram	Creates a Communication diagram 1052 that is owned by the element.
Statechart	Creates a State Machine 1013 diagram that is owned by the element.

Note: *Not all menu options shown here are present on all element context menus. Context menus vary slightly between element types. The diagram options won't display for a Lifeline element, for example.*

5.3.1.2.1 Insert Related Elements

The *Insert Related Elements* dialog can be accessed from most element context menus. This dialog enables you to insert linked elements from other diagrams into the current diagram.



You can specify the following details:

Field	Description
Insert elements to: <<x>> levels	Select the level at which to insert linked elements, between levels 1 and 5.
For Link Type	Select the type of link the inserted elements are to be connected by.
With Link Direction	Select whether the links are to be a single direction or bi-directional.
Limit to Element Type	Select the element type to insert.
Limit to this Namespace	Select a specific namespace from which the inserted elements are to come.
Layout Diagram When Complete	Select whether Enterprise Architect should layout the diagram after the elements have been inserted. ***Note:*** *If no elements have been added, this option has no effect. Elements have to be added for Enterprise Architect to adjust the layout.*

5.3.1.3 Find Submenu

The **Find** submenu on the element context menu can contain the following options:

Menu Option	Description
Locate in Project Browser	Highlights the currently selected element in the *Project Browser* window. **[Alt]+[G]**
Find in Diagrams	Opens the *Element Usage* 297 dialog. **[Ctrl]+[U]**
Custom References	Enables you to set up Cross References 298. **[Ctrl]+[J]**

Menu Option	Description
Add to favorites	Adds the element to the Favorites folder 163.

5.3.1.4 Embedded Elements Submenu

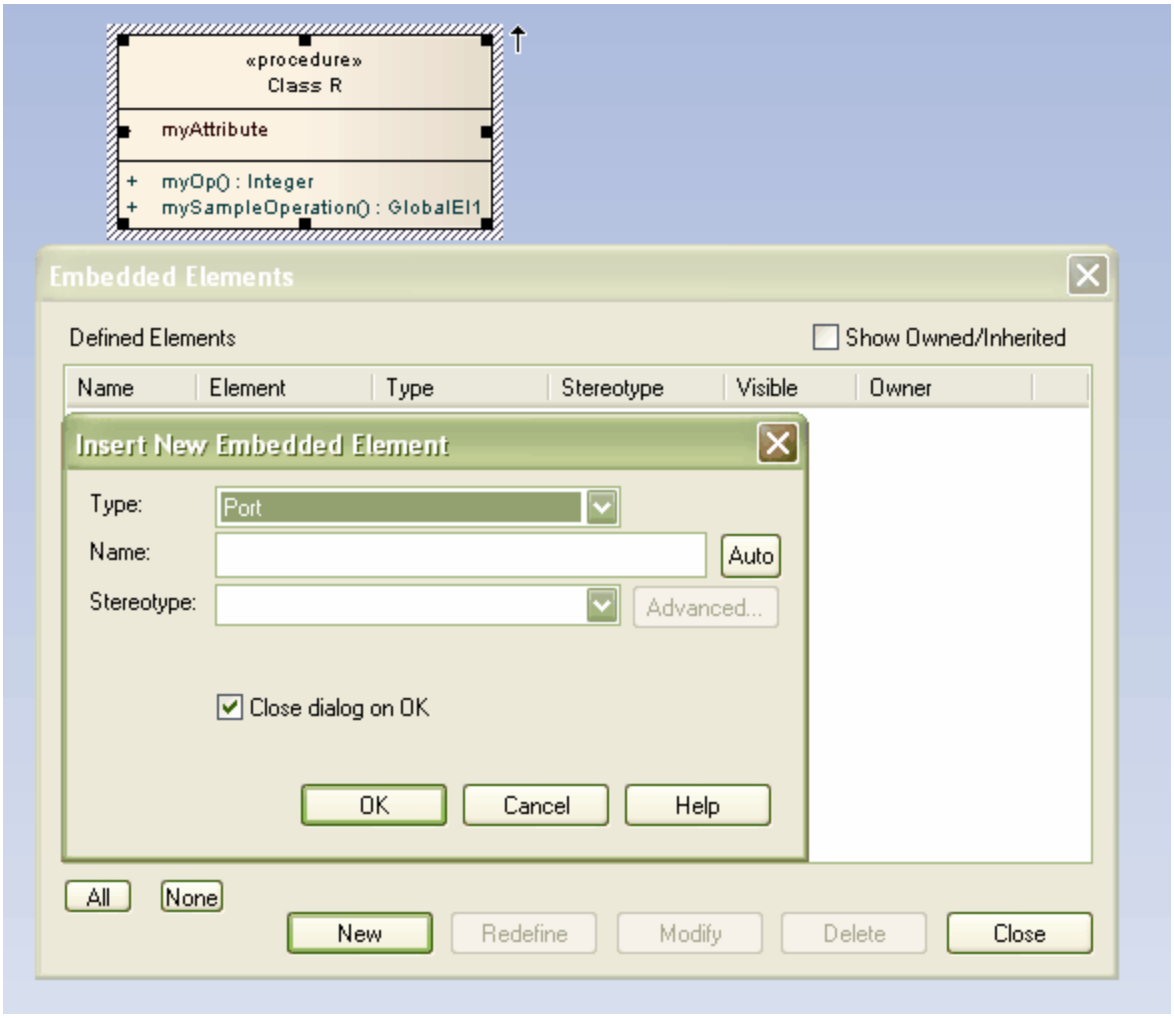
The **Embedded Elements** submenu on the element context menu can contain the following options:

Menu Option	Description
Add Port	Adds an embedded Port to the element.
Add Required Interface	Adds an embedded Required Interface to the element.
Add Provided Interface	Adds an embedded Provided Interface to the element.
Add Action Pin	Adds an embedded Action Pin to the element.
Add Expansion Node	Adds an embedded Expansion Node to the element.
Add Object Node	Adds an embedded Object Node to the element.
Add Activity Parameter	Adds an embedded Activity Parameter to the element.
Add Entry Point	Adds an embedded Entry Point to the element.
Add Exit Point	Adds an embedded Exit Point to the element.
Embedded Elements	Opens the *Embedded Elements* 288 window.
Show Realized Interfaces 263	Displays each interface directly realized by a Class.
Show Dependent Interfaces	Displays each dependency relationship for that model element as a lollipop style node attached to its left-hand side.

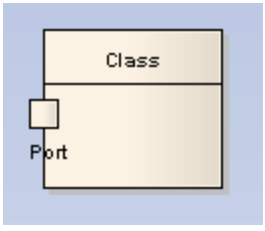
Note: *Not all menu options shown here are present on all element context menus. Context menus vary slightly between element types. Of the* **Add** *options, only* **Add Port** *option displays for a Class element, for example.*

5.3.1.4.1 Embedded Elements Window

The *Embedded Elements* dialog enables you to embed particular elements into other elements. For example, a Port can be embedded into a Class. The **Embedded Elements** option is available on the context menu of some elements.



In the *Embedded Elements* dialog, click on the **New** button to create a new embedded element. Enter details such as type, name and stereotype, and click on the **OK** button. The embedded element now shows on the primary element as shown below.



You can add as many embedded elements as necessary. Modify or delete embedded elements using the *Embedded Elements* dialog.

The name of the embedded element is a label, which you can edit using the **Labels** 264 context menu.

5.3.1.5 Features Menu Section

The **Features** section of the element context menu can contain the following options:

Menu Option	Description
Attributes	Opens the *Attributes* 329 dialog.
Operations	Opens the *Operations* 343 dialog.
Set Feature Visibility	Opens the *Set Feature Visibility* 246 dialog. **[Ctrl]+[Shift]+[Y]**

Note: *Not all menu options shown here are present on all element context menus. Context menus vary slightly between element types. The* **Attributes** *and* **Operations** *options won't display for an Action element, for example.*

5.3.1.6 Code Engineering Menu Section

The **Code Engineering** submenu on the element context menu can contain the following options:

Menu Option	Description
Generate Code	Generate source code 731 for the selected element (forward engineer). **[F11]**
Synchronize Model with Code	Reverse engineer source code 720 for the selected element. **[F7]**
View Source Code	Opens the source editor if a file exists for that selected element.
Create Workbench Instance	Enables you to create a workbench instance 821 for the Debug Workbench (if a debug command has been configured for the parent package).

Note: *Not all menu options shown here are present on all element context menus. Context menus vary slightly between element types. These Code Engineering options won't appear for a Use Case element, for example.*

5.3.1.7 Appearance Menu Section

The **Appearance** section of the element context menu can contain the following options:

Menu Option	Description
Lock Element	Locks the element so it can't be edited. It can be unlocked by selecting **Lock Element** again.
Selectable	Toggles whether the element is selectable or not. If an element is selectable, you can move it around the diagram and perform right-click operations. If an element is unselectable, you cannot move it around the diagram and the only right-click operation available is to make the element selectable. This option has no effect on double-click operations on the element, such as displaying child diagrams or *Properties* dialogs.
Appearance	Displays the **Appearance** submenu; see the table below.

Menu Option	Description
Z-Order	Sets the Z-Order 244 of the element.

Note: *You can also change the appearance (and other aspects) of several selected elements 292 at once.*

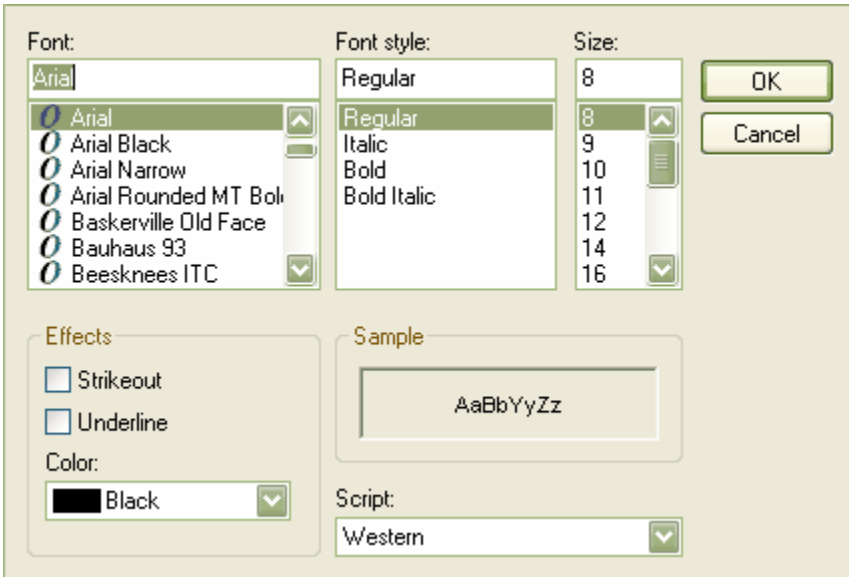
Appearance Sub-Menu

Menu Option	Description
Configure Default Appearance 306	Overrides the element's default appearance (which you set for all elements globally on the *Options* dialog, *Standard Colors* 183 page). **Configure Default Appearance** acts on the selected element on all diagrams in which it is found. To change the appearance of the selected element on the current diagram only, use the *Format* 130 toolbar 130.
Apply Image From Clipboard	Paste the image held on the clipboard onto the selected element.
Select Alternate Image	Selects an alternative image using the image manager 260.
Set Font 292	Changes the font used for an element.
Copy Appearance to Painter	Copies the default element appearance (set using the **Configure Default Appearance** option, above) to the painter. You then paste the default appearance using the **Paste Appearance** option on the *Diagram* 128 toolbar 128.
Copy Image to Clipboard	Copies the element image to the clipboard.

Note: *Not all menu options shown here are present on all element context menus. Context menus vary slightly between element types. The* **Select Alternate Image** *option won't display for a Lifeline element, for example.*

5.3.1.7.1 Set Element Font

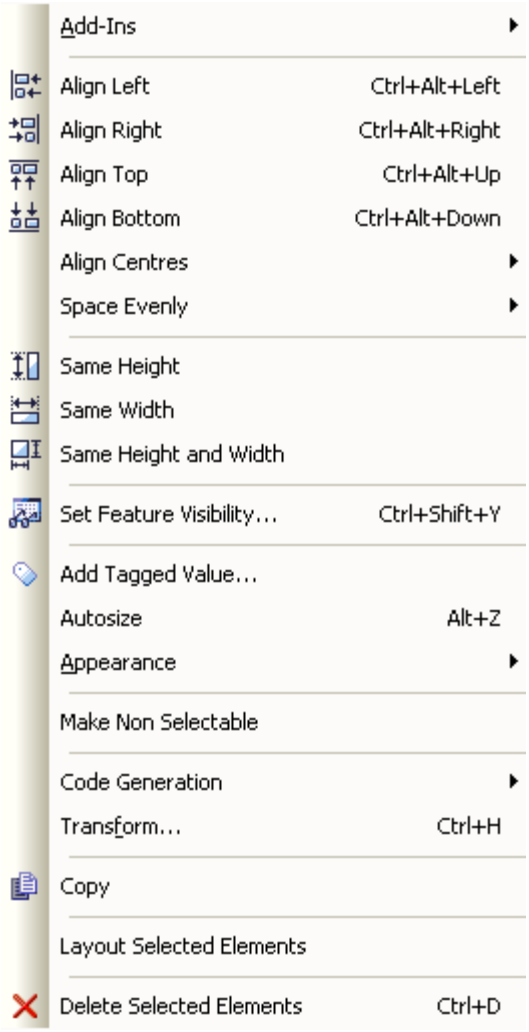
You can change the appearance of the text within an element, by selecting the **Appearance | Set Font** context menu option for one or more selected elements. The *Font* dialog displays.



Select the font, style, size, color and effects, and (if necessary) the script type. Click on the **OK** button to save your changes.

5.3.1.8 Element Context Menu - Multiple Selection

You can perform operations on two or more elements on a diagram at once. To select the required elements, either click and drag the cursor over the group to highlight them, or press **[Shift]** and click on each element. Right-click on an element to display the following context menu:



This menu enables you to do the following:

***Note**: Where elements are made the same, they are matched to the element you right-clicked on.*

- Align elements (by left edge, right edge, top, bottom, center in a column or center in a row)
- Space elements evenly (across or down)
- Standardize the dimensions of the selected elements
- Specify the visibility of features 246 for all selected elements
- Add the same Tagged Value 170 to all selected elements
- Automatically resize elements to match (element content permitting)
- Set the default appearance 306 and font 292 for multiple elements at once
- Make the selected elements on the diagram non-selectable 290; to make them selectable again, right-click on the diagram and select the **Make All Elements Selectable** option
- Generate code for all selected elements at once, or synchronize the code against the selected elements
- Transform 879 the selected elements
- Copy all selected elements to the clipboard
- Automatically adjust the layout of the selected elements on the diagram
- Delete all selected elements.

Tip: *It is much faster to assign an appearance or characteristic to a group of elements than to one element at a time.*

5.3.2 Element Tasks

This topic covers the following common UML tasks you can perform in Enterprise Architect.

5.3.2.1 Create Elements

Elements within a model are typically arranged on diagrams to visually communicate the relationships between a given set of elements. Enterprise Architect provides simple mechanisms for creating elements in the model, using diagrams or the *Project Browser* window.

Create Elements on a Diagram

The fastest and simplest ways to create elements directly on a diagram are via the Quick Linker and the Enterprise Architect UML *Toolbox*. The following topics describe these and other approaches for creating elements on a diagram:

Add Elements Directly to a Package

Sometimes it is useful to add elements to a package, without a diagrammatic representation. This can be accomplished via the *Project Browser* window and is explained in the following topic:

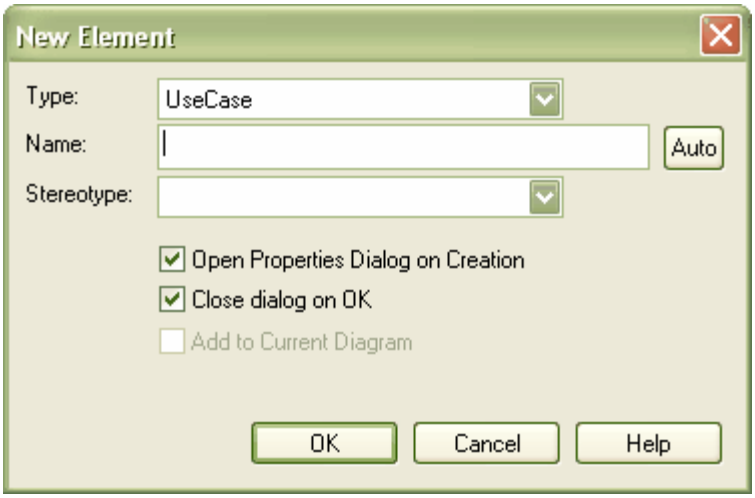
5.3.2.2 Add Elements Directly To Packages

You can quickly add new elements to a package without the necessity of adding a diagram element at the same time. This is particularly useful in defining a group of Requirements, Changes, Issues, base Classes or other element types that might not require diagrammatic representation in the model.

Add a New Element to a Package

To add a new element to a package, follow the steps below:

1. In the *Project Browser* window, right-click on the appropriate package. The context menu displays.
2. Select the **Add | Add Element** menu option. The *New Element* dialog displays.



3. In the **Type** field, click on the drop-down arrow and select the element type.
4. In the **Name** field, type the name of the element.
5. If required, in the **Stereotype** field either type the stereotype name or click on the drop-down arrow and select the stereotype.
6. Select the **Open Properties Dialog on Creation** checkbox if the *Properties* dialog is to open immediately after the element is created.
7. Deselect the **Close Dialog on OK** checkbox to add multiple elements in one session.
8. Click on the **OK** button to create the element.

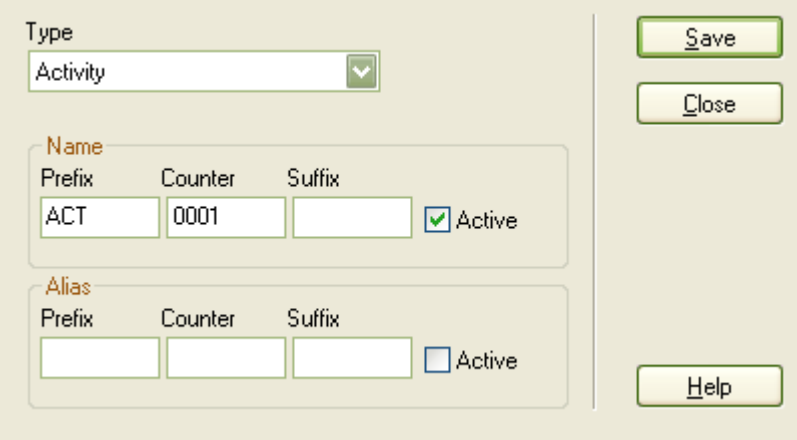
Note: *If you have a diagram open at the time, the element is added to the diagram as well. If you do not want the element in that diagram, click on the element in the diagram and press* **[Delete]**.

5.3.2.3 Use Auto Naming and Auto Counters

The *Auto Element Naming* dialog enables you to configure automatic naming for any element type. Each element can have separately configured automatic names and aliases.

To set up auto naming, follow the steps below:

1. Select the **Settings | Auto Name Counters** option from the main menu. The *Auto Name Counters* dialog displays.



2. In the **Type** field, click on the drop-down arrow and select the element type (eg. Activity).
3. In the *Name* panel:
   - In the **Prefix** field, type a prefix for the new name (optional).
   - In **Counter** field, type the counter value; use a many 0's as required to pad the name.
   - In the **Suffix** field, type a suffix for the new name (optional).
   - If required, click on the **Active** checkbox to turn auto naming on for this element type.
4. In the *Alias* panel:
   - In the **Prefix** field, type a prefix for the new alias (optional).
   - In **Counter** field, type the counter value; use a many 0's as required to pad the alias.
   - In the **Suffix** field, type a suffix for the new alias (optional).
   - If required, click on the **Active** checkbox to turn auto naming on for this element type.
5. Click on the **Save** button.

New elements of this type now have an automatically-generated name and/or alias with an incrementing counter value.

Note: *If an Alias is active then auto naming applies; however, to view the Alias in a diagram requires that the option* **Use Alias if Available** *is selected in Diagram Properties.*

See Also

- Diagram Properties 242

5.3.2.4 Set Element Parent

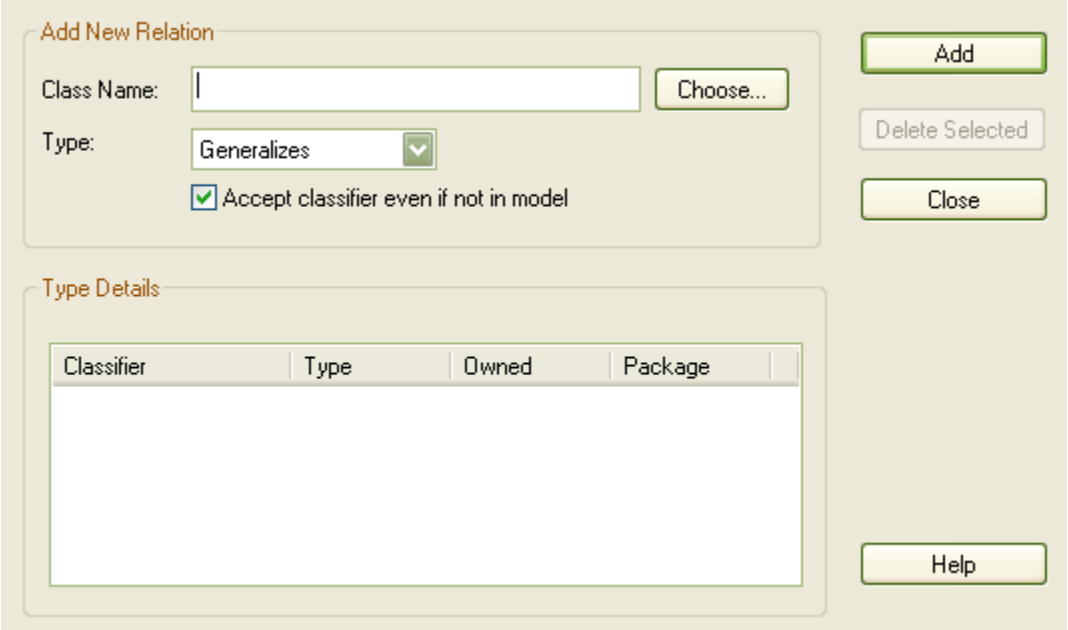
You can manually set an element's parent or an interface it realizes, using the *Type Hierarchy* dialog.

Set the Element Parent

To set the element parent, follow the steps below:

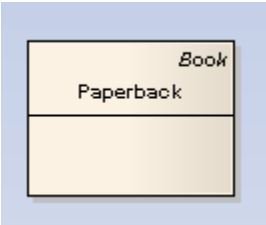
1. Select a generalizable element in a diagram.
2. Select the **Element | Advanced | Set Parents and Interfaces** menu option. Alternatively:
   - Press **[Ctrl]+[I]** or
   - Right-click and select the **Advanced | Set Parent** context menu option.

   The *Set Parents and Interfaces* dialog displays.



3. You can elect to enter a parent or interface name by either manually typing it in, or clicking on the **Choose** button to locate the element within the current model.
4. Set the **Type** of relationship (**Implements** or **Generalizes**) from the drop-down list.
5. Click on the **Add** button to add the relationship.
6. Click on the **Delete Selected** button to remove the current selected relationship.

Note: *If Parents do not have their corresponding related element in the same diagram, the parentage is shown in the top right corner of the child element, as shown below:*



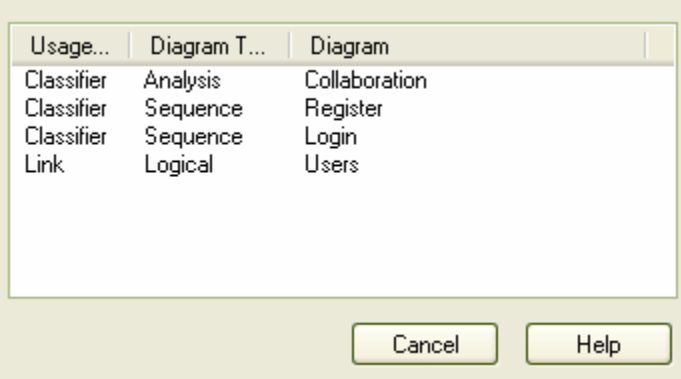
5.3.2.5 Show Element Usage

You can display the usage of an element using the *Element Usage* dialog. This lists all occurrences of the element throughout the model, and enables you to easily navigate to any occurrence.

Show Element Usage

To show element usage, follow the steps below:

1. Select an element in a diagram.
2. Select the **Element | Find in Diagrams** menu option. Alternatively, press **[Ctrl]+[U]**. The *Element Usage* dialog displays, listing all occurrences of the current element in the model.



3. Double-click a line item to open the relevant diagram and display the selected element.

Note: *You can also access this feature from the Project Browser window; select an element in the tree and select the* **Element | Show Usage** *menu option.*

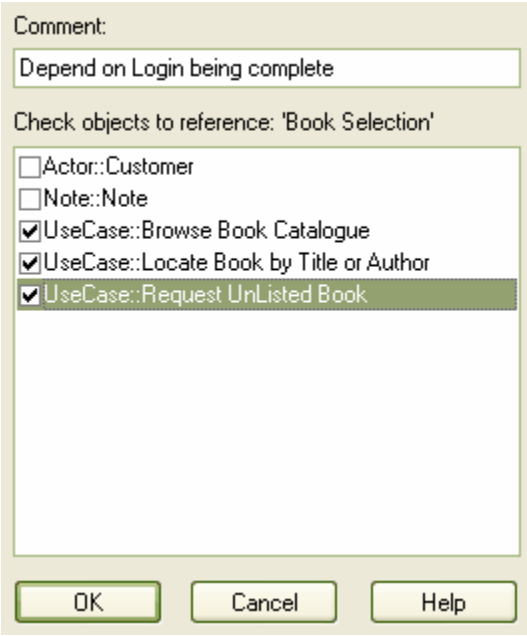
5.3.2.6 Set Up Cross References

It is possible to set up a cross reference from one element in Enterprise Architect to another. Conversely, you can view existing cross references on an element, using the *Hierarchy* 168 window.

Set Up a Cross Reference

To set up a cross reference, follow the steps below:

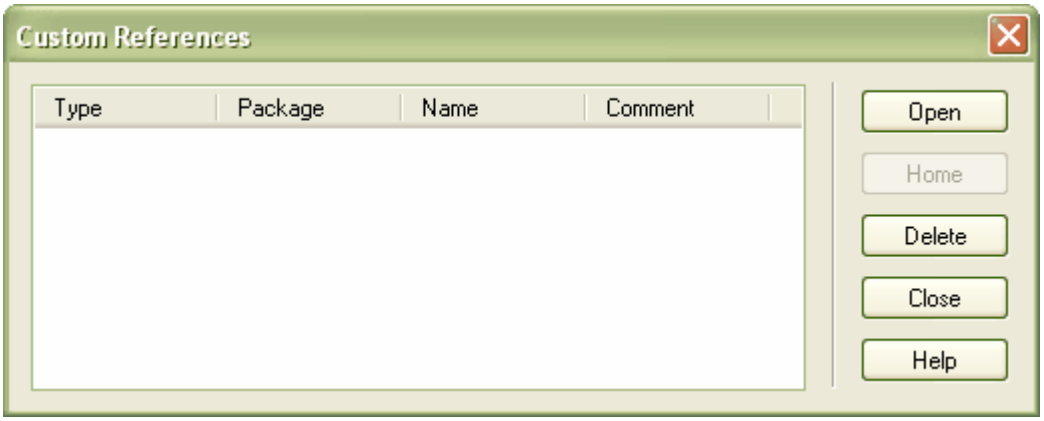
1. In the *Project Browser* window, locate the target element or diagram (that is, the subject of the cross reference).
2. Open a diagram that contains the element(s) that are to have the currently selected element as a reference.
3. Right-click on the element, The context menu displays.
4. Select the **Add element as element(s) reference**....menu option. (In the case of a diagram select **Add diagram as element(s) reference**....)
5. In the *Set Reference* dialog, select the checkbox against each element to include in the explorer as a reference.
6. Optionally, in the **Comment** field, type some text to describe the purpose of the reference.



Use the Cross Reference

To use the cross reference, follow the steps below:

1. Select an element in a diagram.
2. Select the **Element | Custom References** menu option. Alternatively, press **[Ctrl]+[J]**.
3. The *Custom References* dialog displays, showing a list of elements that have been set as cross references.



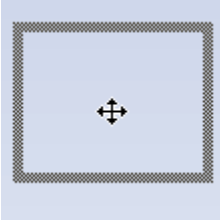
4. You can open a selected element by highlighting it and clicking on the **Open** button.
5. If you have a diagram cross reference, you can open that diagram.
6. If you have a string of diagram links, click on the **Home** button to return to the original diagram.

5.3.2.7 Move Elements Within Diagrams

Any one of the following options enables you to move an element within a diagram. Select an element or group of elements in the diagram view, then:

- Use the mouse to drag the element to the required position (the cursor switches to the four-arrow icon as

shown below)



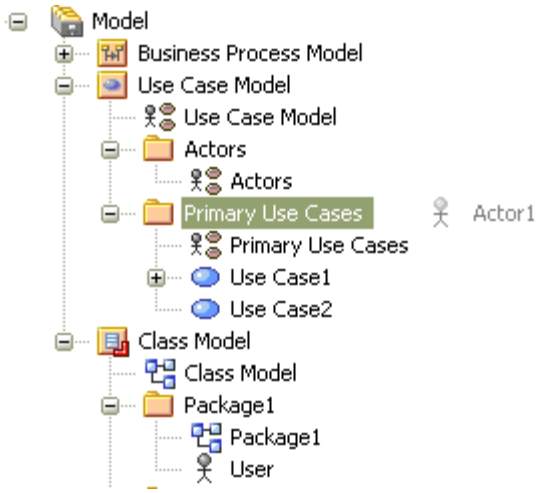
- Hold down **[Shift]** and use the arrow keys to move the element to the required position
- Use the **Left, Right, Up** and **Down** options in the **Element | Move** submenu
- Align multiple elements using the **Element | Alignment** submenu, the **Alignment** options in the right-click context menu, or the **Alignment** buttons on the *Diagram* toolbar

5.3.2.8 Move Elements Between Packages

Elements and packages can be moved from one package to another by dragging and dropping the source element to the target destination in the *Project Browser* window. Note that if you move a package, ALL the child packages and their contents are moved to the new location also.

To move an element between packages, follow the steps below:

1. Click on the element in the *Project Browser* window.
2. Drag the element so that the cursor is over the target package icon.



3. Release the mouse button. The element is automatically moved.

Tip: *You can also drag the element under a host element in the new package; for example, drag an element under a Class.*

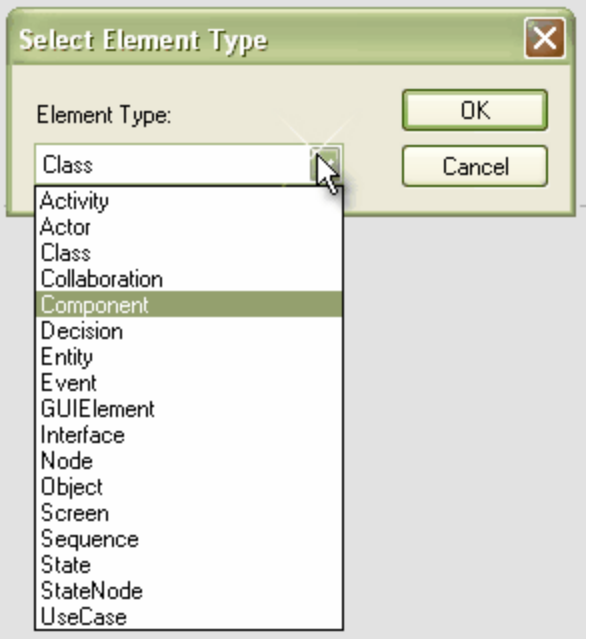
Warning: *In a multi-user environment, if one person moves or updates the Project Browser window structure, other users must reload their project to see the latest changes in the Project Browser window. Although this is*

true of any addition or modification to the tree, it is most important when big changes are made, such as dragging a package to a different location.

5.3.2.9 Change Element Type

To change an element type, follow the steps below:

1. In the *Diagram view*, click on the element to change.
2. Select the **Element | Advanced | Change Type** menu option. The *Select Element Type* dialog displays.



3. In the **Element Type** field, click on the drop-down arrow and select the required element type.
4. Click on the **OK** button.

The target is transformed into the required type.

5.3.2.10 Align Elements

To align multiple elements, follow the steps below:

1. Select a group of elements by drawing a selection box around them all. (Or select them one by one by holding down **[Ctrl]** and clicking on each element).
2. Right-click on the element in the group to align others to. The context menu displays.
3. Select the alignment function you require.

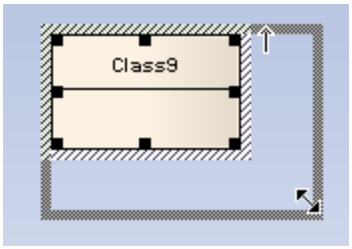
All selected elements are aligned to the one beneath the cursor.

Tip: *You can also use the Diagram toolbar. The first four buttons are used to align elements, and are made available when more than one element is selected in a diagram. You can also select the* **Element | Alignment** *menu option.*

5.3.2.11 Resize Elements

Any one of the following options enables you to resize an element. Select an element or group of elements in the diagram view, then:

- Use the resize handles that appear at each corner and side to resize the element(s) by dragging with the mouse (the cursor switches to the double-ended arrow as shown below)

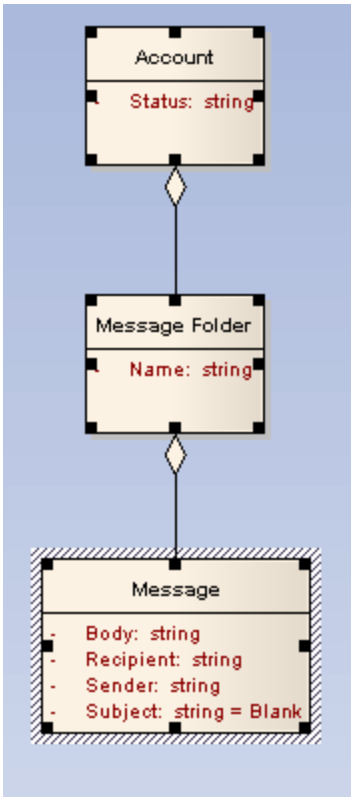


- Press and hold **[Ctrl]** and use the arrow keys to resize as required
- Use the **Wider, Narrower, Taller** and **Shorter** options in the **Element | Move** submenu
- Autosize selected element(s) using the option in the **Element | Appearance** submenu, or by pressing **[Alt] +[Z]**. (With multiple elements selected, Autosize all selected appears in the right-click context menu)
- Set multiple elements to the same height, width or both, using these options in the **Element | Make Same** submenu, or the options in the right-click context menu.

Resizing a Set of Objects to a Specific Size

If you right-click a selected set of objects, you can resize them to the same dimensions (height, width or both). When you select multiple elements using **[Ctrl]+**click, then resize the dimensions, the dimensions of the selected hatched object are used to set the dimensions of the other selected objects.

For example, in the diagram below, the *Message* Class height and width are used to set the height and width of the *Account* and *Message Folder* Classes. The aim is to make the *Account* and *Message Folder* elements the same height and width as the *Message* element.



To do this follow the steps below:

1. Set one element to the size you want (eg. *Message* as above).
2. Select all other elements (eg. *Account* and *Message Folder* as above).
3. Right-click on the pre-sized element (eg. *Message*).
4. Select your resizing option (such as same height, width) from the context menu.

See Also

- Highlight Context Element 312

5.3.2.12 Delete Elements

To delete an element from a diagram

Follow the steps below:

1. In the active diagram, click on the element to delete.
2. Either:
   - Press **[Delete]**, or
   - Right-click to display the context menu and select the **Delete <element name>** option.

Note: *This does not delete the element from the model, only from the current diagram.*

To delete an element from the model

Follow the steps below:

1. In the *Project Browser* window, right-click on the element to delete. The context menu displays.

2. Select the **Delete <element name>** option. A confirmation prompt displays.
3. Click on the **Yes** button.

Alternatively:

1. Click on the element in a diagram and press **[Ctrl]+[Delete]**. The element is completely removed from the model.

To delete multiple elements from a diagram and model

Follow the steps below:

1. Open the diagram containing the elements to remove from the model.
2. Press **[Ctrl]+[A]** to select all of the elements in the diagram, or use **[Ctrl]+click** to select specific elements.
3. Press **[Ctrl]+[Delete]** to completely remove the elements from the model.

To delete multiple elements from the Project Browser window and model

Follow the steps below:

1. In the *Project Browser* window, press and hold either **[Shift]** or **[Ctrl]** and click on the required items.
2. Press **[Ctrl]+[Delete]** to completely remove the elements from the model.

Note: *If you delete an element in this way, you delete all its properties and connectors as well.*

5.3.2.13 Customize Visible Elements

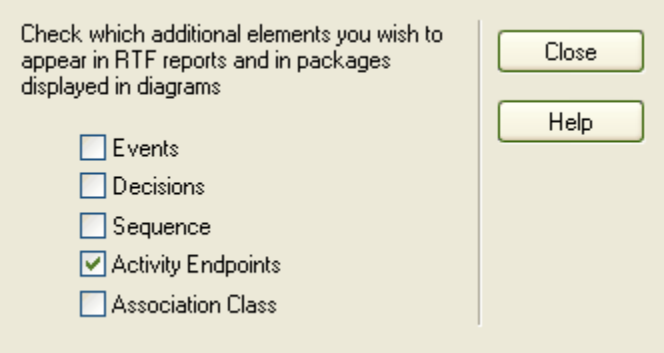
Some elements are hidden from view in packages and in RTF documents by default. This includes Events, Decisions, Sequence elements and Associations. You have the option of turning these elements back on.

For example, some events and decisions contained in a package do not appear in the package view, as in the example below.

Customize Visible Elements

To show additional elements, follow the steps below:

1. Select the **Tools | Options | Objects** menu option. The *Objects* page of the *Options* dialog displays.
2. Click on the **Advanced** button. The *Advanced Settings* dialog displays.



3. Select the checkbox for each type of element to show in packages and in RTF documents.
4. Click on the **Close** button on each dialog.
5. Reload the current diagram if required.

The package from the example above now shows the Event and Decision elements it contains:

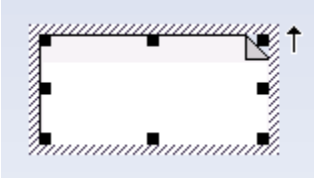
5.3.2.14 Create Notes and Text

You can create both notes and text on a diagram; the two are slightly different.

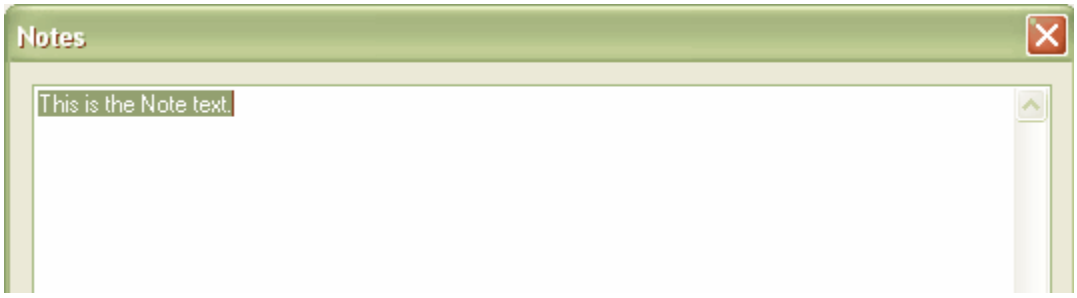
Create a Note

To create a note, follow the steps below:

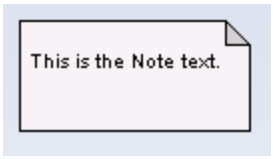
1. Select the **New Note** icon on the *UML Elements* toolbar and click on the diagram.
   - If you have the **Edit Object On New** 188 checkbox *deselected*, the Note element displays on your diagram; type your note text directly within the Note element



   - If you have the checkbox selected, the *Notes Window* displays; type your text in that window and click on the **OK** button.



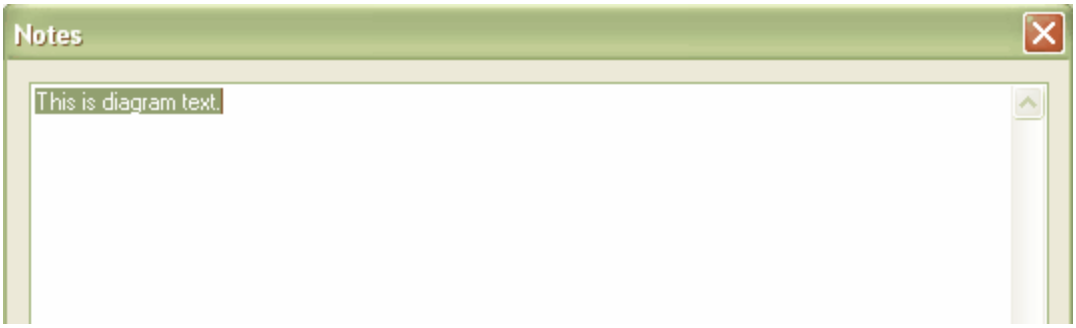
The Note text displays in the Note element.



Create Text

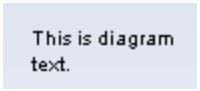
To create text, follow the steps below:

1. Click on the **New Text Element** icon in the *UML Elements* toolbar, and click on the diagram. The *Notes* window displays.



2. Type your text, then click on the **OK** button to save it.

Your text displays on the diagram in the following format, with no border:



5.3.2.15 Configure an Element's Default Appearance

You can set the global appearance of all elements throughout a model, using the *Options* dialog. Select the **Tools | Options** menu option, then select **Standard Colors** 183 from the options tree.

To override the default appearance of a specific element on all diagrams on which it is found, right-click on the element and select the **Appearance | Configure Default Appearance** menu option. The *Configure Default Appearance* dialog displays.

To change the appearance of an element on the current diagram only, use the *Format* 130 toolbar 130. If the

Format toolbar is not displayed, select the **View | Toolbars | Format Tool** menu option.

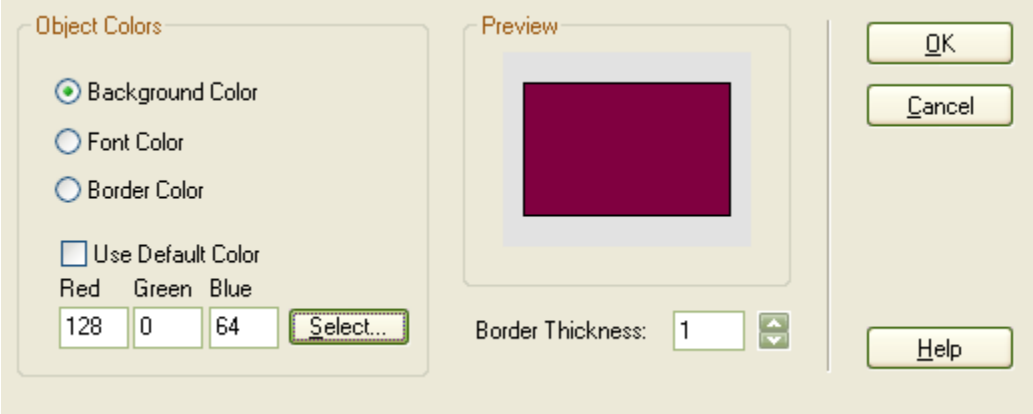
Note: *You can adjust several elements at the same time. Select all of the required elements, right-click on one of them and select the* **Configure Default Appearance** *menu option, or use the Format toolbar.*

Change a Background, Font or Border Color

To reset the background color, font color or border color, follow the steps below:

1. On the *Configure Default Appearance* dialog, select the **Background Color**, **Font Color** or **Border Color** radio button as appropriate.
2. Deselect the **Use Default Color**checkbox, to enable the **Select** button.
3. Click on the **Select** button. The *Color* dialog displays.

4. Select the required color (click on the **Define Custom Colors>>>** button and define a specific color if necessary) and click on the **OK** button. You return to the *Configure Default Appearance* dialog, on which the *Preview* panel indicates the selected color for the element.



Note: *To change to a different color, click on the* **Select** *button again, or to return to the default color, select the* **Use Default Color** *checkbox.*

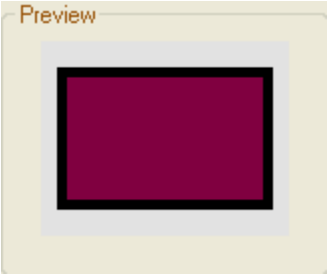
5. Click on the **OK** button. The new color is applied to the selected element or elements.

Change the Border Thickness

To change the border thickness, follow the steps below:

1. On the *Configure Default Appearance* dialog, in the **Border Thickness** field, type the number of points to apply. Alternatively, click on the scroll arrows to increase or decrease the number.

   The *Preview* panel indicates the effect of the change in border thickness.



2. Click on the **OK** button. The new border thickness is applied to the selected element or elements.

5.3.2.16 Get/Set Project Custom Colors

If more than one person is working on a project, each person might want to use specific colors for elements within the project. The **Settings | Colors | Set Project Custom Colors** and **Get Project Custom Colors** options enable you to set specific colors and subsequently get the colors in a different session, without having to remember RGB values.

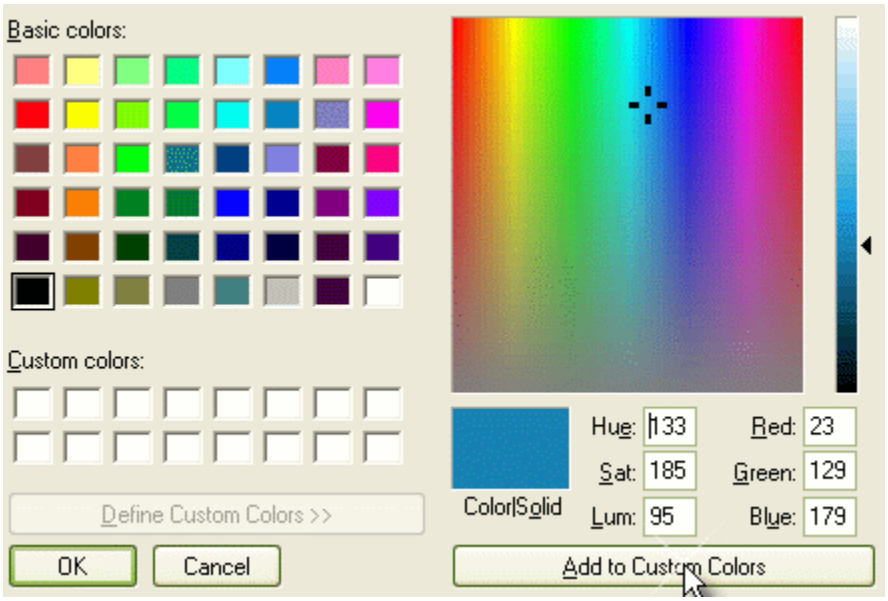
Set a Project Custom Color

Follow the steps below to set your project's custom colors:

1. Select an element to be colored.
2. Select the **Element | Appearance | Configure Default Appearance...** menu option. The *Appearance* dialog displays.

3. Deselect the **Use Default Color** checkbox to enable the **Select** button.
4. Click on the **Select** button. The *Color* dialog displays.

5. Click on the **Define Custom Colors >>** button.
6. Create the color in the color mixer panel on the right of the dialog.



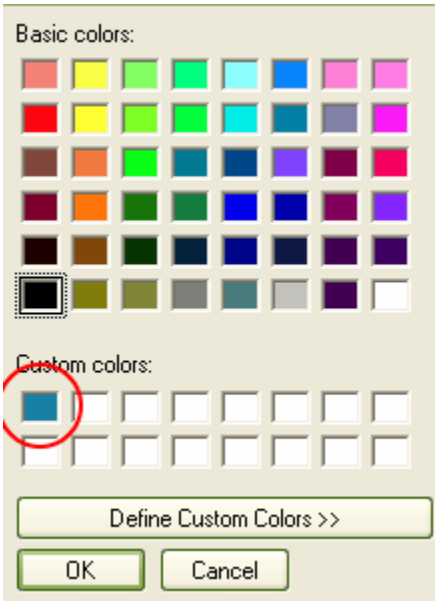
7. Click on the **Add to Custom Colors** button to add the color to the **Custom colors** blocks on the left hand side of the dialog.

8. Click on the **OK** button to close the *Color* dialog, then click on the **OK** button to close the *Appearance* dialog.
9. Select the **Settings | Colors | Set Project Custom Colors** menu option to save the custom color you have created.

Get a Project Custom Color

To get your project's custom colors, follow the steps below.

1. Select the **Settings | Colors | Get Project Custom Colors** menu option. This applies any saved custom colors to this project.
2. Click on an element to be colored and select the **Element | Appearance | Configure Default Appearance** menu option. The *Configure Default Appearance* dialog displays.
3. Deselect the **Use Default Color** checkbox to enable the **Select** button.
4. Click on the **Select** button to view the applied custom colors. They appear as circled below:



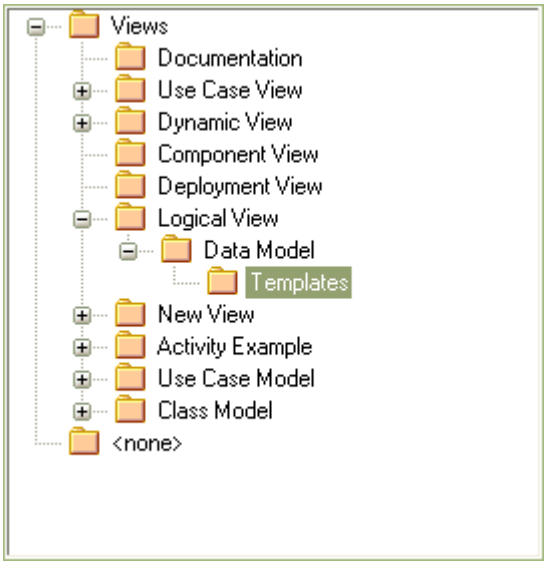
5. Click on the required color and click on the **OK** button to close the *Color* dialog, then click on the **OK** button to close the *Appearance* dialog. The element changes to the required color.

5.3.2.17 Use Element Templates

To control the appearance of elements, you can set a default element template. This functionality could be used, for example, to denote different stages of a project. A template with different color fill could be created for each stage, so that elements added in each stage are instantly identifiable as belonging to that stage. Element templates do not support the definition of stereotypes within the template. This means that when a stereotype is selected the stereotype settings cause the template to revert to the default setting.

To configure the default element template, follow the steps below:

1. First create a new package; this could be named *Templates*, for example.
2. Within the *Templates* package create new diagrams, one for each type of diagram to template. Name them so that they are easy to recognize; for example *ClassTemplate* for the template for Class diagrams.
3. Add new elements to the template diagrams from the Enterprise Architect UML *Toolbox* and configure the size, appearance, notes, version and other properties.
4. Select the **Settings | Template Package** menu option to set the templates as the default element templates. The *Browse Project* window displays.



5. Locate and click on the *Templates* package, and click on the **OK** button to set the *Templates* package as the default element template.

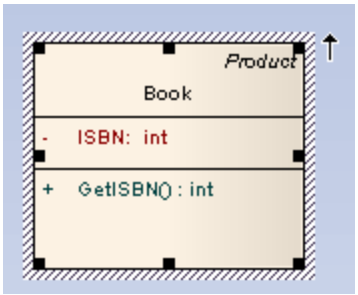
Now each new element you add to your project is created with the settings in the template diagrams. When you create elements, Enterprise Architect checks the templates directory first and if a template is found, copies the settings from there.

Note: *If you decide not to use the default element template, set the default element template to <none> in the Browse Project window.*

You can also change the appearance of elements (and other structures) by using UML Profiles. These provide a means of extending the UML Language, which enables you to build UML models in particular domains. They are based on additional stereotypes and Tagged Values that are applied to elements, attributes, methods, links, link ends and so on. For more information, see UML Profiles 407.

5.3.2.18 Highlight Context Element

You can show a hatched border around a selected element by selecting the **Always Highlight Context Element** checkbox on the *Diagram Behavior* page of the *Options* dialog (select the **Tools | Options | Diagram | Behavior** menu option). If you have selected this checkbox, the selected element displays similarly to the following example:

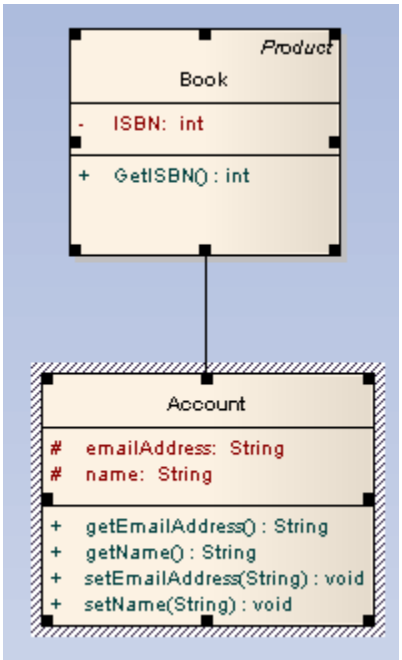


If you have not selected the **Always Highlight Context Element** checkbox, the selected element does not have a hatched border around it.

Multiple Selections

Whether you have selected the **Always Highlight Context Element** checkbox or not, if you select multiple elements one of the elements you select always has a hatched border. If you align the elements, this element is the one used to align the other elements against.

For example, if the elements in the diagram below are aligned, the top element aligns to the bottom element (the element showing a hatched border).



Changing the Element to Align Against

To change which element has a hatched border in a selected group (and thus the element that is aligned against) click on the element you want the other elements to align against.

5.3.2.19 Convert Linked Element to Local Copy

To convert a linked element to a local copy, follow the steps detailed below:

1. Open the diagram with the linked element.
2. Select the linked element and right-click on it to display its context menu.
3. Select the **Convert Linked Element to Local Copy** menu option.

The element changes to a local copy and is placed in the appropriate package.

5.3.2.20 Copy Attributes and Operations Between Elements

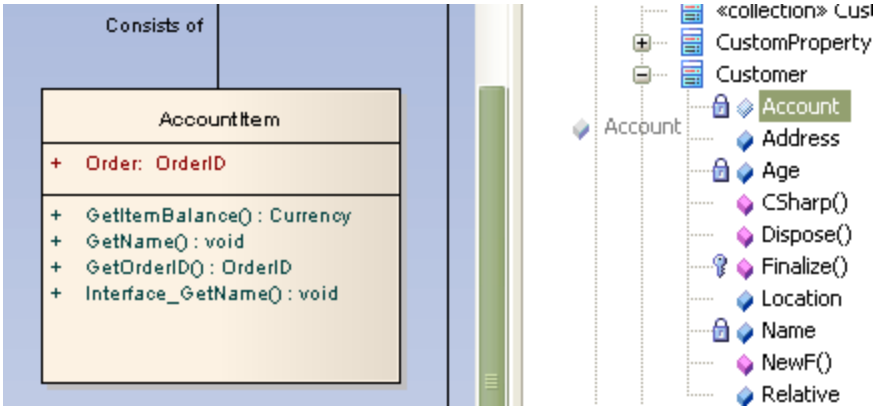
Using drag and drop, you can *copy* attributes and/or operations from an element in the *Project Browser* window on to another element in a diagram.

To *move* attributes and operations, see Move Attributes and Operations Between Elements 314.

Copy an Element Feature

To copy an element feature, follow the steps below:

1. Open a diagram that contains the target element (in the example below, the *AccountItem* Class is the target and *Customer* element is the donor).
2. Click on the Attribute or Operation and drag to the target element.
3. Release the mouse button.



The image below shows *AccountItem* after the attribute *Account* has been dropped from the browser on to it.

Copy Multiple Element Features

To copy multiple element features, follow the steps below:

1. Open a diagram that contains the target element (in the example above, the *AccountItem* Class is the target and *Customer* element is the donor).
2. Hold down **[Ctrl]** (separate features) or **[Shift]** (select a range) and click on the Attributes and/or Operations to copy, then drag the selected features to the target element.
3. Release the mouse button.

5.3.2.21 Move Attributes and Operations Between Elements

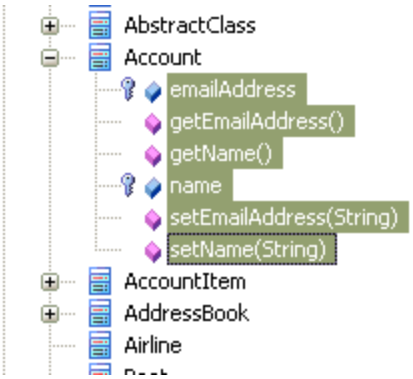
Using drag and drop, you can *move* attributes and/or operations from an element in the *Project Browser* window on to another element within the *Project Browser* window.

To *copy* attributes and operations, see Copy Attributes and Operations Between Elements 313.

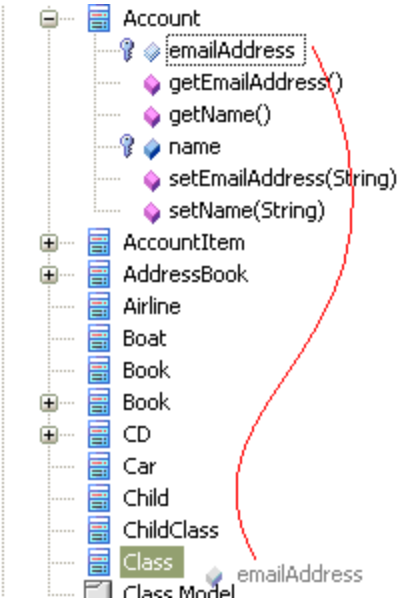
Move Multiple Element Features in the Project Browser Window

To move element features, follow the steps below:

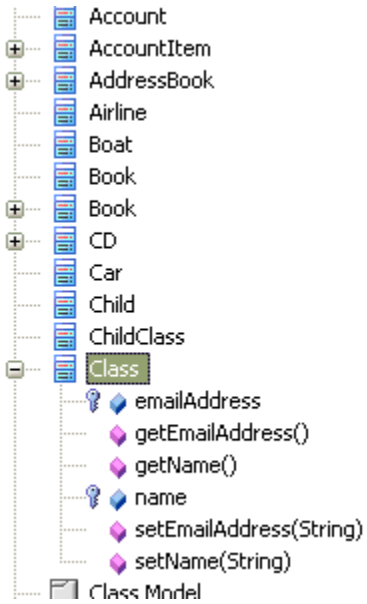
1. In the *Project Browser* window, locate the attributes and/or operations to move from the target element and select them while holding down **[Ctrl]** (single item select) or **[Shift]** (multiple item select).



2. Holding down the mouse button, drag the attributes and/or operations to the target element. Only the last selected element feature displays during the move; however all of the selected features are moved.



3. Release the mouse button. The image below shows the final stage of the attribute and operations move between the Account element and the Class element.



5.3.3 Element In-place Editing Options

This topic explores the tasks that can be performed using in-place editing of elements. The tasks include:

- View Properties 317
- Edit Element Item Name 318
- Edit Stereotype 318
- Edit Scope 319
- Edit Attribute Keyword 320
- Edit Operation Parameter Keyword 321
- Insert Operation Parameter 323
- Edit Parameter Kind 322
- Insert New Attribute or Operation 323
- Add Maintenance Item 325
- Add Test Item 327
- Delete Selected from Model 317

5.3.3.1 Inplace Element Item Tasks

To use the options that are available through the in-place editing menu, follow the steps below:

1. Open the diagram containing the element.
2. Click on the element, and on the item to manipulate within the element. The item line is highlighted in a lighter shade (the default is white), to indicate that it has been selected.

3. Edit and manipulate the items in the element, either by pressing the appropriate keyboard keys or by right-clicking on the highlighted item and choosing a task from the **Element Items** menu. The following commands are available:

To...	Select menu option...	Or press...
Change the name, scope or stereotype of the element or element item	**Edit Selected**	**[F2]**
Display the dialog containing details of the element	**View Properties**	**[Enter]**
Insert a new item in the element	**Insert New After Selected**	**[Insert]**
Add an attribute to the element	**Add Attribute**	**[Ctrl]**+**[Shift]**+**[F9]**
Add an operation to the element	**Add Operation**	**[Ctrl]**+**[Shift]**+**[F10]**
Insert a feature on the specific element item, such as Maintenance features and Testing features	**Add Other**	**[Ctrl]**+**[F11]**
Delete the selected item from the model	**Delete Selected from Model**	**[Delete]**
Navigate Diagram Selection, to navigate the diagram between elements without having to use the mouse		**[Ctrl]**+**[Shift]**+**[**arrow key**]**
Toggle element highlight option on and off		**[Shift]**+**[Enter]**

Other options that are available while in editing elements mode in a diagram (when an attribute or operation is highlighted) include:

To...	Press...
Accept current changes	**[Enter]**
Accept current changes and open a new slot to add a new item	**[Ctrl]**+**[Enter]**
Abort the edit, without save	**[Esc]**
Display the context menu for in-place editing	**[Shift]**+**[F10]**
Invoke the *Classifier* dialog	**[Ctrl]**+**[Space]**

5.3.3.2 Edit Element Item Name

The in-place editing feature enables you to change the name of the element, or the name of an operation or attribute, directly from the diagram. To use this feature follow the steps below:

1. Open the diagram containing the element.
2. Click on the element and on the name to change within the element. The item line is highlighted in a lighter shade (the default is white), to indicate that it has been selected.

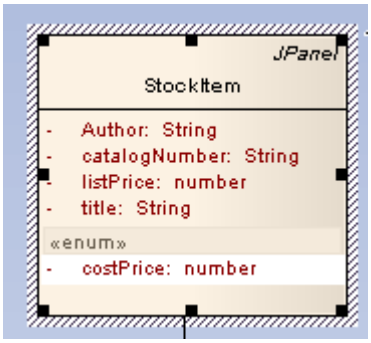
3. Right-click on the item. The context menu displays.
4. Select the **Edit Selected** menu option (or press **[F2]**) to enable you to edit the item directly from the diagram. The name of the attribute or operation is highlighted.

5. Delete or type over the name. Press **[Enter]** to accept the change, or **[Esc]** to cancel the change.

5.3.3.3 Edit Attribute or Operation Stereotype

You can use the in-place editing feature to change the *stereotype* of an operation or attribute directly from the diagram. To use this feature, follow the steps below:

1. Open the diagram containing the element.
2. Click on the element, and on the item to edit within the element. The item line is highlighted in a lighter shade (the default is white), to indicate that it has been selected.



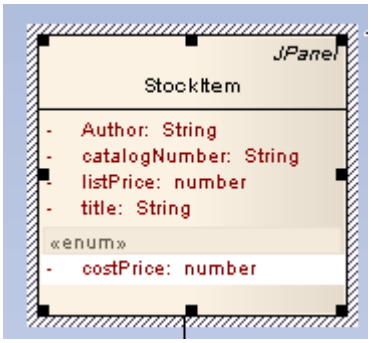
3. Right-click on the item. The context menu displays.
4. Select the **Edit Selected** menu option (or press **[F2]**) to enable you to edit the attribute or operation directly from the diagram. The name of the item is highlighted.
5. Move the cursor to the position before the name or within the existing attribute or operation stereotype (denoted by << stereotype name >>).

6. Delete or type over the previous name to change the stereotype name of the attribute or operation. Press **[Enter]** to accept the change or **[Esc]** to cancel the change. You can assign multiple stereotypes by including a comma-separated list inside the stereotype markers.

5.3.3.4 Edit Attribute and Operation Scope

The in-place editing feature enables you to rapidly change the scope of an attribute or operation directly from the diagram. To use this feature follow the steps below:

1. Open the diagram containing the element.
2. Click on the element and on the item to edit within the element. The item line is highlighted in a lighter shade (the default is white), to indicate that it has been selected.



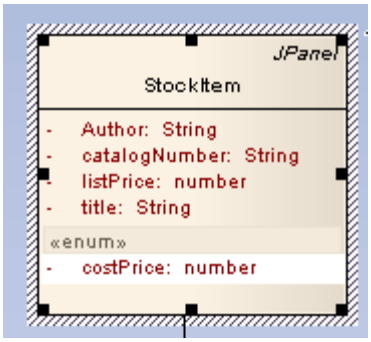
3. Right-click on the item. The context menu displays.
4. Select the **Edit Selected** menu option (or press **[F2]**) to enable you to edit the attribute or operation directly from the diagram. The name of the item is highlighted.
5. Move the cursor to the attribute or scope of the item and delete the previous entry.

6. Reassign the entry by typing in one of the following symbols:
   - **+** indicates that the scope is Public
   - **-** indicates that the scope is Private
   - **~** indicate that the scope is Package
   - # indicates that the scope is Protected.
7. Press **[Enter]** to save the change, or **[Esc]** to cancel the change. The diagram is updated to reflect the changes. (Also see the *catalogNumber* attribute in the above screen illustrations.)

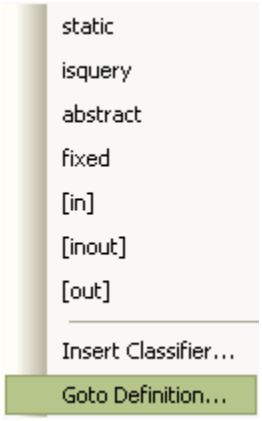
5.3.3.5 Edit Attribute Keyword

You can add features such as attribute keywords and classifiers directly to an element, using the **Element Keywords and Classifiers** menu. This enables you to rapidly assign details element item by element item, directly from a diagram. To use this feature, follow the steps below:

1. In Enterprise Architect, open the diagram containing the element.
2. Click on the element, and on the attribute to edit within the element. The item line is highlighted in a lighter shade (the default is white), to indicate that it has been selected.



3. Right-click on the item. The context menu displays.
4. Select the **Edit Selected** menu option (or press **[F2]**) to enable you to edit the attribute directly from the diagram. The name of the attribute is highlighted.
5. Right-click on the attribute name to display the context menu.



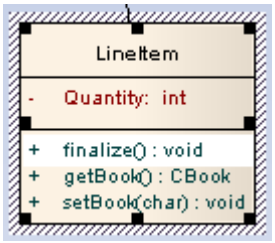
6. From the context menu, you can:
   - Change the attribute classifier to static or fixed - select the **static** or **fixed** menu options as appropriate; the diagram is updated to reflect the changes.
   - Display the Class properties - click on the **Goto Definition** menu option; Enterprise Architect locates the Class in the *Project Browser* window and opens its *Properties* 355 dialog.

     If the data type is a raw data type, Enterprise Architect displays the message *The data type is a raw data type.*

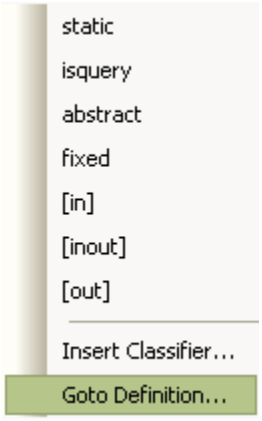
5.3.3.6 Edit Operation Parameter Keyword

You can directly edit operation classifiers by element, using the in-place editing menu. This enables you to rapidly assign parameter keywords. To use this feature, follow the steps below:

1. Open the diagram containing the element.
2. Click on the element, and on the operation to edit within the element. The item line is highlighted in a lighter shade (the default is white), to indicate that it has been selected.



3. Right-click on the item. The context menu displays.
4. Select the **Edit Selected** menu option (or press **[F2]**) to enable you to edit the operation directly from the diagram. The name of the operation is highlighted.
5. Right-click on the data type of a parameter to display the context menu.



6. From the context menu you can:
   - Change the operation classifier by clicking on the appropriate menu option - **static**, **isquery**, **abstract** or **fixed** . The diagram is updated to reflect the changes.
   - Display the Class properties - click on the **Goto Definition** menu option.

     If the data type is Class, Enterprise Architect locates the Class in the *Project Browser* window and opens its *Properties* 355 dialog.

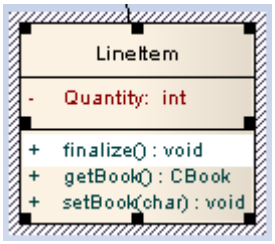
     If the data type is a raw data type, Enterprise Architect displays the message *This data type is a raw data type*.

     If the data type is not defined in the model, the message is *The data type is not defined in the model.*

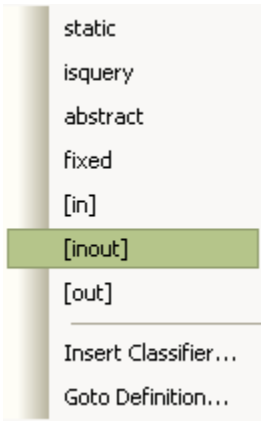
5.3.3.7 Edit Parameter Kind

You can edit operation parameter kinds such as *[in]*, *[inout]* and *[out]* directly from a diagram element by element, using the **Element Keywords and Classifiers** menu. This enables you to rapidly assign the parameter directly from a diagram. To use this feature follow the steps below:

1. In Enterprise Architect, open the diagram containing the element.
2. Click on the element, and on the operation to edit within the element. The item line is highlighted in a lighter shade (the default is white), to indicate that it has been selected.



3. Right-click on the item. The context menu displays.
4. Select the **Edit Selected** menu option (or press **[F2]**) to enable you to edit the item directly from the diagram. The name of the item is highlighted.
5. Right-click on the item name to display the context menu.

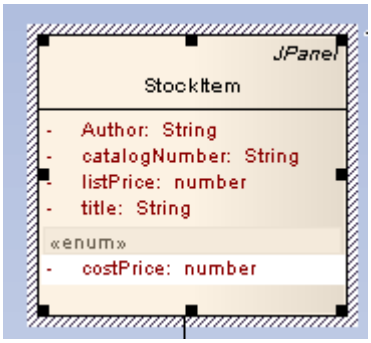


6. Select the appropriate menu option for the parameter kind value: **[in]**, **[inout]** and **[out]**. The diagram is updated to reflect the change.

5.3.3.8 Insert New Attribute or Operation

You can add attributes and operations to an element using the in-place editing options. To add attributes and operations to a Class diagram element, follow the steps below:

1. Open the diagram containing the element to which you are adding an attribute or operation.
2. Click on the element, and within the element on the item after which to insert the operation or attribute. The item line is highlighted in a lighter shade (the default is white), to indicate that it has been selected.



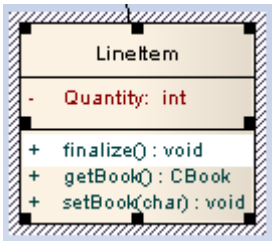
3. Press **[Insert]**. Alternatively, right-click on the selected element item to display the context menu and select the **Insert New After Selected** menu option.

   Enterprise Architect inserts a new data line in the diagram, underneath the selected item.
4. Type in the relevant information for the attribute or operation. Press **[Enter]** to accept the change or **[Esc]** to cancel the change. The diagram is updated to reflect the changes.

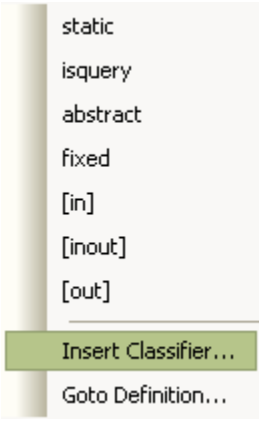
5.3.3.9 Insert Operation Parameter

You can add operation parameters to an operation through the in-place editing options, using hotkey commands or menu shortcuts. To add parameters to operations in a Class diagram element, follow the steps below:

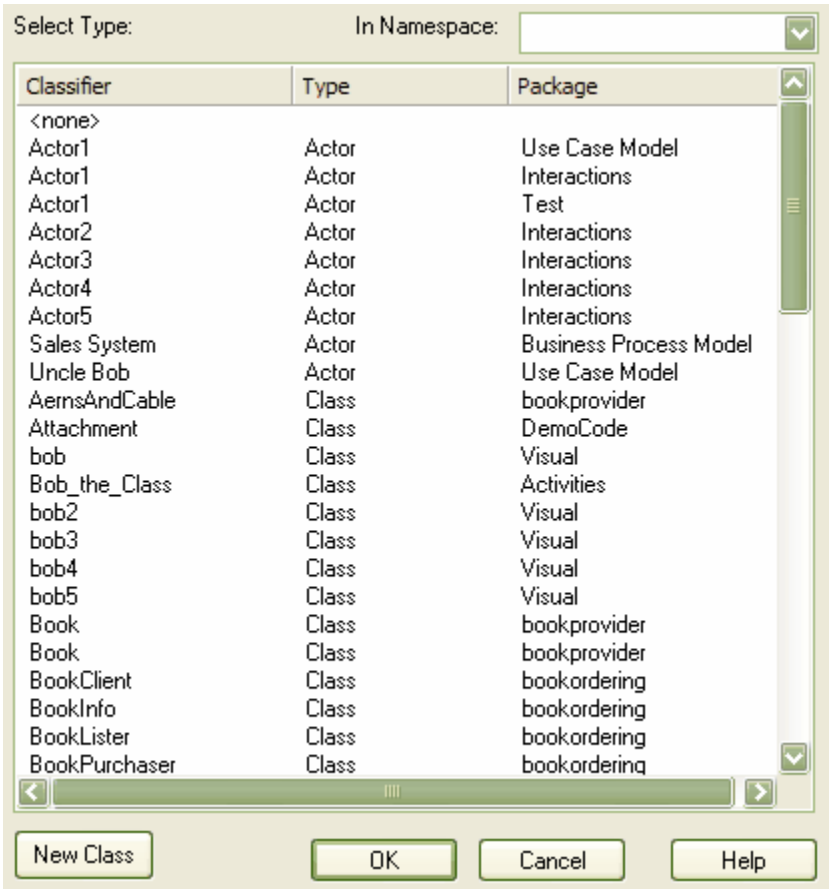
1. Open the diagram containing the element.
2. Click on the element, and on the operation to update within the element. The item line is highlighted in a lighter shade (the default is white), to indicate that it has been selected.



3. Press **[F2]**, or right-click on the selected item to display the context menu and select the **Edit Selected** option.
4. Move the cursor inside the parameter brackets and click on the reference to the parameter (eg. *bks*: for a vector containing books). Either:
   - Type the name of the parameter or
   - Place the cursor after the reference, right-click the mouse to display the inline editing options menu and select the **Insert Classifier** option.



5. The *Set Element Classifier* dialog displays,

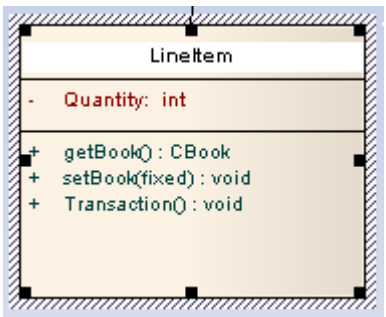


6. Click on the appropriate parameter from the list of available items, and click on the **OK** button. The parameter is displayed on the diagram.
7. Press **[Enter]** to accept the change or **[Esc]** to cancel the change. The diagram is updated to reflect the changes.

5.3.3.10 Insert Maintenance Feature

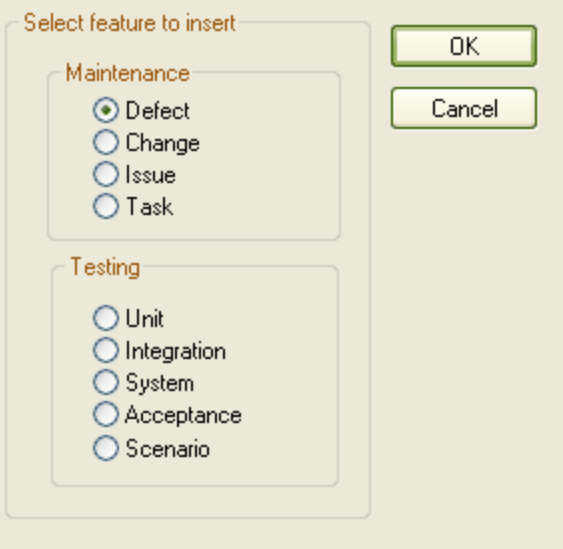
You can rapidly assign maintenance details such as Defects, Changes, Issues and Tasks directly to an element from a diagram, using the **Element Items** menu. To use this feature follow the steps below:

1. Open the diagram containing the element.
2. Click on the element name. The name is highlighted in a lighter shade (the default is white), to indicate that it has been selected.

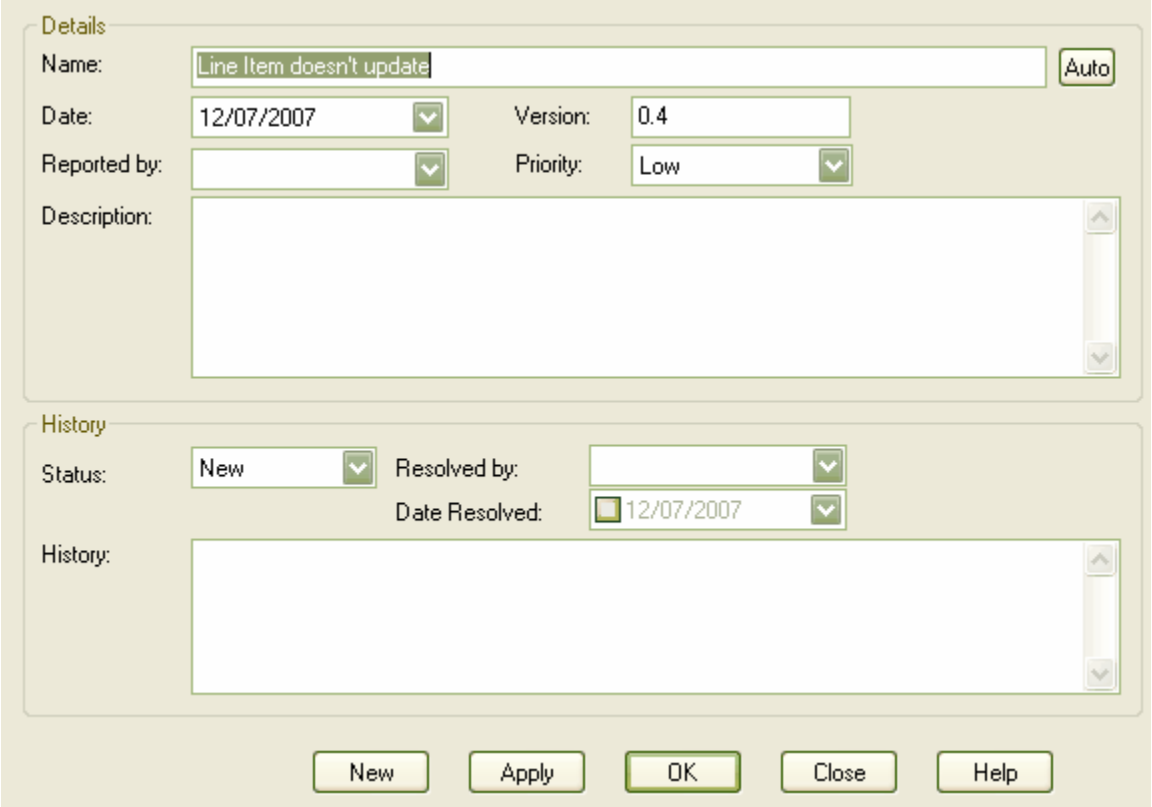


3. Either:
   - Press **[Ctrl]**+**[F11]** or
   - Right-click on the highlighted name to display the context menu, and select the **Add Other** option.

   The *Insert Feature* dialog displays.

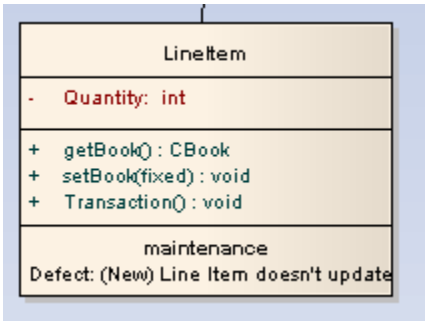


4. Click on the appropriate radio button option to associate the required maintenance feature with the element item.
5. Click on the **OK** button. The <*Maintenance Feature> details for <element>* dialog displays.



6. Complete the fields to define the maintenance activity, and then click on the **Save** button. To create a subsequent maintenance activity of this type, click on the **New** button.
7. When you have defined all of the maintenance activities of this type, click on the **OK** button. The maintenance details are added to the element.

To ensure that the maintenance items are visible in the diagram element, as shown in the example below, select the **Show Maintenance** checkbox in the diagram properties appearance options. For more information on diagram appearance options, see the Show Maintenance Scripts in Compartments 696 topic.

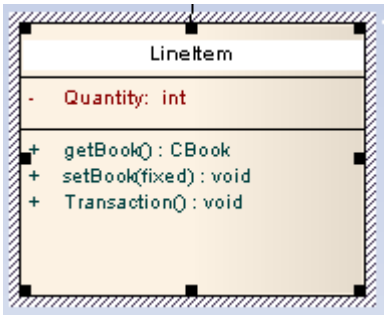


5.3.3.11 Insert Testing Features

You can rapidly add testing features such as Unit, Integration, System, Acceptance and Scenario tests to an element directly from a diagram, using the **Element Items** menu. To use this feature follow the steps below:

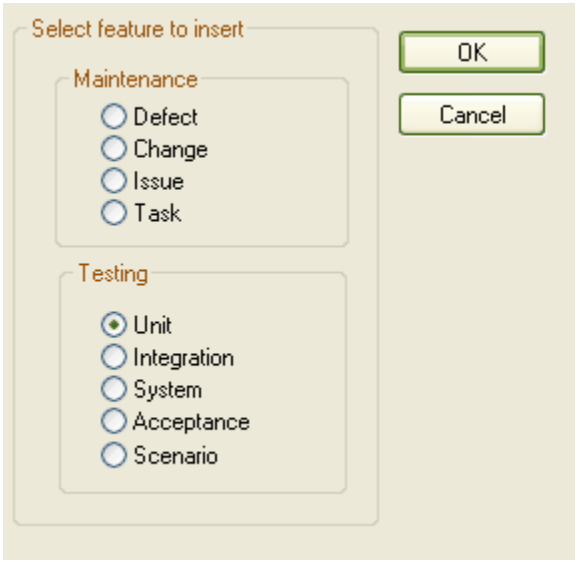
1. Open the diagram containing the element.

2. Click on the element. The element name is highlighted in a lighter shade (the default is white), to indicate that it has been selected.

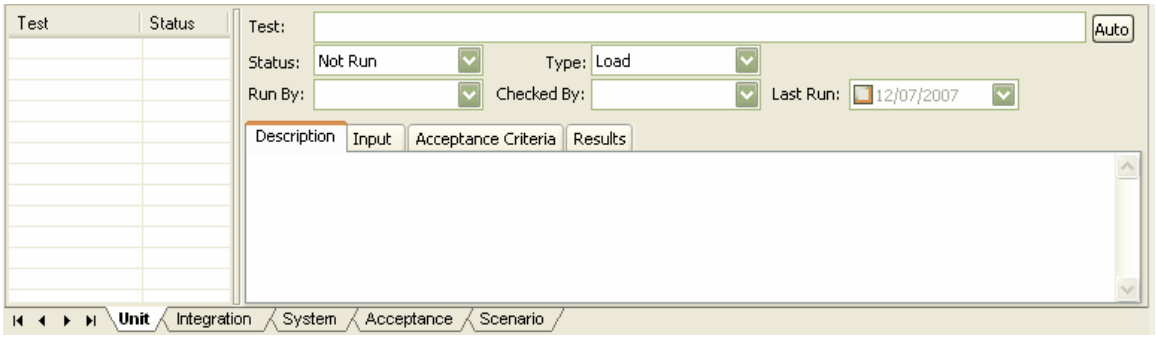


3. Either:
   - Press **[Ctrl]**+**[F11]** or
   - Right-click on the highlighted name to display the context menu and select the **Add Other** option.

   The *Insert Feature* dialog displays.

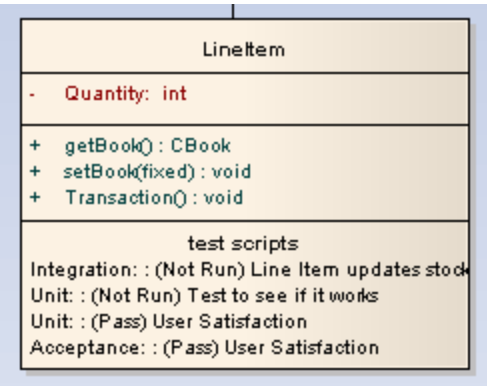


4. Click on the appropriate radio button option to associate the required testing feature with the element.
5. Click on the **OK** button. The *Testing Window* opens, showing the appropriate panel for the type of test selected.



6. Complete the fields 684 to define the test activity, and then click on the **Save** icon in the window toolbar. The test is added to the element.
7. To create a subsequent test activity of this type, click on the **New** icon, or to add items for other types of test, click on the appropriate tab.

To ensure that the test items are visible in the diagram element, as shown in the example below, select the **Show Testing** checkbox in the diagram properties appearance options. For more information on diagram appearance options, see the Show Test Scripts in Compartments 693 topic.

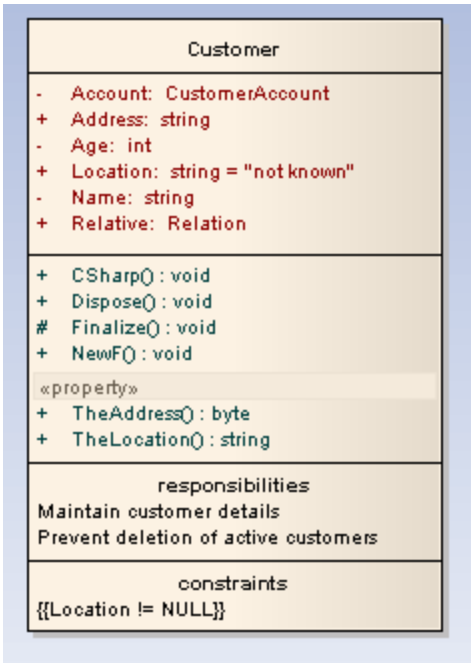


5.3.4 Attributes and Operations

Attributes are features of Classes and certain other elements that correspond to the data and state an element maintains. Operations are features that indicate the behavior and functionality of an element.

5.3.4.1 Attributes

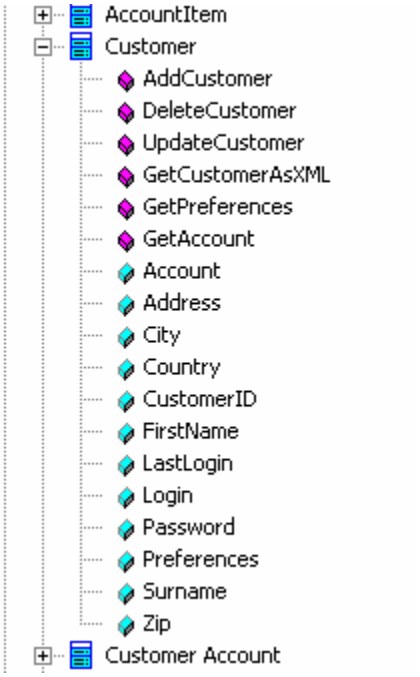
Attributes are features of a Class or other element that represent the properties or internal data elements of that element. For a Customer Class, *CustomerName* and *CustomerAddress* can be attributes. Attributes have several important characteristics, such as type, scope (visibility), static, derived and notes.



Create and Modify Element Attributes

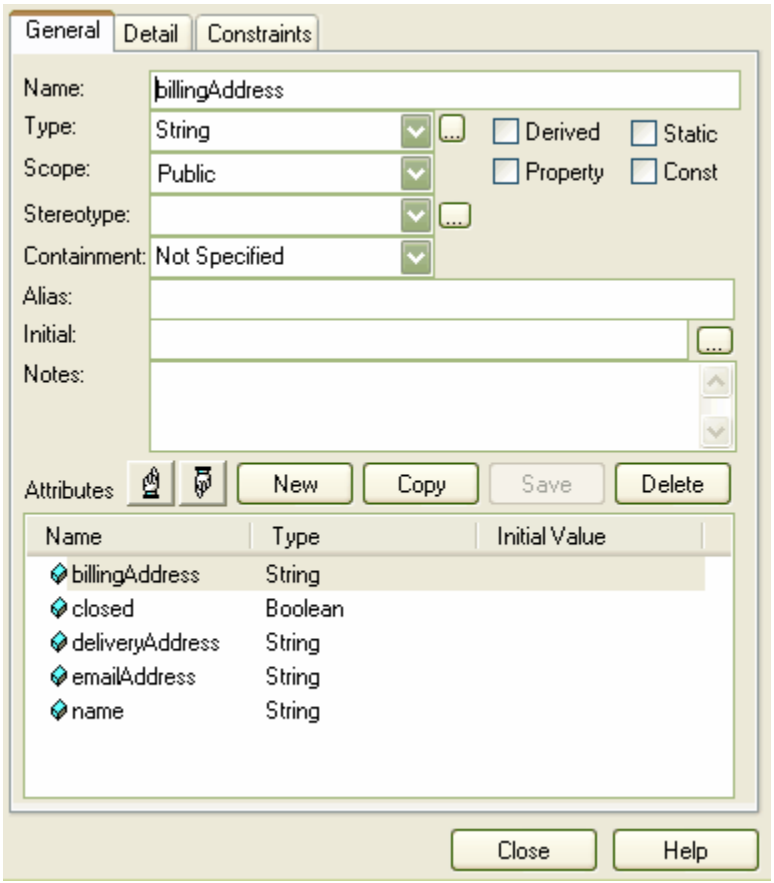
Note: *This facility is only available if the element supports Attributes.*

1. In the *Diagram* view, either:
   - Right-click on the element to be edited, and from the context menu select the **Attributes** menu option
   - Click on the element and press **[F9]**, or
   - Drag the attribute from the *Project Browser* window onto the element.



Note: *Attributes are displayed in the Project Browser window beneath the element:*

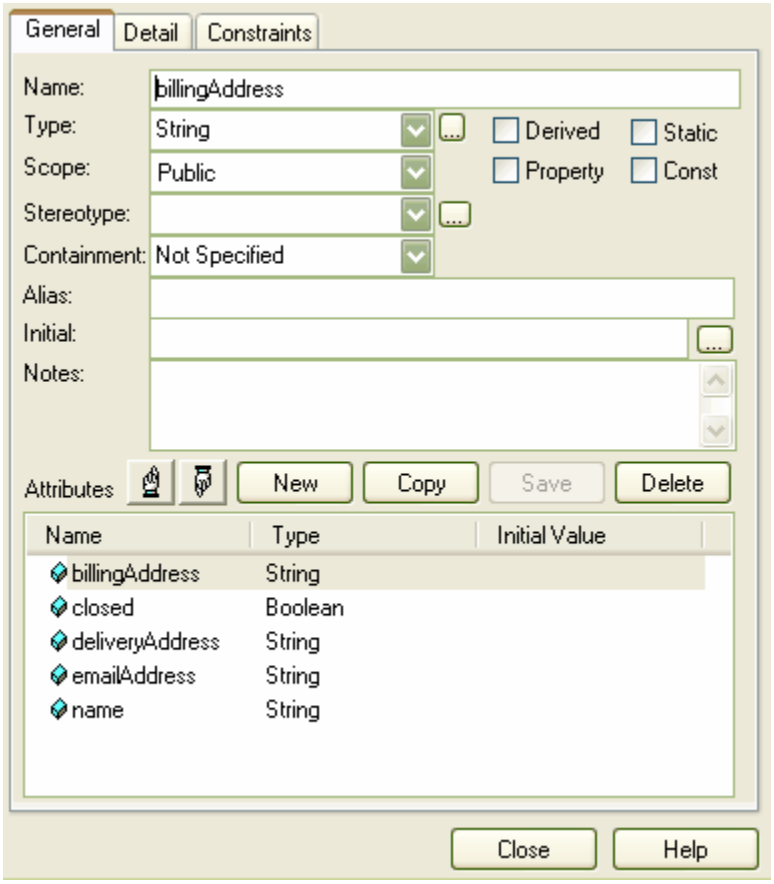
2. The *<Element name> Attributes* dialog displays.



See the topics on the Attributes *General* 333, *Detail* 335 and *Constraints* 336 tabs.

5.3.4.1.1 Attributes General tab

The *General* tab of the *Attributes* dialog is shown below:



To review an existing attribute, click on the attribute name in the *Attributes* panel.

To delete an existing attribute, click on the attribute name in the *Attributes* panel and click on the **Delete** button.

To create a new attribute, either:

- Click on the **New** button, or
- Click on an existing attribute name in the *Attributes* panel, and click on the **Copy** button.

Review, edit or complete the fields as indicated in the following table.

Field	Description
Name	Displays the name of the attribute. For a new attribute, type the name (with no spaces).
Type	Displays the attribute's *data* type. If necessary, click on the drop-down arrow and select a different type.
... (Build) button	Opens the *Select Attribute Type* dialog, which you use to select or define a different attribute type.

Field	Description
Scope	Defines the attribute as **Public**, **Protected**, **Private** or **Package**. If necessary, click on the drop-down arrow and select a different scope.
Stereotype	Defines the optional stereotype of the attribute. If necessary, either type a different stereotype name or click on the drop-down arrow and select a stereotype.
Containment	Defines the containment type (by reference, by value or not specified). If necessary, click on the drop-down arrow and select a different containment type.
Derived	Select the checkbox to indicate that the attribute is a calculated value.
Static	Select the checkbox to indicate that the attribute is a static member.
Property	Select the checkbox to indicate that the attribute has automatic property creation.
Const	Select the checkbox to indicate that the attribute is a constant.
Alias	Displays an optional alias for the attribute. If necessary, type in a new alias.
Initial	Displays an optional initial value. If necessary, type in a new initial value.
Notes	If necessary, type in any notes concerning the attribute.

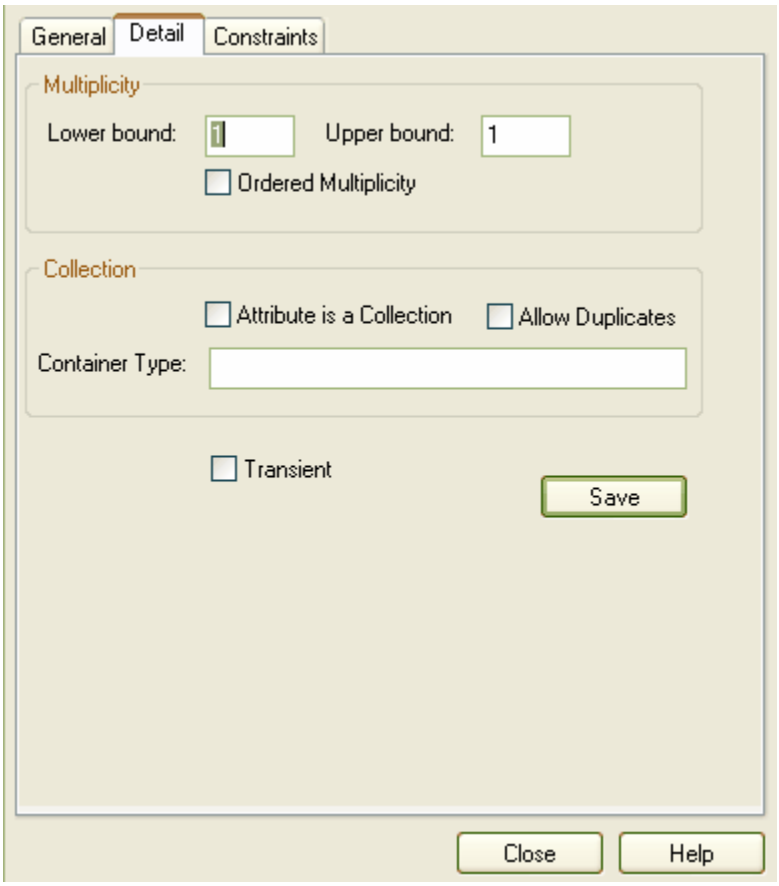
If you want to change the position of an attribute in the list in the *Attributes* panel, click on the **Scroll Up** or **Scroll Down** (hand) buttons.

Note: *By default, the attributes are listed in alphabetical order. Before changing this sequence, you must deselect the* **Sort Features Alphabetically** *checkbox on the Objects page of the Options dialog (***Tools | Options | Objects***).*

If you have changed the attribute details, click on the **Save** button to save the changes.

5.3.4.1.2 Attributes Detail

To define additional details relating to collections, click on the *Detail* tab of the *Attributes* dialog.



Field	Description
Multiplicity	
Lower bound	Type a lower limit to the number of elements allowed in the collection.
Upper bound	Type an upper limit to the number of elements allowed in the collection.
Ordered Multiplicity	Select the checkbox if the collection is ordered.
Collection	The three fields in this panel enable you to code the attribute as an array, so that it can contain multiple concurrent values rather than a single value.
Attribute is a Collection	Select the checkbox if the attribute is a collection (array).
Allow Duplicates	Select the checkbox if duplicates are allowed.
Container Type	Type the name of the container type.

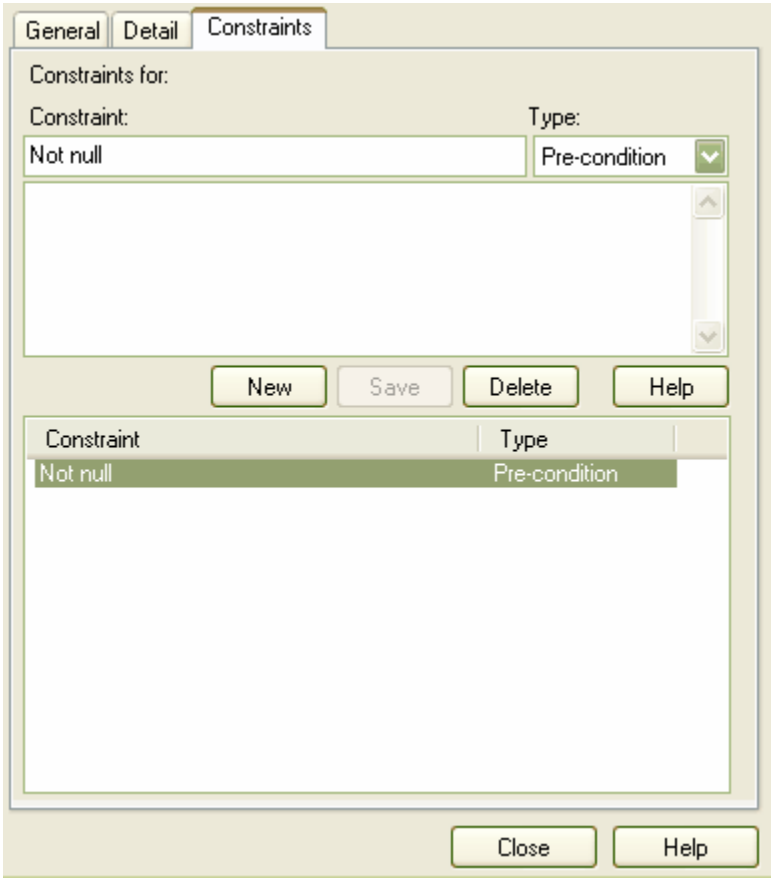
Transient	(For Java code) select the checkbox if the attribute can change regardless of what the code is performing.

When you have completed these fields, click on the **Save** button.

5.3.4.1.3 Attributes Constraints

Attributes can also have constraints associated with them. Typically these indicate such things as maximum value, minimum value and length of field.

Select the *Constraints* tab of the *Attributes* dialog to define these constraints.



To review an existing constraint, click on the constraint name in the panel at the bottom of the dialog.

To delete an existing constraint, click on the constraint name in the panel and click on the **Delete** button.

To create a new constraint, click on the **New** button.

Review, edit or complete the fields as indicated in the following table.

Field	Description
Constraint	Type the constraint name.
Type	Click on the drop-down arrow and select the constraint type.

Field	Description
(Notes)	Type any comments or notes concerning the constraint.

If you have created or edited the data, click on the **Save** button to save the changes.

5.3.4.1.4 Attributes Tagged Values

You can define Tagged Values for an attribute. Tagged Values are a convenient means of extending the properties a model element supports. This in turn can be used by code generators and other utilities to transform UML models into other forms.

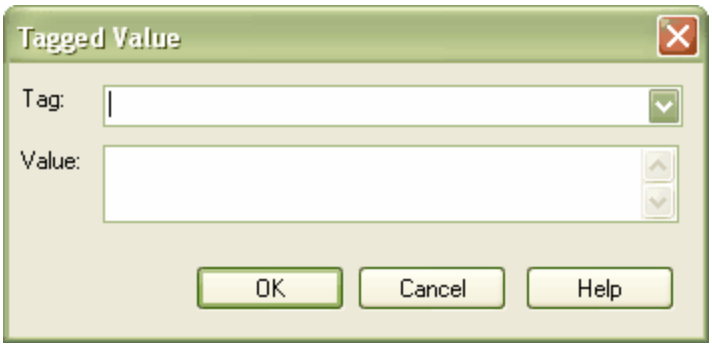
Tip: *Tagged Values are supported for Attributes, Operations, Objects and Connectors.*

Add a Tagged Value

To add a Tagged Value to an attribute, follow the steps below:

1. Either:
   - Select the **View | Tagged Values** menu option or
   - Press **[Ctrl]**+**[Shift]**+**[6]**.

   The *Tagged Values* window displays.
2. Double-click on the attribute, either in the diagram or in the *Project Browser* window. The attribute name is displayed as selected in the *Tagged Values* window.
3. Either click on the **New tag** button () or press **[Ctrl]**+**[N]**. The *Tagged Value* dialog displays.

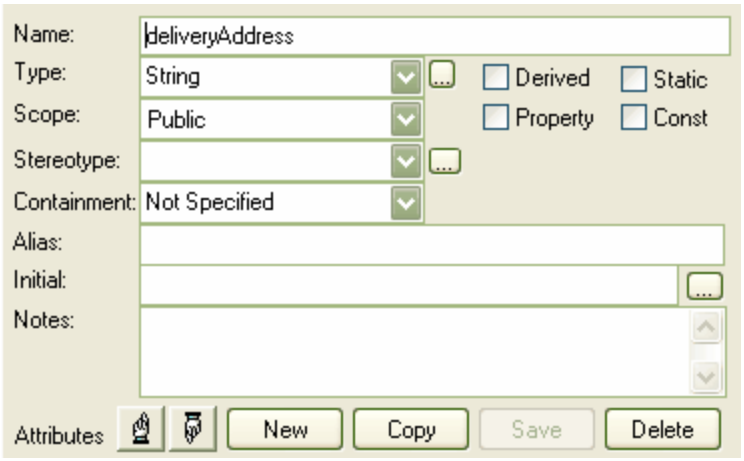


4. In the **Tag** field, type the tag name or click on the drop-down arrow and select a custom defined tag.
5. In the **Value** field, type the text associated with the tag.
6. Click on the **OK** button to confirm the operation. The tag name and value are displayed under the attribute in the *Tagged Values* window.

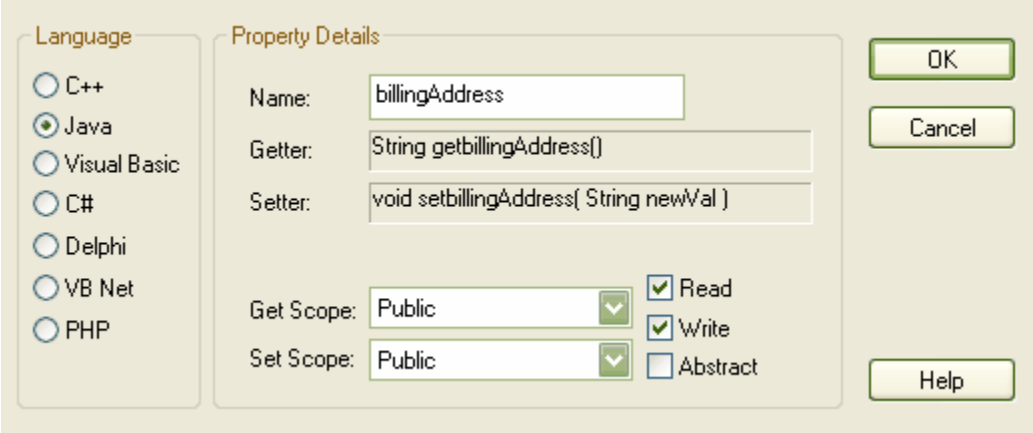
Tip: *You can define custom tags by creating a Custom Tagged Value Type. For more information see the Enterprise Architect Software Developers' Kit (SDK).* 1282

5.3.4.1.5 Create Properties

Enterprise Architect has capabilities for automatically creating properties in various languages. Property creation is controlled from the *General* tab of the *Attribute* dialog.



Select the **Property** checkbox. The *Create Property Implementation* dialog immediately displays.

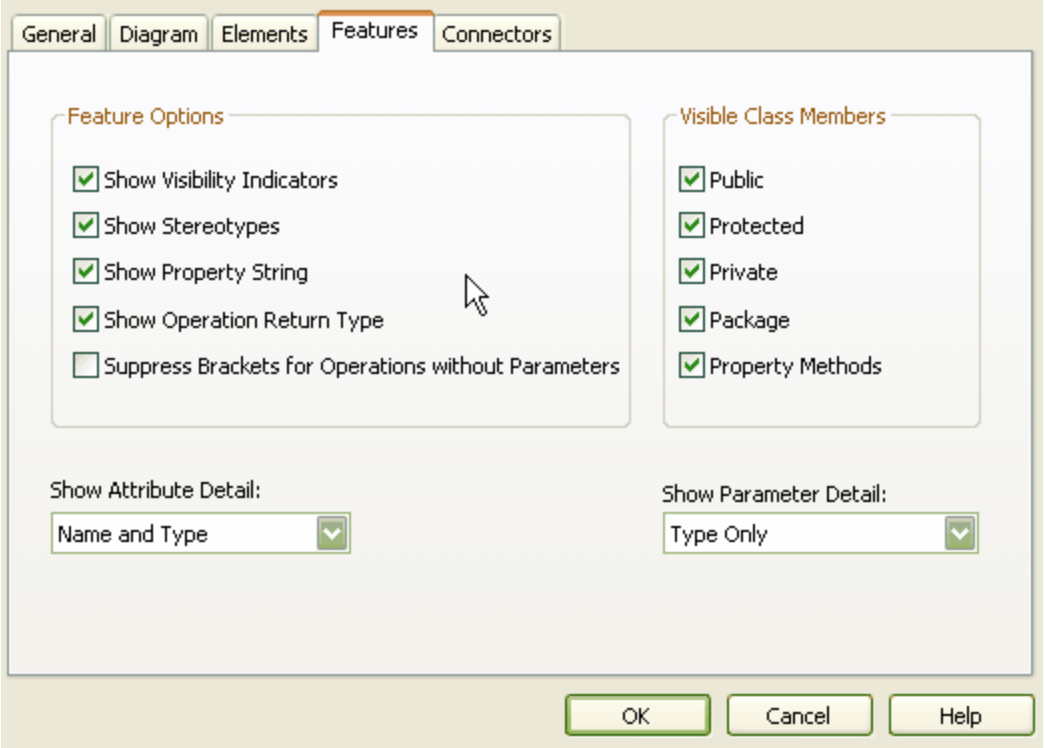


The *Language* panel defaults to the Class language; however, you can change this and generate the properties for any language. Each language has slightly different syntax and generates slightly different results. For example:

- Java and C++ generate get and set functions
- C# and VB.Net create property functions
- Delphi creates get and set functions as well as a specialized Delphi property Tagged Value.

Type in the required details and click on the **OK** button. Enterprise Architect generates the required operations and properties to comply with the selected language.

Note that *get* and *set* functions are stereotypes with *<<property get>>* *<<property set>>* making it easy to recognize property functions. You can also hide these specialized functions by deselecting the **Property Methods** checkbox in the *Features* tab of the *Diagram Properties* dialog for a specific diagram (select the **Diagram | Properties** menu option). This makes it easier to view a Class, uncluttered by many *get* and *set* methods.

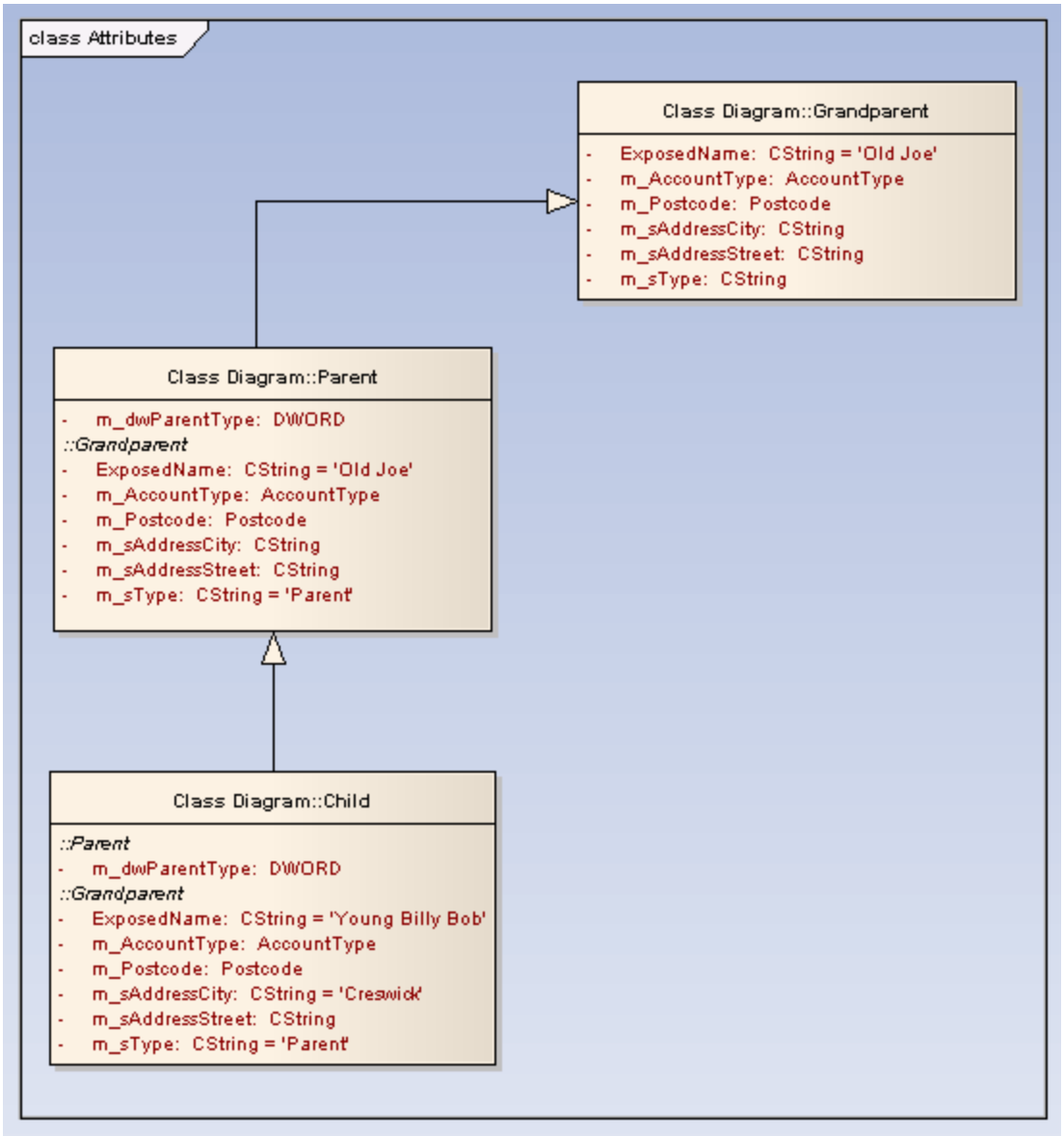


Note that for Delphi you must enable the *Tagged Values* compartment to see the generated properties. See Compartments 372 for the steps for doing this.

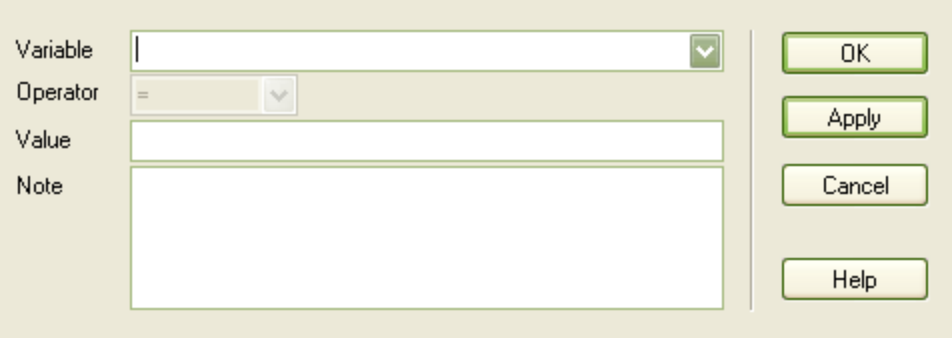
5.3.4.1.6 Display Inherited Attributes

When displaying a Class with attributes in a diagram, you can also show the inherited attributes from all parents in the elements type hierarchy (ancestors).

To show inherited attributes, use the Specify Feature Visibility 246 dialog.



Note that for elements that have attributes, you can also override an inherited attribute's initial value, using the element context menu option **Advanced | Override Attribute Initializers**. This displays the *Override Attribute Initializers* dialog.



In the *Override Attribute Initializers* dialog, select the variable name and enter a new initial value. If required, you can type a note in the **Note** field. When you display inherited attributes, Enterprise Architect merges the list of attributes from all ancestors and merges the attribute initializers, so that the final child Class displays the correct attribute set and initial values.

5.3.4.2 Operations

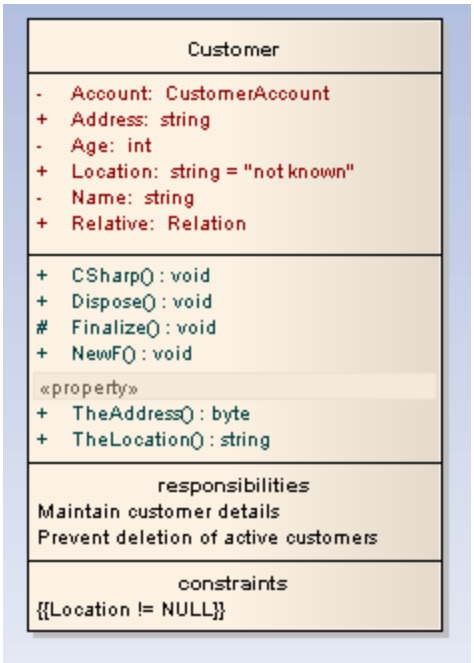
Operations are features of a Class or other element that represent the behavior or services an element supports. For a Customer Class, *UpdateCustomerName* and *GetCustomerAddress* can be operations. Operations have several important characteristics, such as type, scope (visibility), static, abstract and notes.

How to Access Operations

If an element supports operations (typically Classes and Interfaces), the right-click context menu contains the **Operations** menu item. Select this to open the *Operations* dialog. Alternatively, press **[F10]**.

How Operations Appear in Diagrams

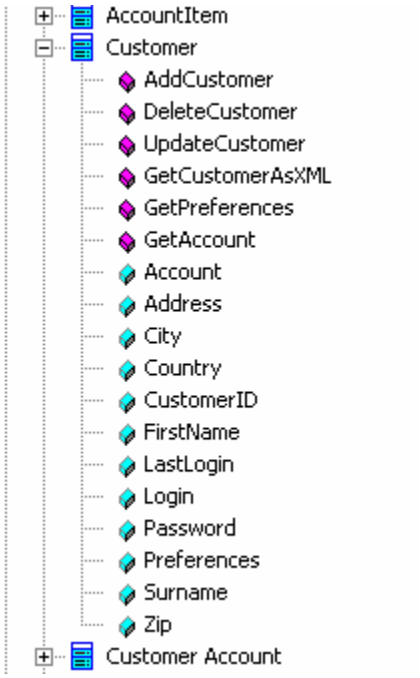
Elements with operations (typically Classes) display their features in diagrams in the manner shown below. As the diagram illustrates, some characteristics display in shorthand form; for example, *static* displays as **$**, *abstract* as *****.



Operations in the Project Browser Window

Classes with operations have their features collected beneath them in the *Project Browser* window. Right-click on an operation and select **Operation Properties** to open the *Operations* dialog and edit details for the feature.

From the *Project Browser* window, you can drag operations onto new elements to give them the same operations.



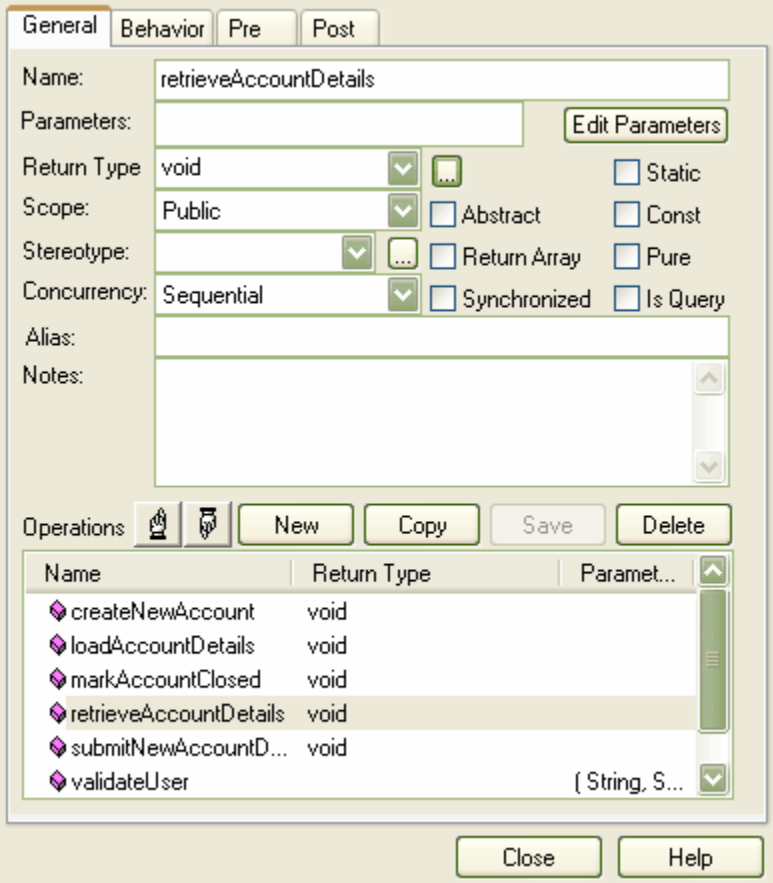
See Also

- Operation Tagged Values 352
- Override Parent Operations 352
- Display Inherited Operations 353

5.3.4.2.1 Operations Dialog - General

The *General* tab of the *Operations* dialog enables you to define new operations and set the most common properties, including name, access type and return.

Note: *The General tab can vary according to the type of element you are adding an operation to. If defining operations for a data modeling table, see Indexes, Triggers and Check Constraints 862.*



Control	Description
Name	Operation name.
Parameters	The parameter list, see Operation Parameters 347 for information regarding what this string can contain.
Edit Parameters	Opens the *Parameters* dialog.
Return Type	Data type returned by the operation.

Control	Description
	(Not shown for *State* or *State Machine* elements.)
[...] (Return Type Build button)	Opens the *Set Element Classifier* 370 dialog. (Not shown for *State* or *State Machine* elements.)
Action	(For *State* or *State Machine* elements.) Defines the action of the operation: **do**, **exit** or **entry**.
Scope	Public/Protected/Private/Package.
Stereotype	An optional stereotype for this operation.
Concurrency	Concurrency of operation.
Alias	An optional alias for the operation.
Notes	Free text notes.
Virtual/Abstract	If the operation's language is set to C++, this option maps to the C++ *Virtual* keyword. Otherwise this option is *Abstract*, pertaining to an abstract function. (Not shown for *State* or *State Machine* elements.)
Return Array	The return value is an array. (Not shown for *State* or *State Machine* elements.)
Synchronized	A code engineering flag which relates to multi threading in Java. (Not shown for *State* or *State Machine* elements.)
Static	Operation is a static member. (Not shown for *State* or *State Machine* elements.)
Const	The return type of this method is constant. (Not shown for *State* or *State Machine* elements.)
Pure	Relates to C++ pure virtual syntax - eg. *virtual void myFunction( ) = 0;* (Not shown for *State* or *State Machine* elements.)
IsQuery	This method does not modify the object. (Not shown for *State* or *State Machine* elements.)
Operations	List of defined operations.
Up/Down Buttons	Use to change the order of operations in the list.
New	Create new operation.
Copy	Copy the currently selected operation.
Save	Save new operation, or save modified details for existing operation.
Delete	Delete the currently selected operation.

See Also

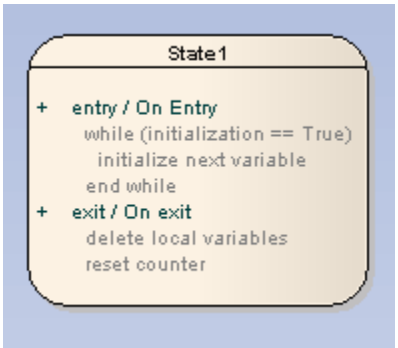
- Operations Dialog - Behavior 345
- Operations Dialog - Constraints 351

5.3.4.2.2 Operations Dialog - Behavior

The *Behavior* tab of the *Operations* dialog enables you to enter free text to describe the functionality that an operation has. Use pseudo code, structured English or just a brief description.

You can also use this tab to formally describe a Method or State action and have the text appear under the method/action name in a diagram.

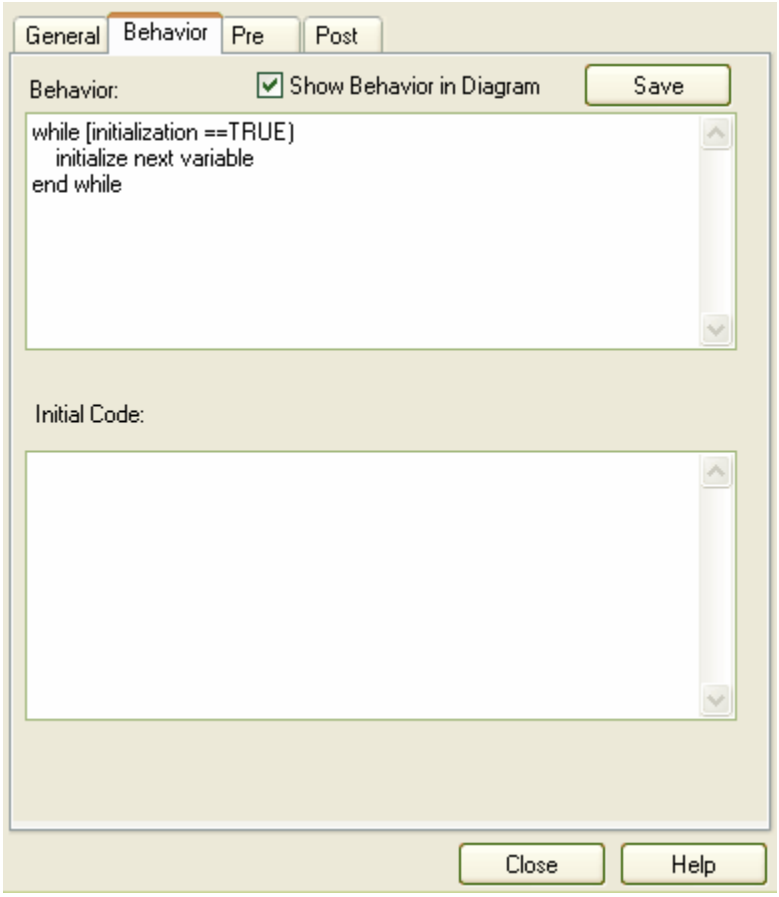
This example illustrates how to use this field to elaborate a method's function in a diagram.



Showing Behavior in a Diagram

To show behavior in a diagram, follow the steps below:

1. Create or locate the required operation.
2. Click on the *Behavior* tab of the *Operations* dialog.



3. Select the **Show Behavior in Diagram** checkbox.
4. Click on the **Save** button.

See Also

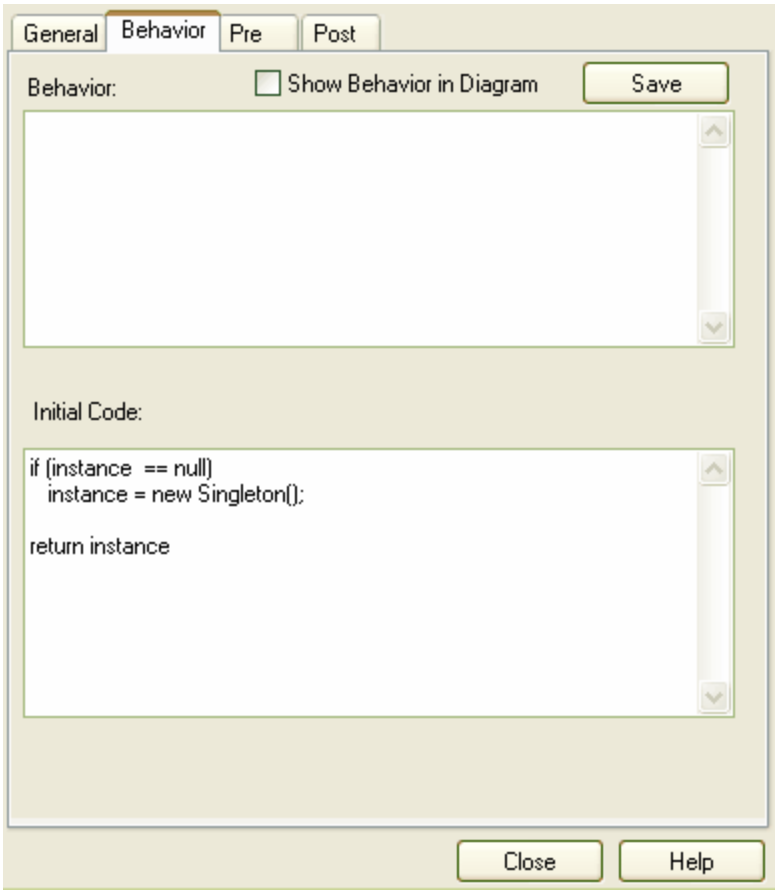
- Initial Code 346

5.3.4.2.2.1 Initial Code

The **Initial Code** field inserts code into an operation body when the operation is first generated to file. After this point, forward code generation does not replace the existing operation code with the **Initial Code** field. It should also be noted that the **Initial Code** field is not imported into the model during reverse engineering (or synchronization).

This field is most useful when combined with UML Patterns. Elements within a pattern often require the same stub code. Notice that the language specific patterns available from www.sparxsystems.com/resources/developers/uml_patterns.html include initial code for some of the defined operations. This helps speed up the process of applying patterns from model to implementation. The **Initial Code** section is also useful for ensuring that the generated code is directly compilable.

This example shows the contents of the **Initial Code** field for the *Instance()* operation of the *Singleton* element in the C# Singleton pattern:



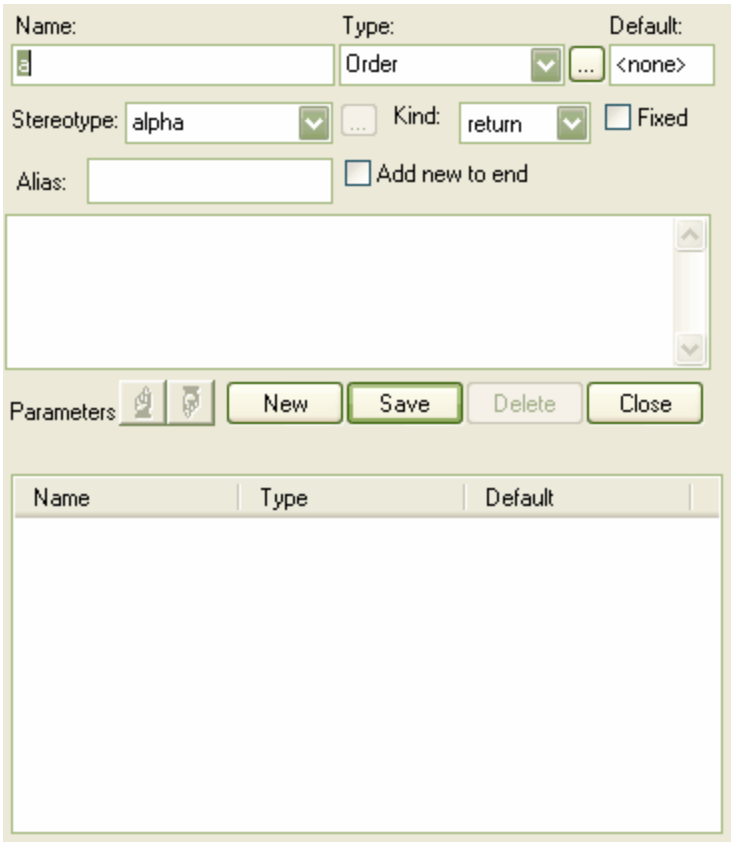
See Also

- UML Patterns 425

5.3.4.2.3 Operation Parameters

The *Parameters* dialog enables you to define the parameters an operation has. The parameter list is reproduced in code in the order the parameters appear in the parameters list, so use the **Up** and **Down** buttons to move parameters into their required positions. Additionally, you can select the **Add new to end** checkbox to force new parameters to appear at the end of the list instead of the top.

Tip: *Set the amount of parameter detail to display in a specific diagram using the* **Show Parameter Detail** 274 *drop-down list on the Diagram Properties dialog. The setting applies only to the current diagram. The default is to show the type only.*



Control	Description
Name	Type the parameter name.
Type	Click on the drop-down arrow and select the data type of the parameter. Alternatively, click on the **[...]** button and select the element classifier to define the type.
Default	Optional; type a default value for the parameter.
Stereotype	Type a stereotype name, or click on the drop-down arrow and select a stereotype for the parameter.
Kind	Indicates the way a parameter is passed to a function: • **In** = By Value • **InOut** = By Reference • **Out** is passed by Reference, but only the return value is significant.
Fixed	Select the checkbox to set the parameter to *const*, even if passed by reference
Alias	Optional; type an alias for the parameter.
Add new to end	Select to place new parameters at the end of the list instead of the start.
Notes	Type any additional notes on the parameter.

See Also

- Operation Parameter Tagged Values 349
- Operation Parameters by Reference 350

5.3.4.2.3.1 Operation Parameter Tagged Values

Operation parameters can have Tagged Values associated with them. Tagged values offer a convenient extension mechanism for UML elements, so you can define any tags you like and then assign values to them using this form.

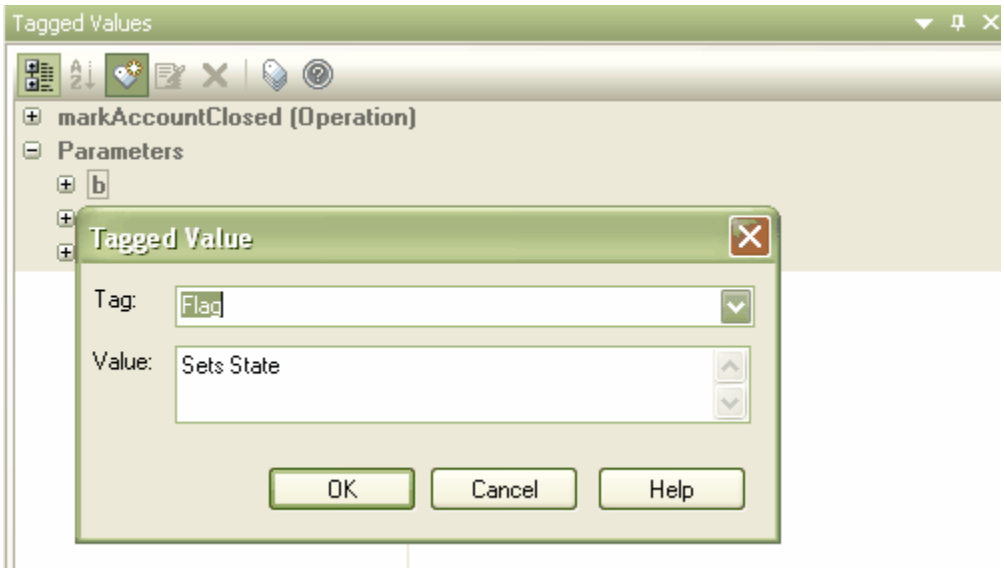
Tagged values are written to the XMI output, and can be input to other third party tools for code generation or other activity.

Tip: *Tagged values are supported for Attributes, Operations, Objects and Connectors.*

Add a Tagged Value

To add a Tagged Value for a parameter, follow the steps below:

1. Select the **View | Tagged Values** menu option or press **[Ctrl]+[Shift]+[6]**. The *Tagged Values* window displays.
2. Click on the operation containing the parameter in a diagram or in the *Project Browser* window. The *Tagged Values* window now has the operation and parameters selected.
3. Click on the required parameter in the *Parameters* compartment of the *Tagged Values* window, and either click on the **New Tags** button or press **[Ctrl]+[N]**. The *Tagged Value* dialog displays.

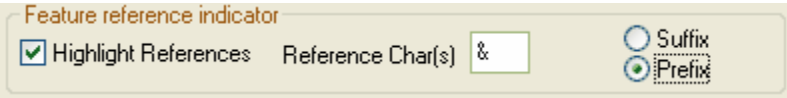


4. In the **Tag** field, type the tag name (or select a custom-defined tag from the drop-down list), then add the tag value in the **Value** field.
5. Click on the **OK** button to confirm the operation.

Tip: *Custom tags can be defined by creating a custom Tagged Value type. For more information see the* Enterprise Architect Software Developers' Kit (SDK). 1282

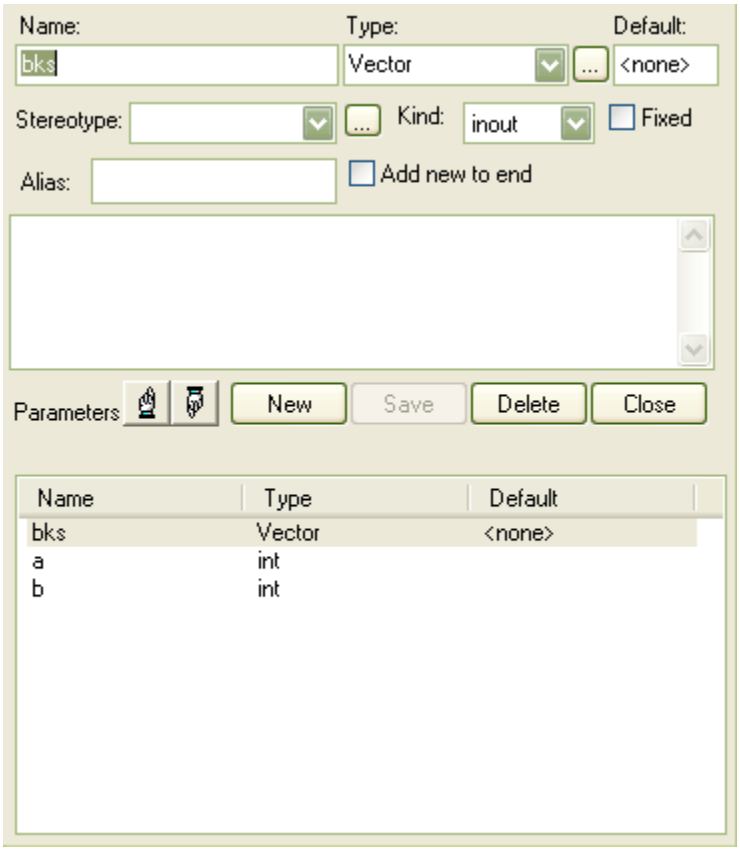
5.3.4.2.3.2 Operation Parameters by Reference

You can select to highlight parameters declared as type *inout* with an additional user-defined prefix or suffix. On the *Objects* page of the *Options* dialog (select the **Tools | Options | Objects** menu option), the *Feature reference indicator* panel enables you to set whether references are highlighted or not.

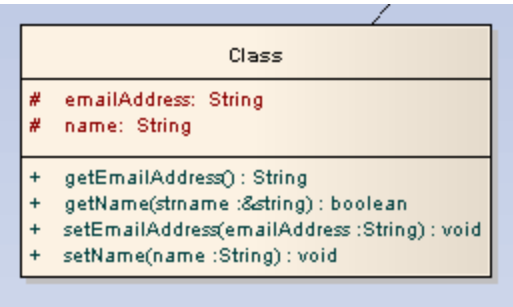


If you select the **Highlight References** checkbox, you can also indicate whether a prefix or suffix should be used, and the actual reference character to use. In the example above, the ***&*** character has been set as a prefix.

When you declare a parameter of type *inout*, it is assumed you are passing the parameter by reference rather than by value. If you have elected to highlight references, then this is displayed in the *Diagram View*.



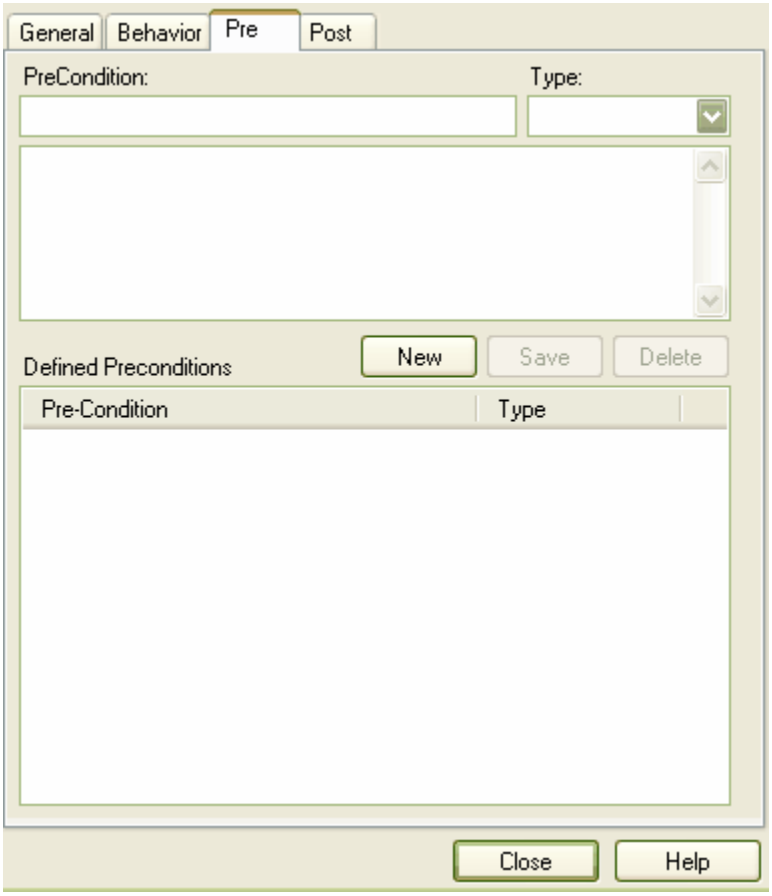
The example below shows that the parameter *strName* is a *string* reference, and is highlighted using the chosen character and position.



5.3.4.2.4 Operations Dialog - Constraints

Operations can have pre- and post- conditions defined. For each type, give the condition a name, a type and enter notes.

Constraints define the contractual behavior of an operation, what must be true before they are called and what is true after. In this respect they are related to the state model of a Class and can also relate to the guard conditions that apply to a transition.



5.3.4.2.5 Operation Tagged Values

Operations can have Tagged Values associated with them. Tagged values offer a convenient extension mechanism for UML elements, so you can define any tags you like and then assign values to them using this form.

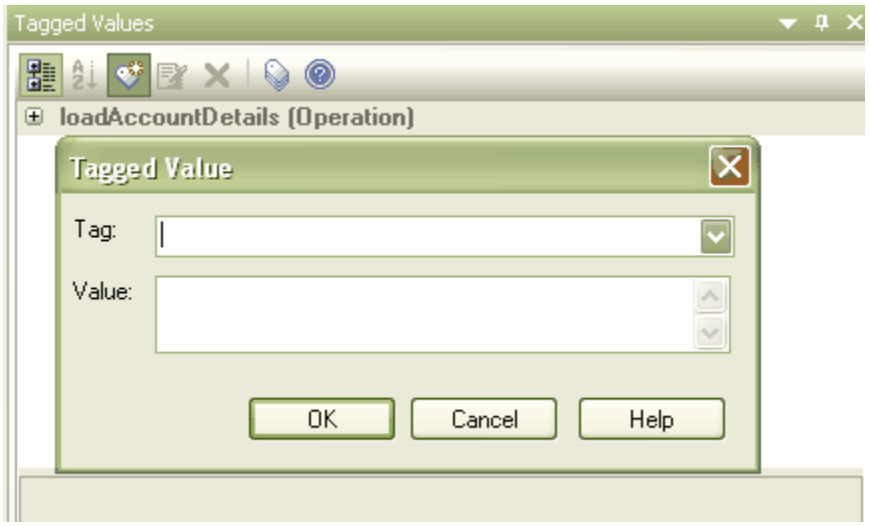
Tagged values are written to the XMI output, and can be input to other third party tools for code generation or other activity.

Tip: *Tagged values are supported for Attributes, Operations, Objects and Connectors.*

Add a Tagged Value

To add a Tagged Value for an operation, follow the steps below:

1. Select the **View | Tagged Values** menu option or press **[Ctrl]+[Shift]+[6]**. The *Tagged Values* window displays.
2. Click on the operation in a diagram or in the *Project Browser* window. The *Tagged Values* window now has the operation selected.
3. Either click on the **New Tags** button or press **[Ctrl]+[N]**. The *Tagged Value* dialog displays.



4. In the **Tag** field, type the tag name (or select a custom-defined tag from the drop-down list), then in the **Value** field type the tag value.
5. Click on the **OK** button to confirm the operation.

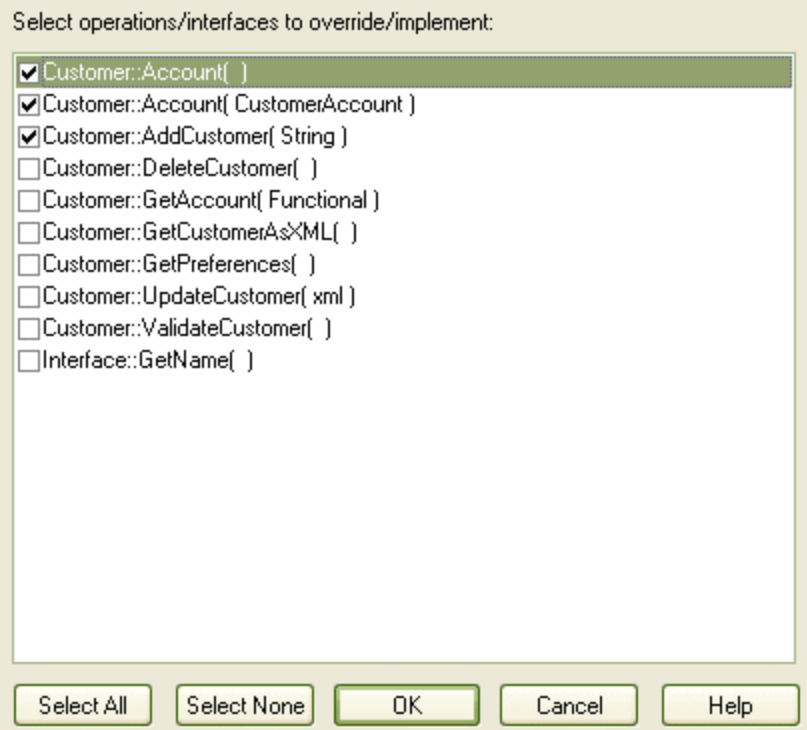
Tip: *You can define custom tags by creating a Custom Tagged Value Type. For more information see the* *Enterprise Architect Software Developers' Kit (SDK)* 1282.

5.3.4.2.6 Override Parent Operations

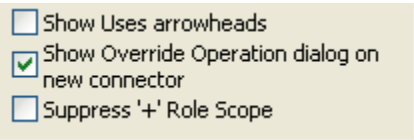
It is possible in Enterprise Architect to automatically override methods from parent Classes and from realized Interfaces.

Select a Class that has a parent or realized interface and select the **Element | Advanced | Overrides & Implementations** menu option.

In the *Override Operations/Interfaces* dialog, check the operations/interfaces to automatically override and click on the **OK** button. Enterprise Architect generates the equivalent function definitions in your child Class.



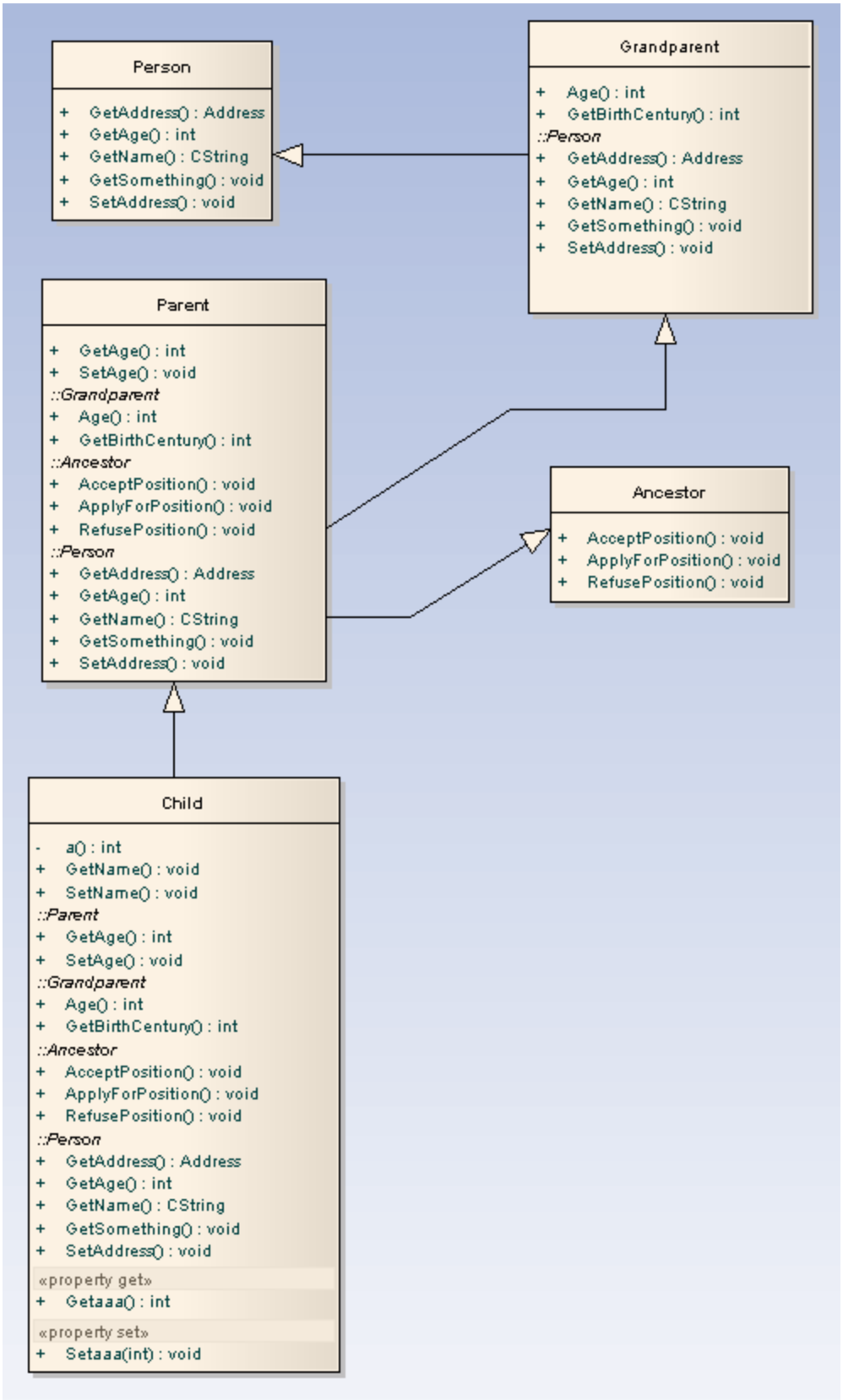
It is possible to configure Enterprise Architect to display this dialog each time you add a Generalization or Realization link between Classes, and review their possible operations/interfaces to override/implement. Do this from the *Links* page of the *Options* dialog (select the **Tools | Options | Links** menu option).



5.3.4.2.7 Display Inherited Operations

It is possible to configure an element in a diagram to display the complete operation set obtained from all ancestors in the elements type hierarchy, as well as those directly owned. To do this, use the **Element | Set Feature Visibility** 246 function from the main menu, or press **[Ctrl]+[Shift]+[Y]**.

The following diagram illustrates this behavior when enabled for each element in a simple hierarchy.



5.3.5 Properties

This topic area covers element properties and their settings, responsibilities, constraints, links, scenarios, Tagged Values, associated files, object files and classifiers, and boundary element settings.

To display the element *Properties* dialog:

- Select an element in the *Diagram View* and select the **Element | Properties** menu option.
- Right-click on an element in the *Diagram View*, and select **Properties** from the context menu.
- Select an element in the *Diagram View* view, and press **[Alt]+[Enter]**.
- Double-click on an element in the *Diagram View*.
- Right-click on an element in the *Project Browser* window, and select **Properties...** from the context menu.

To suppress display of the *Properties* dialogue when placing a new element, uncheck the **Edit Object on New** option 188.

***Note**: there are three variations of the Properties dialog:*

- *The dialog for a Table element has slight differences on the General tab and a Table Details tab instead of a Details tab; see Set Table Properties 839*
- *The dialog for a Class element of a stereotype other than Table is as shown in General Settings 356 .*
- *The dialog for an element of any other type does not have a Details tab.*

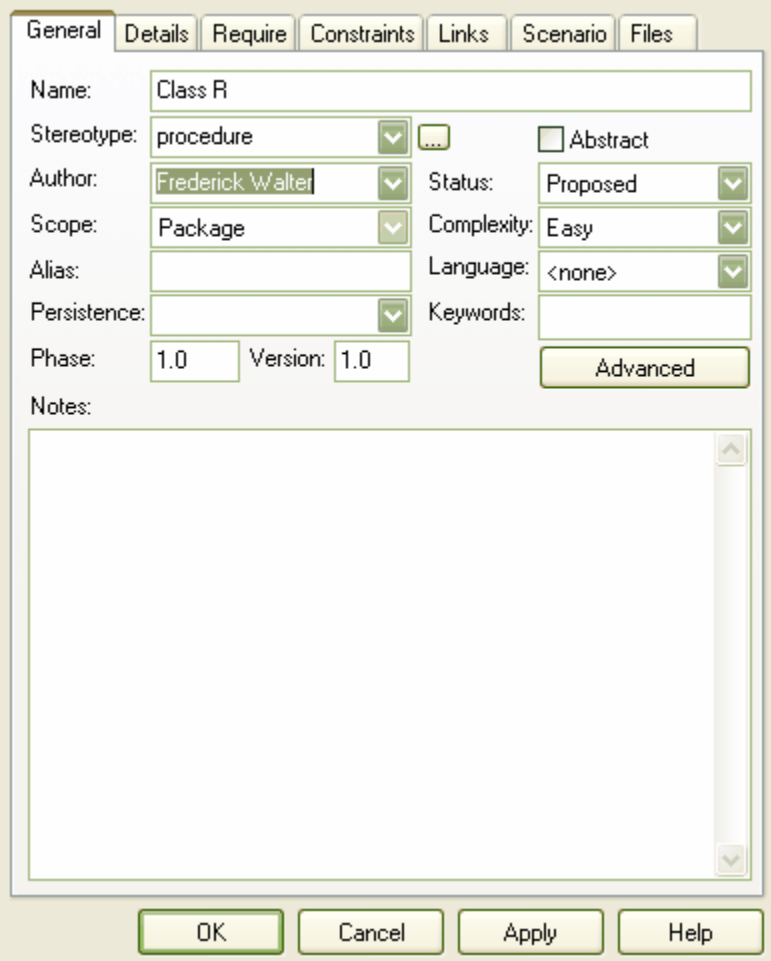
The following topics describe each of the tabs in this dialog in detail.

- General 356
- Details 358
- Require 359
- Constraints 361
- Link 363
- Scenario 364
- Files 365

Follow the links for information on Tagged Values 366, Object files and Classifiers 370, and the Boundary element 371 appearance

5.3.5.1 General Settings

The *General* tab of the element *Properties* dialog is shown below:



Complete the following fields:

Field	Description
Name	Change the element's name.
Stereotype	(Optional) Type the name of a stereotype for the element, or click on the drop-down arrow and select one.
Abstract	Select to indicate that the element is abstract.
Author	Enter or select the name of the original author.
Status	Indicate the current status of the element (eg. Approved, Proposed).
Scope	Indicate the element's scope (public, private, protected, package).
Complexity	Indicate the complexity of the element (used for project estimation). Assign Easy, Medium or Hard.

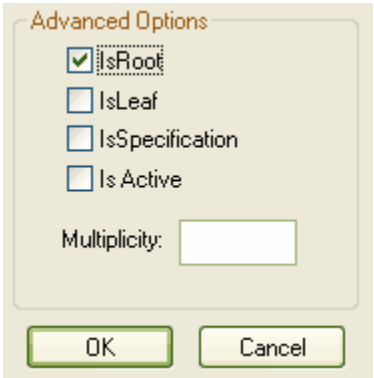
Field	Description
Alias	Enter an alias (alternative display name) for the object.
Language	Select the programming language for the object.
Keywords	A free text area that can be filtered in *Use Case Metrics* and *Search* dialogs; typically used for things such as keywords or context information.
Phase	Indicate the phase this element is to be implemented in (eg. 1, 1.1, 2.0 ...).
Version	Enter the version of the current element.
Notes	Enter any free text notes associated with the element.

Further facilities are available by pressing the **Advanced** button. See Advanced Settings 357 for details.

5.3.5.1.1 Advanced Settings

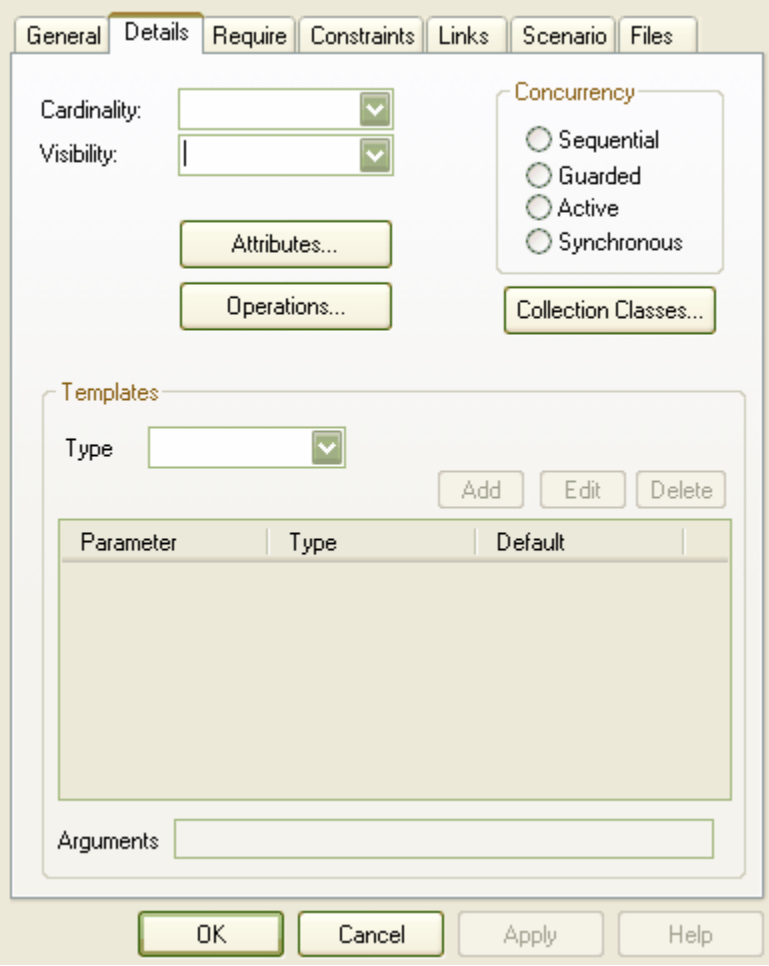
Some elements support additional attributes. These are *Generalizable* elements, and by clicking on the **Advanced** button on the element *Properties* dialog you can set the following:

- **IsRoot** - the element is a root element and cannot be descended from another
- **IsLeaf** - the element is *final* and cannot be a parent for other elements
- **IsSpecification** - the element is a specification
- **IsActive** - the element is active; for example, an active Class 1097
- **Multiplicity** - multiplicity setting for the element.



5.3.5.2 Details

The *Details* tab of the element *Properties* dialog is shown below. It enables you to define the structural and processing details for the selected Class element.



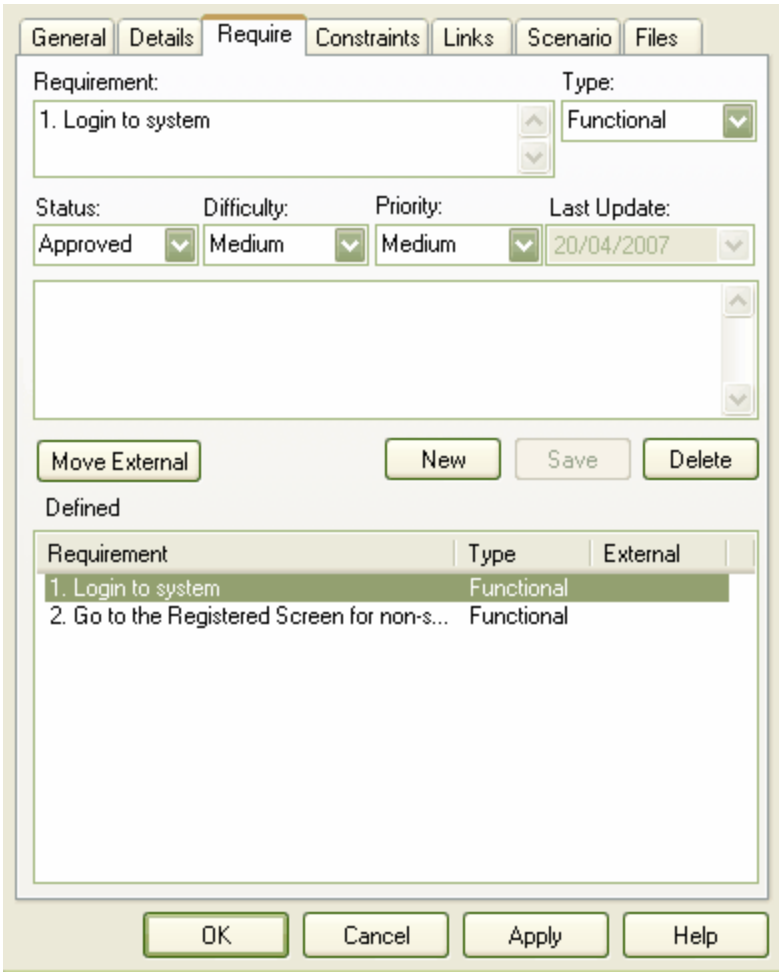
Note: *When launched from MDG Integration, the* **Attributes** *and* **Operations** *buttons are not available.*

Field/Button	Description
Cardinality	Click on the drop-down arrow and select the cardinality (number of elements in a set) for the Class.
Visibility	Click on the drop-down arrow and select the visibility of the Class.
Attributes	Click on this button to define Attributes for the Class. The *Attributes Properties* 329 dialog displays.
Operations	Click on this button to define Operations for the Class. The *Operations Properties* 343 dialog displays.
Concurrency	Select the appropriate radio button to define how concurrent activities should be processed.
Collection Classes	Click on this button to define collection Classes (for generating code from

Field/Button	Description
	association links) that apply to this Class. The *Collection Classes for Association Roles* 746 dialog displays.
Type	Click on the drop-down arrow and select the type of Class template parameter to add or list. You can also edit or delete parameters. See the Parameterised Classes 1097 topic.
Arguments	Select a parameter and type any required argument for that parameter.

5.3.5.3 Requirements

The *Require* tab of the element *Properties* dialog is shown below. Use this page to create requirements that this element is designed to meet. Requirements are of two types: *internal requirements* (responsibilities) and *external requirements* (system requirements). Enterprise Architect shows both types, but you can only edit the internal type from this tab.



Internal requirements form the functional requirements of the system to be built. The meaning of the requirement can vary depending on which element is the host; for example, a business process requirement might mean something different to a Use Case requirement, which again might mean something different to a Class requirement. Use these as best suit your model.

Use the Specify Feature Visibility 246 function to show the requirements for an element on the diagram directly (it is also possible to show inherited requirements in this way).

Note: *External requirements* 360 *are those linked to this element using a* Realization *link.*

Control	Description
Requirement	Name and high level detail of requirement.
Type	For example, **Functional** or **Non-functional**.
Status	Current status of requirement.
Difficulty	Complexity of implementing current requirement.
Priority	How urgent the requirement is.
Last update	Date of last requirement update.
Notes	Details of requirement.
Move External 440	Click on this button to make an internal responsibility into an external requirement.
New	Click on this button to create a new requirement.
Save	Click on this button to save changes to requirements.
Delete	Click on this button to delete a selected requirement.
Defined	Lists the defined requirements associated with this element.

See Also

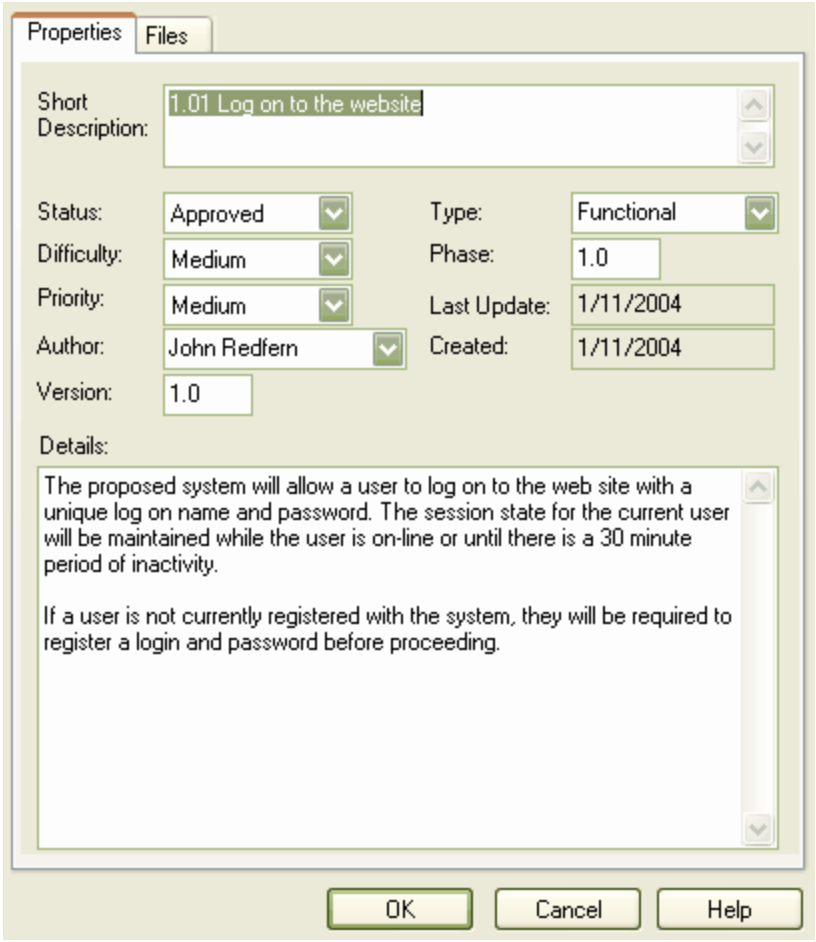
- Internal Requirements 440

5.3.5.3.1 External Requirements

External requirements are those Requirement elements that have been linked to the current element using a *Realization* link. By creating the link from the element to the requirement, you create a responsibility that the element must implement as part of the system solution.

In Enterprise Architect, linked requirements are shown in the *Require* tab of the element *Properties* dialog, but they are marked *external* and cannot be directly edited (on selection, the tab fields are grayed out).

Double-click an external requirement in the list to activate the *Properties* dialog for the associated requirement, where you can view and modify the requirement details and check the requirement hierarchy details.



See Also

- Create Requirements 437
- Requirement Elements 437
- Move Internal Requirement to External Requirement 440

5.3.5.4 Constraints

The *Constraints* tab of the element *Properties* dialog is shown below.

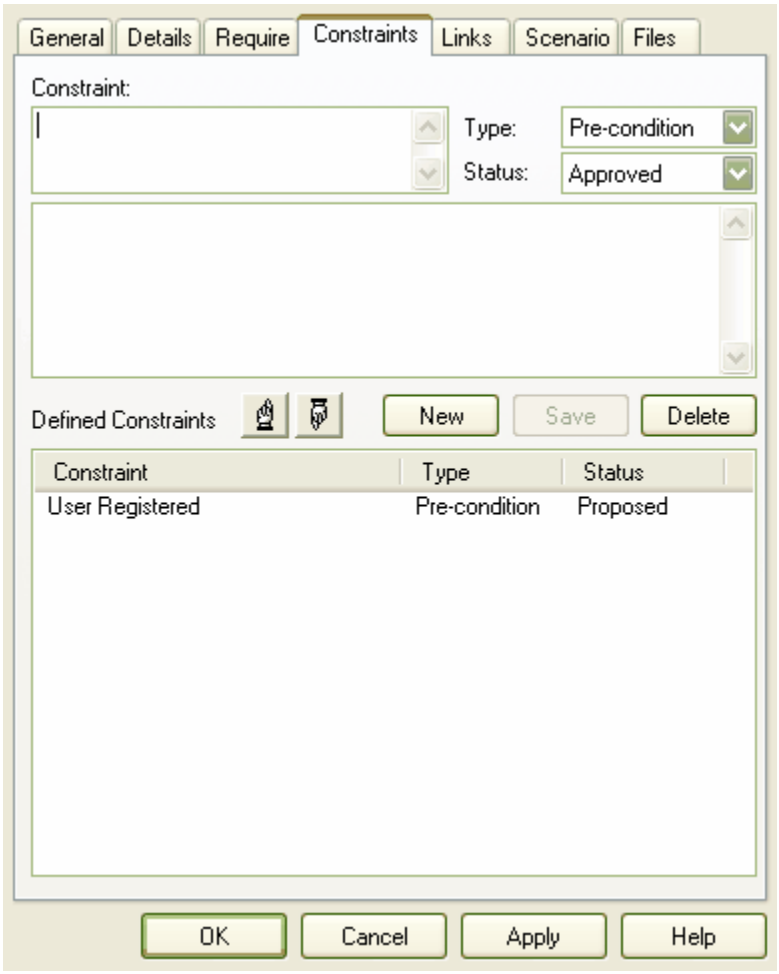
Elements can have associated constraints placed on them. These are conditions under which the element must exist and function. Typical constraints are pre- and post- conditions, which indicate things that must be true before the element is created or accessed and things that must be true after the element is destroyed or its action complete.

Use the Specify Feature Visibility 246 function to show constraints for an element on the diagram directly (it is also possible to show inherited constraints in this way).

Adding Constraints to a Model Element

To add constraints to a model element, follow the steps below:

1. Open the element *Properties* dialog.
2. Select the *Constraints* tab.

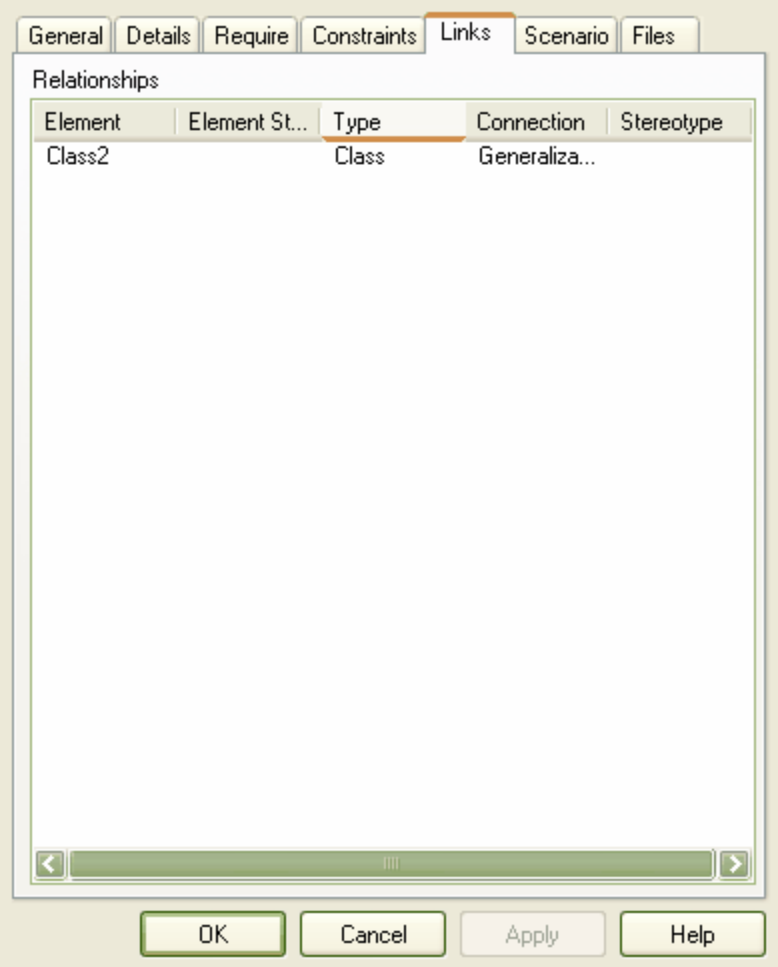


3. In the **Constraint** field, type the name of the constraint.
4. In the **Type** and **Status** fields, click on the drop-down arrow and select the appropriate constraint type (**Pre-condition**, **Post-condition** or **Invariant**) and status.
5. In the larger text field, type any additional notes required.
6. Click on the **Save** button.

Constraints are used in conjunction with responsibilities 359 to define the conditions and rules under which an element operates and exists.

5.3.5.5 Links

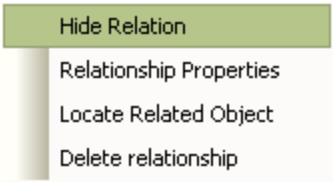
The *Links* tab of the element *Properties* dialog displays a list of all relationships active for the current element.



The *Relationships* panel lists the relationships this element has. The:

- **Element** column identifies the elements this element is related to
- **Element Stereotype** column identifies the stereotype (if any) of the element
- **Type** column identifies the element type of the related element
- **Connection** column identifies the type of relationship
- **Stereotype** column identifies the stereotype (if any) of the relationship.

From the *Links* tab you can perform operations on a relationship, by right-clicking on the relationship to display the context menu.

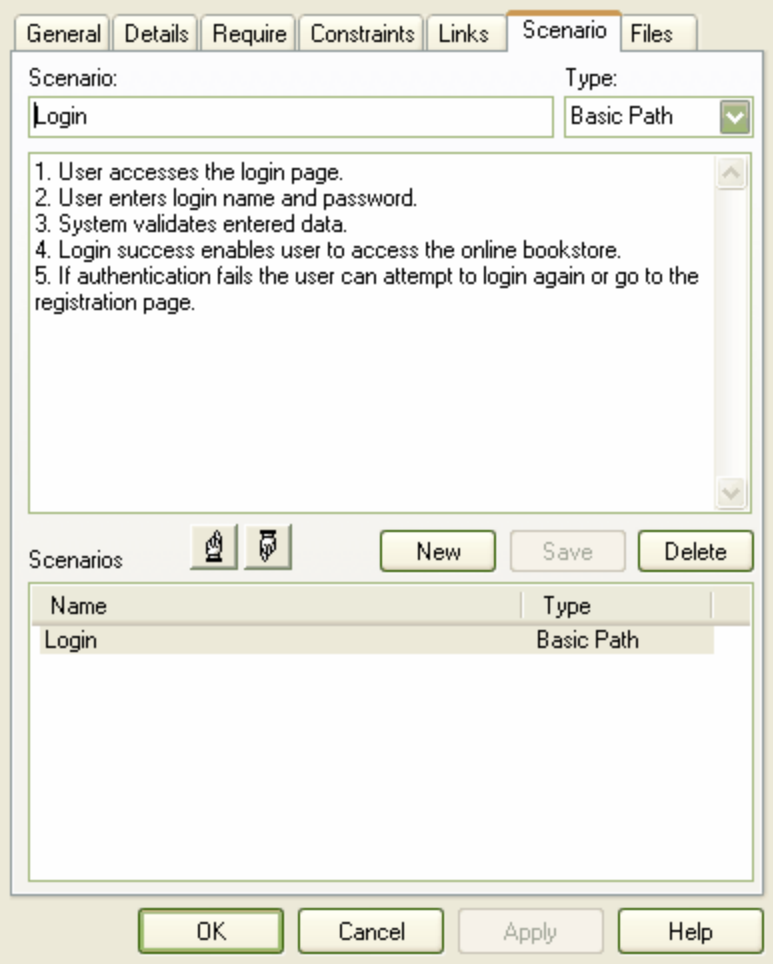


To:

- Hide the relationship on the diagram, click on the **Hide Relation** menu option; the option then changes to **Show Relation**, which you select to redisplay the relationship on the diagram)
- Display the relationship *Properties* 401 dialog, click on the **Relationship Properties** menu option
- Highlight the related element in the *Project Browser* window, click on the **Locate Related Object** menu option
- Delete the relationship from the model and all diagrams, click on the **Delete Relationship** menu option; the system prompts you to confirm the deletion.

5.3.5.6 Scenarios

The *Scenario* tab of the element *Properties* dialog is shown below. A scenario is a real world sequence of operations that describes how this element works in real-time. It can be applied to any element and can describe functional behavior, business work flows and end-to-end business processes.



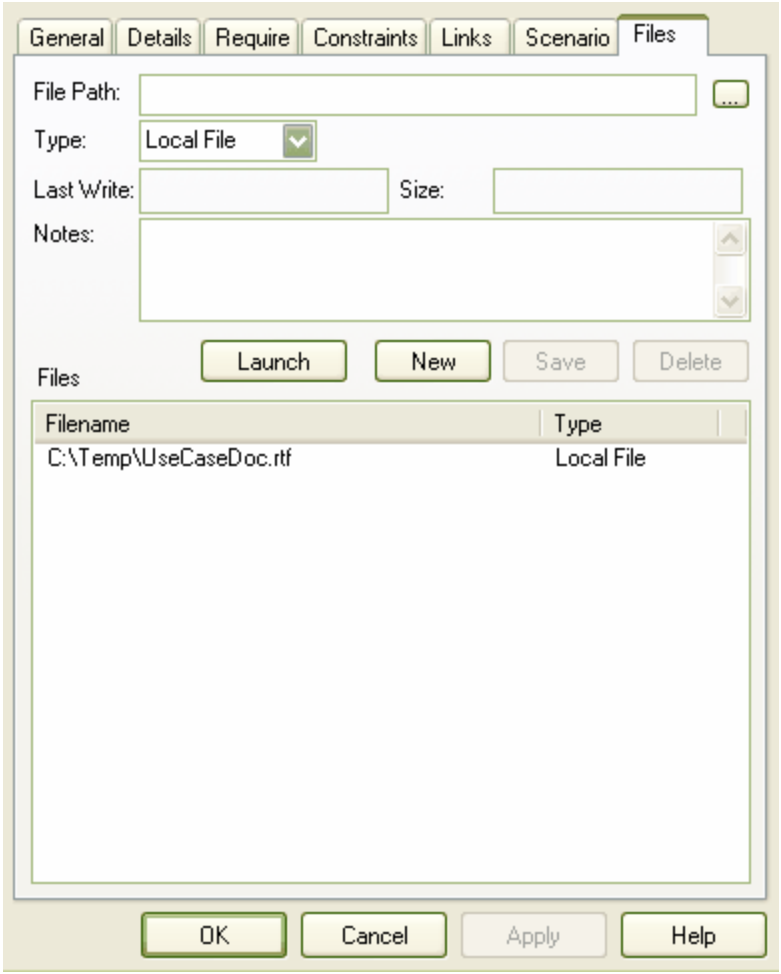
Field	Description
Scenario	Name of scenario.
Type	Type of scenario; for example, basic path, alternative path.
Notes	Textual description of the scenario, usually depicted in steps of how the user uses the current element.
Scenarios	List of defined scenarios.

5.3.5.7 Associated Files

The *Files* tab of the element *Properties* dialog is shown below. An element can be linked to files held somewhere. Use this tab to set associated files for the current element.

Tip: *Linked files are a good way to link elements to additional documentation and/or source code.*

You can also insert hyperlinks 1169 in diagrams to other files, and launch them directly from the diagram. This is an alternative method to that described here.



Control	Description
File path	Name of file.
Type	Local file or web address.
Notes	Free text about the file.
Attached files	List of files.
Launch	Open the selected file. Local files open with their default application and web files open in the default browser.

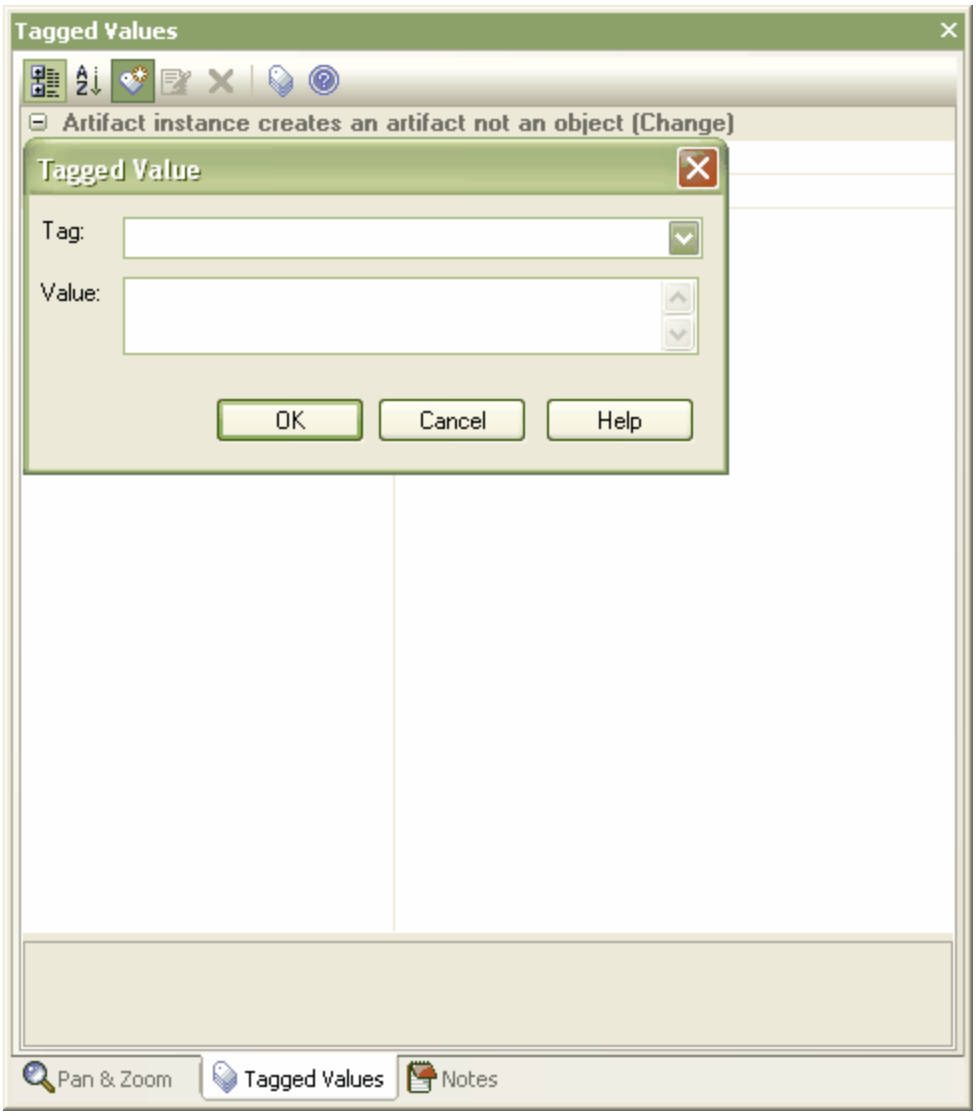
5.3.5.8 Tagged Values

Tagged Values are a convenient way of adding additional information to an element outside that directly supported by UML. UML provides the *Tagged Value* element for just this purpose. Often Tagged Values are used during code generation or by other tools to pass information or operate on elements in particular ways. For more information relating to using tags see The Tagged Values Window 169 topic.

Add a Tagged Value

To add a Tagged Value for an element, follow the steps below:

1. Select the **View | Tagged Values** menu option, or press **[Ctrl]+[Shift]+[6]**. The *Tagged Values* window displays.
2. Click on the required element either in a diagram or in the *Project Browser* window. This selects the operation in the *Tagged Values* window.
3. Click on the **New Tag** button in the *Tagged Values* toolbar or press **[Ctrl]+[N]**. The *Tagged Value* dialog displays.
4. In the **Tag** field, type the tag name (or click on the drop-down arrow and select a custom-defined tag), then in the **Value** field type the appropriate value.



5. Click on the **OK** button to confirm the operation.

Tip: *Custom tags can be defined by creating a custom Tagged Value type. For more information see the Enterprise Architect Software Developers' Kit (SDK)* 1282.

Tagged Values are the preferred method of extending the code generation capabilities of the CASE tool per

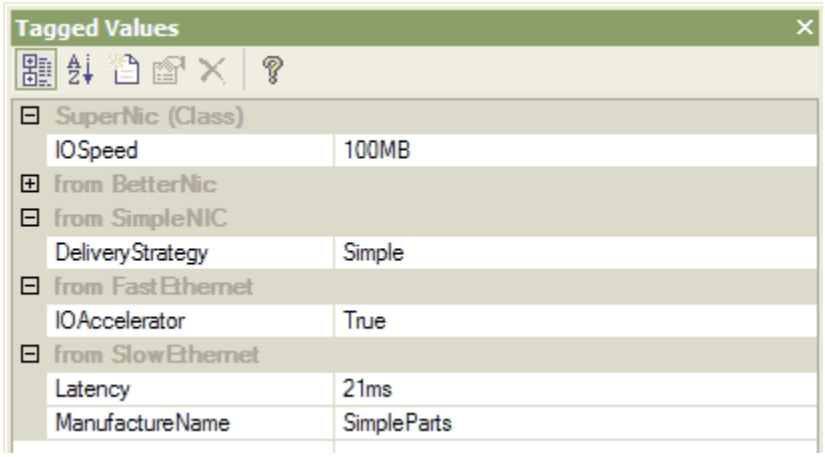
element / per language.

5.3.5.8.1 Advanced Tag Management

Tagged Values can also be managed within a type hierarchy and with respect to element instances, using the *Tag Management* dialog.

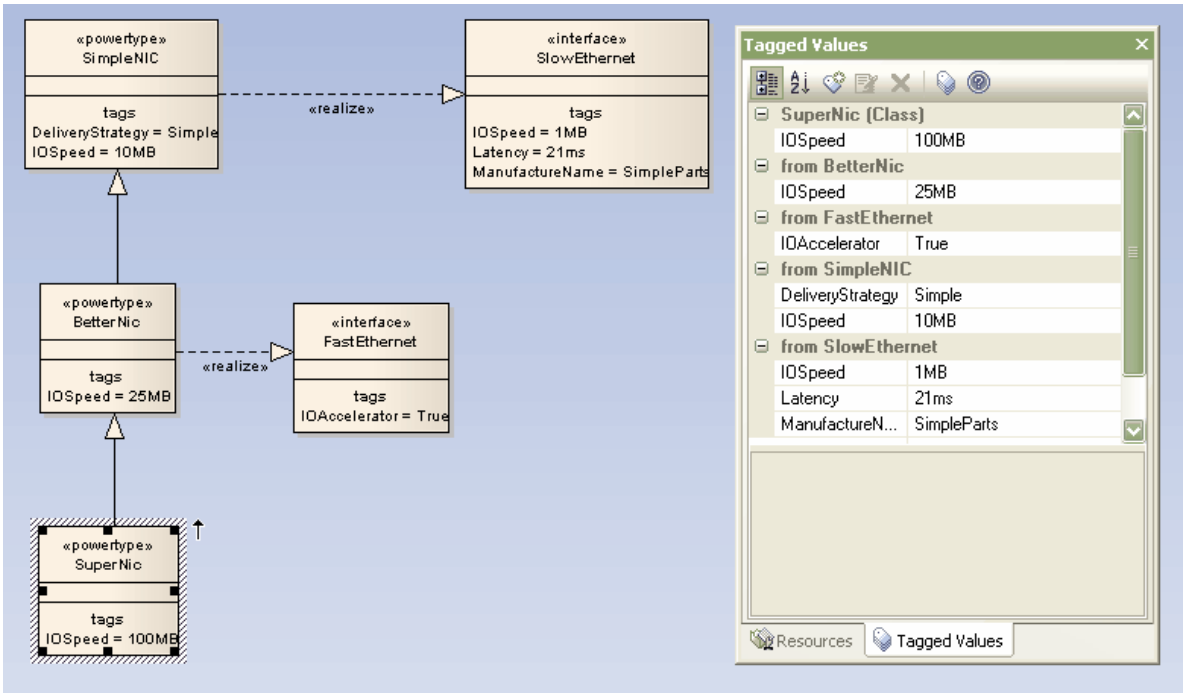
Using the *Tag Management* dialog it is possible to:

- View Tagged Values inherited from parent Classes or realized interfaces or applied stereotypes
- Override Tagged Values derived from parents or applied stereotypes with a unique value for the current element
- Delete Tagged Values from the current element (if a parent version of the Tagged Value exists, it re-appears in the list after the override is deleted).



The diagram below illustrates a complex tag hierarchy and the way Tagged Values can be either inherited or overridden in specialized Classes to create the final tagged property set for an element.

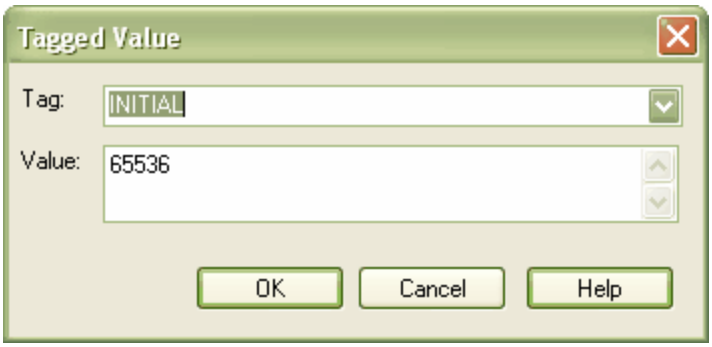
Note also that a similar concept applies to instances, in which case the full tag set is created from the directly owned tags, plus all of those merged in from the classifiers type hierarchy, additional stereotypes and realized interfaces.



5.3.5.8.2 Quick Add of Tagged Values

It is possible to add a single Tagged Value to one or more elements with a special shortcut.

1. From an element context menu (or the context menu of a multi-selection) choose the **Add | Tagged Value** menu option. (Alternatively, select one or more elements and press **[Shift]+[Ctrl]+[T]**). The *Tagged Values* dialog displays, which enables you to enter a **Name** and **Value** for the tag.

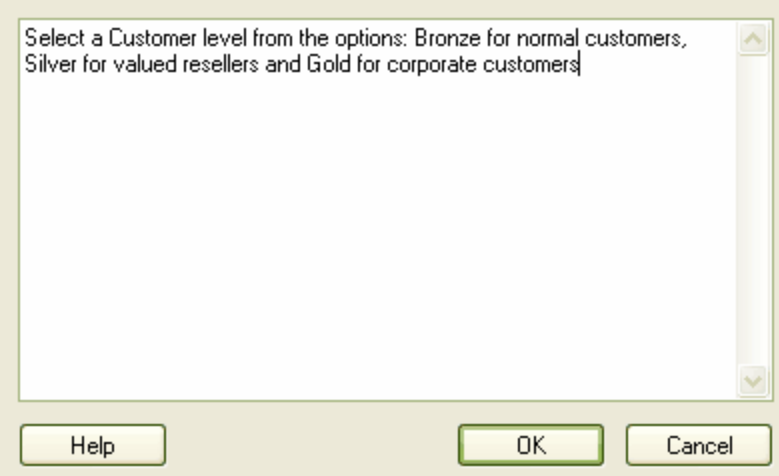


2. Click on the **OK** button to add your new Tagged Value to all the currently selected elements.

Note: *You can also use the Current Element toolbar. The last button is a shortcut to the* ***Add Tagged Value*** *function.*

To delete this property you must open the element *Properties* dialog, go to the *Tagged Values* window and manually delete the item. There is currently no shortcut to delete tags from multiple elements at one time.

To add notes to the Tagged Value, go to the *Tagged Values* window, click on the Tagged Value name, and click on the **Edit Notes** button in the window toolbar. The *Notes* dialog displays.



Any **Notes** text you enter also displays in the *Info* section at the bottom of the *Tagged Values* window.

5.3.5.9 Object Classifiers

Many elements in UML model instances of Classes, such as Objects, Actors and Sequence diagram objects. These elements represent real things in a run-time scenario; for example, a *Person* element named *Joe Smith* . In UML this is written as *Joe Smith : Person*.

As the model develops from a rough sketch to a detailed design, many objects become examples of defined Classes, so in the early analysis phase you might model a *Joe Smith* and a *Jane Smith*, and later a *Person* Class from which *Joe* and *Jane* are instantiated.

Enterprise Architect enables you to associate an object with its template or Class (its classifier). Doing this greatly increases the descriptive power of the model in capturing the functionality and responsibility of objects at run-time and their associated state. For example, if we describe a *Person* Class with attributes such as *Age, Name, Address* and *Sex*, and functions such as *GetAge* and *GetName*, then when we associate our object with the *Person* Class it is seen to have all the *Person* Class behavior and state (as well as inherited state and behavior from *Person's* ancestors).

Tip: *This is a powerful means of moving your model from the analysis phase into detailed design.*

5.3.5.9.1 Using Classifiers

Objects that support classifiers have the **Advanced | Instance Classifier** menu option in the *Diagram View* context menu. Select this option to choose a single Class as the classifier or template for this object.

When you do this, the object name is displayed as *Object : Class*; for example a Person object named Joe Smith is displayed as *Joe Smith : Person*.

Several Changes Occur if an Object has a Classifier

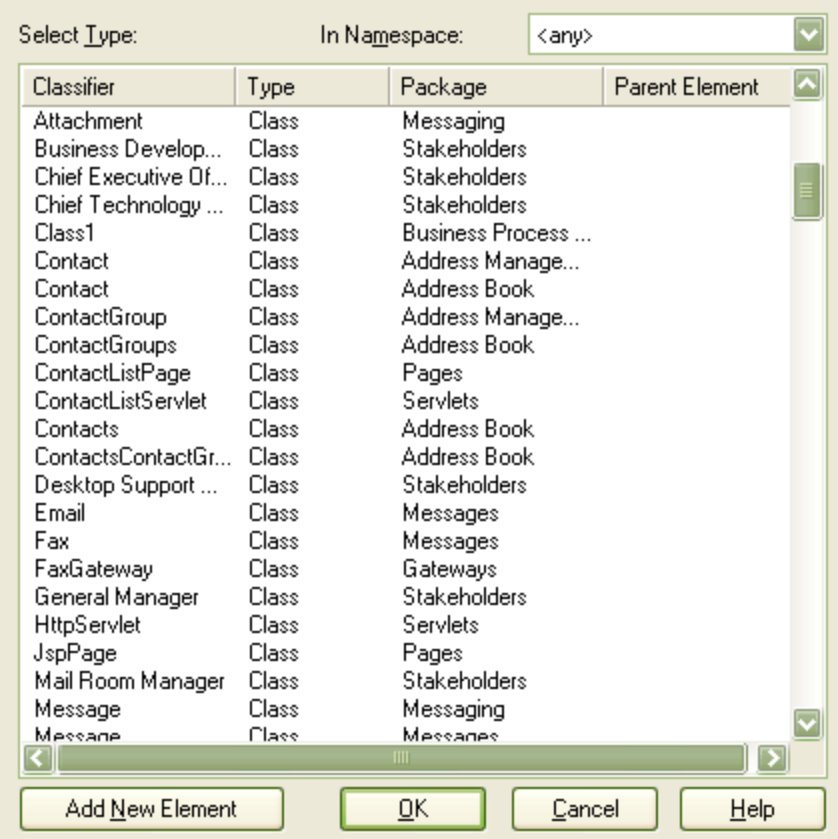
In the context menu for the object, the **Element Features | Attributes and Element Features | Operations** menu options display. If you select either of these, the *Attributes* or *Operations* dialog displays for the classifier, not the object. It is important to remember that the object is only an instance of a Class at runtime, so the appropriate attributes and operations are those of the classifier, not the object.

If you set the classifier for an object in a Sequence diagram, when you add a message the drop-down list of available messages derived from the target object come from the classifier, not the object selected. This enables you to associate Sequence diagram objects with Classes and use the defined behavior of the Class to model actual behavior at run time.

You can also select a message for a state flow connector. The same rules apply as for sequence objects.

Note that in the *Message* dialog you can also elect to include messages defined in the target classifiers inheritance hierarchy.

The *Set Element Classifier* dialog is shown below. Select the required item in the list and click on the **OK** button to set the instance classifier.



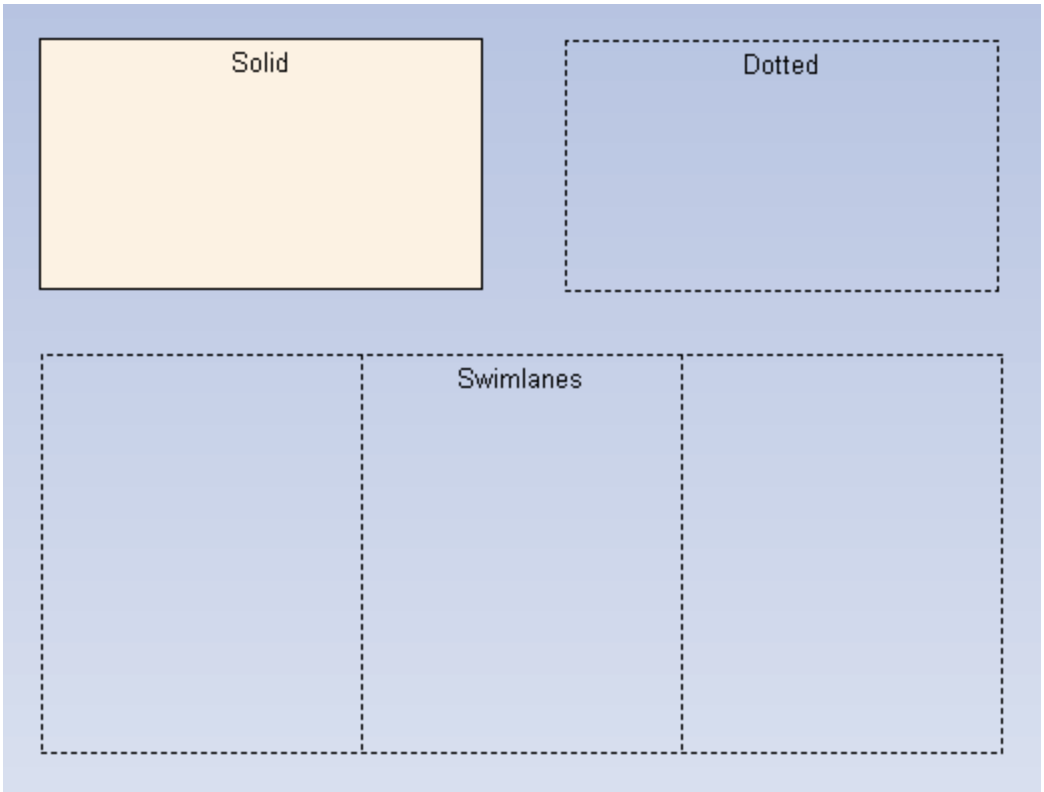
5.3.5.10 Boundary Element Settings

A system boundary element is a non-UML element used to define conceptual boundaries. You can use boundaries to help group logically related elements (from a visual perspective, not as part of the UML model).

Configuring Boundary Elements

Boundary elements can be configured to display in different ways. The main differences are:

- Solid border
- Dotted Border
- With horizontal or vertical 'swim lanes'; swim lanes are used to group elements in a vertical or horizontal context (eg. Client, Application and Database tiers could be represented in swim lanes).



5.3.6 Compartments

In addition to the attributes and operations compartments shown in a Class element, Enterprise Architect also supports other compartments that can optionally be displayed.

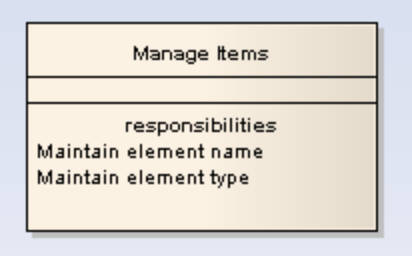
To set the visibility of the various compartments, see Set Feature Visibility 246.

Tag Compartment

The *Tag* compartment lists all Tagged Values for an element as entered in the *Tagged Values* 366 window.

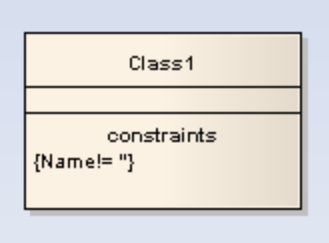
Responsibility Compartment

The responsibility compartment shows a list of responsibilities as entered on the *Requirements* 359 tab of the element *Properties* dialog.



Constraint Compartment

The constraint compartment shows a list of element constraints as entered in the *Constraint* tab of the element *Properties* dialog.



Testing Compartment

The testing compartment lists all of the tests associated with an element as listed in the *Testing* window (select the **View | Testing** menu option).

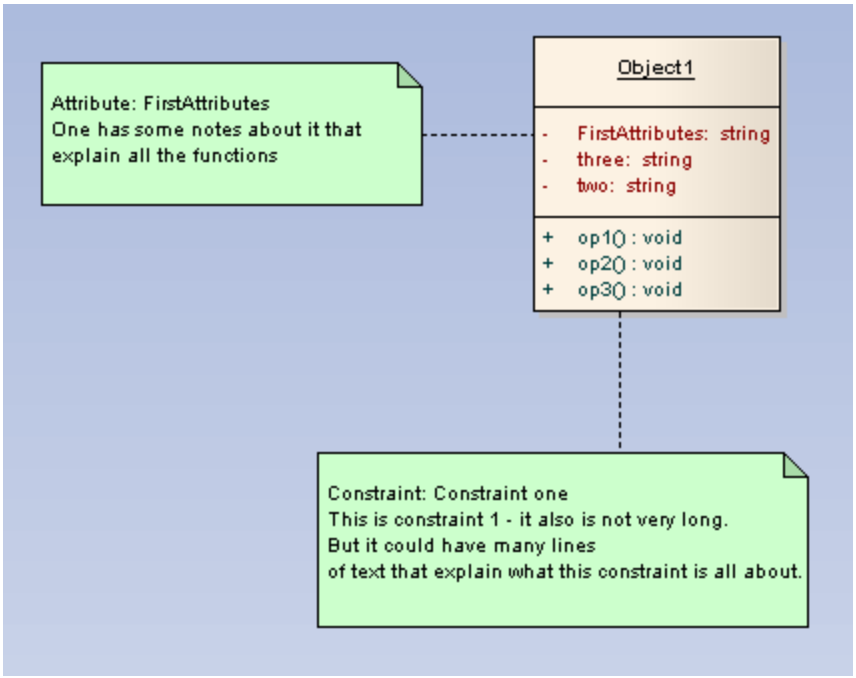
Maintenance Compartment

The maintenance compartment lists all of the defects, changes, issues and tasks associated with an element, as listed in the *Maintenance* window (select the **View | Maintenance** menu option).

5.3.7 Link a Note to Internal Documentation

It is possible to link a *Note* element to another element's internal documentation. This enables you to externalize model documentation to the diagram level, and as Enterprise Architect keeps the note and the internal structure in synch, you do not have to worry about updating the note contents; this is done automatically.

In the example below, two notes are linked into an element's internal structures. One is linked to an attribute, and displays the attribute name and notes. The other is linked to a constraint, showing the constraint name and documentation.

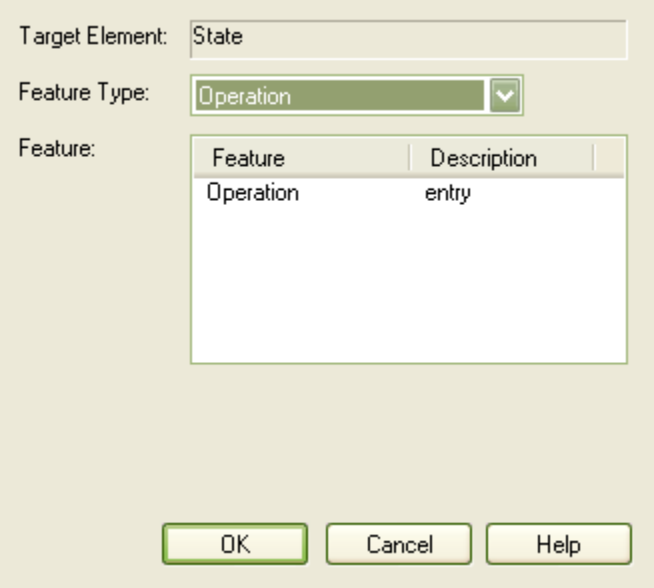


Procedure

To link a Note element to a feature of another design element, follow the steps below:

1. Insert the target element into a diagram.
2. Drag the *Note* icon from the *Common* page of the *Toolbox* onto the diagram, next to the target element.

   The *Notes* dialog displays. Do not type any text, just click on the **OK** button.
3. Click on the *Note Link* icon from the *Common* page of the *Toolbox*, click on the Note, and drag across to the target element to create the connector.
4. Right-click on the Note Link to display the context menu.
5. Select the **Link this Note to an Element Feature** menu option. The *Link note to element feature* dialog displays.



6. In the **Feature Type** field, click on the drop-down arrow and select the type of feature to link to.
7. In the **Feature** list, click on the specific feature to link to.
8. Click on the **OK** button.

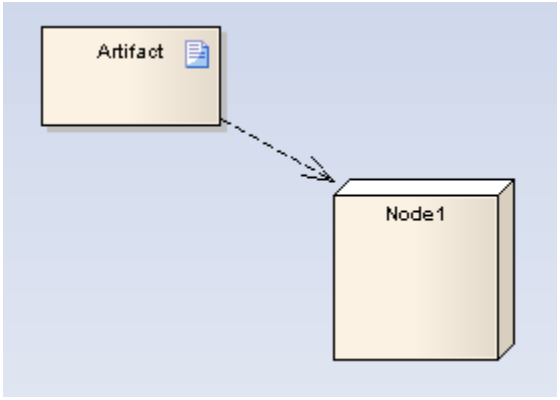
The note now automatically derives its contents from the target element.

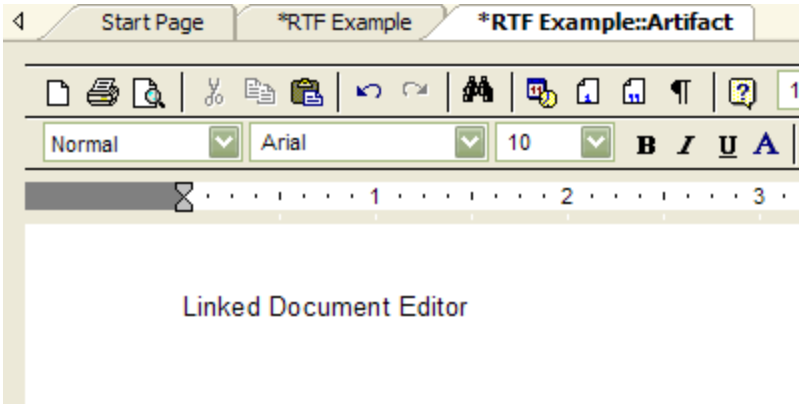
5.3.8 Linked Documents

Enterprise Architect provides an additional UML Artifact - Document Artifact 1112 - that can contain an RTF document internally. In the Corporate edition of Enterprise Architect , you can also link an RTF document to any UML element in the model.

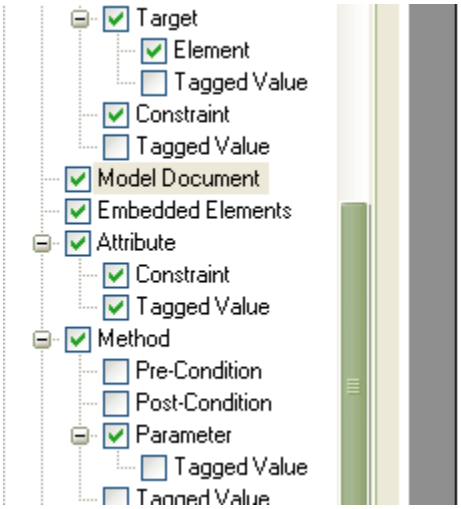
You create linked documents from Linked Document Templates, which you define with the *Document Template Editor*; see Create Linked Document Templates 381.

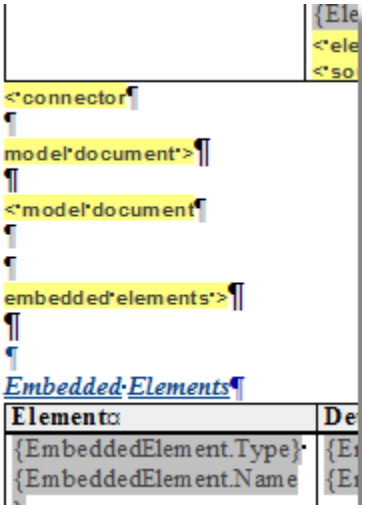
The Document Artifact 1112 and the Document Editor are illustrated below:





Documents created via the Document Artifact are rendered into RTF Documentation by selecting the **Model Document** checkbox in the *RTF Style Template Editor*. See the RTF Style Template Editor 946 topic.

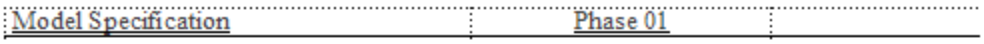




The document for the Document Artifact is rendered into the RTF documentation at:

model document >

<model document



Connections

Connector	Source	Target	Notes
Dependency Link to Node 1 Source -> Destination	Public Artifact	Public Node1	

Linked Document Editor

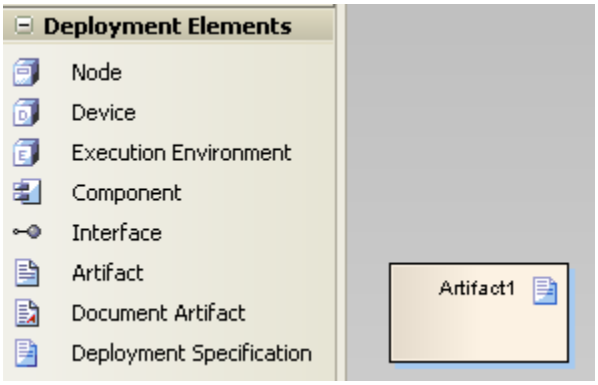
See Also

- Create Document Artifact 377
- Link Document to UML Element 378
- Edit Linked Documents 378
- Delete and Replace Linked Documents 380
- Create Linked Document Templates 381
- Edit Linked Document Templates 378
- RTF Style Templates 976
- RTF Style Template Editor 946
- Create a Rich Text Document 938
- Legacy RTF Style Templates 976
- RTF Report Dialog Options 939

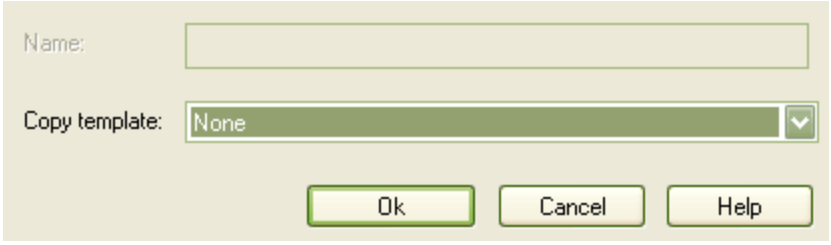
5.3.8.1 Create Document Artifact

You create a Document Artifact element In a *Component* 1066 or *Deployment* 1068 diagram.

Drag and drop the *Document Artifact* element from the Enterprise Architect UML *Toolbox* into your diagram.



Double-click on the Document Artifact element. The *Linked Document Editor* 378 opens, with the *New Linked Document* dialog.



In the **Copy template** field, click on the drop-down arrow and select a previously-created *Linked Document Template*. Click on the **OK** button.

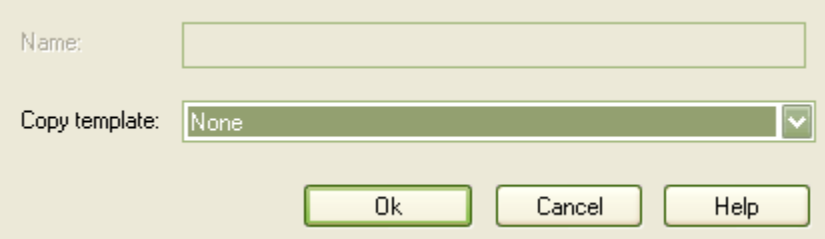
For more information on how to create Linked Document Templates see: Create Linked Document Templates 381

5.3.8.2 Link Document to UML Element (Corporate Edition Only)

Click on an element in the *Project Browser* or diagram, and either:

- select the **Element | Linked Document** menu option or
- right-click and select the **Linked Document** option from the context menu.

The following dialog displays.



Select the previously-created template from which to create the document.

Click on the **OK** button.

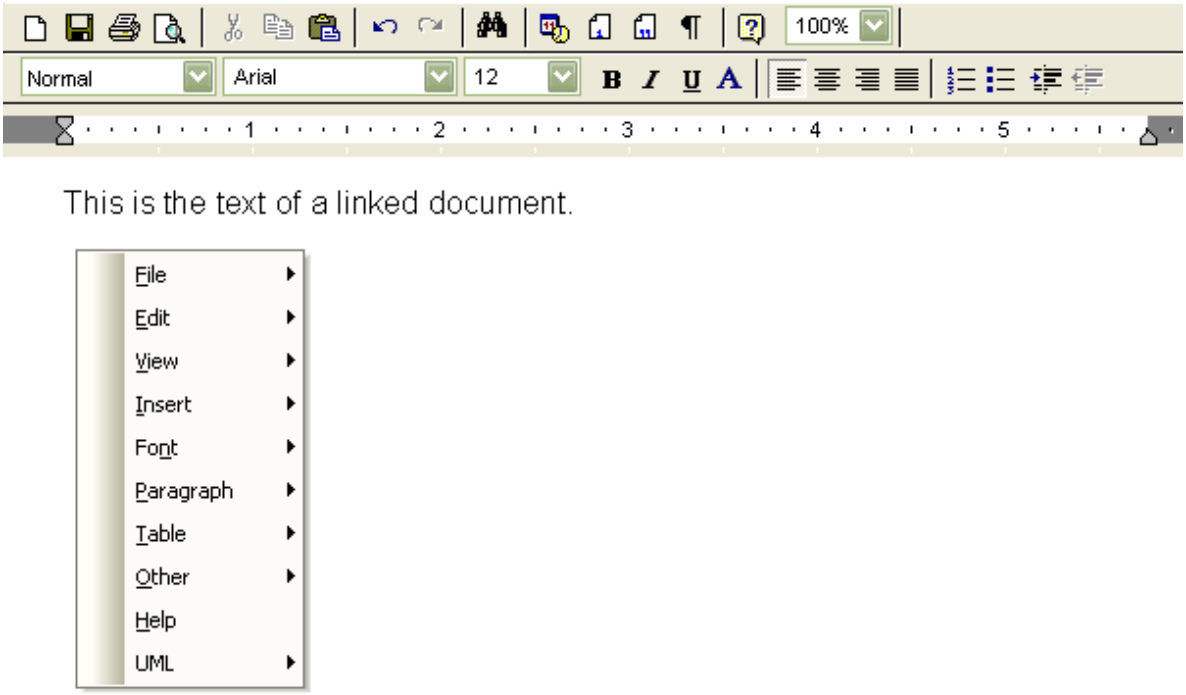
The Linked Document editor 378 displays, in which you enter the text of the document.

For more information on how to create Linked Document Templates, see Create Linked Document Templates 381

5.3.8.3 Edit Linked Documents

Enterprise Architect provides a Windows-like word processor to help you edit Linked Documents. This is a simplified version of the RTF Style Template Editor, and it provides the same convenient features.

The main difference between the two editors is that you access the *RTF Style Template Editor* features through a menu bar at the top of the screen, whilst you access the *Linked Document Editor* features through a context menu. To access the context menu, just right-click anywhere on the document.



The following topics provide assistance on using the Document Editor.

- Scroll Through Text 954
- File and Print Options 955
- Line Editing 956
- Block Editing 956
- Clipboard 957
- Image and Object Imports 957
- Character Formatting 959
- Paragraph Formatting 960
- Tab Support 961
- Page Breaks and Repagination 962
- Headers, Footers and Bookmarks 962
- Table Commands 963
- Sections and Columns 965
- Stylesheets and Table of Contents 965
- Text/Picture Frame and Drawing Objects 966
- View Options 135
- Navigation Commands 967
- Search/Replace Commands 968
- Highlight Commands 968
- Hyperlink From Linked Document 380
- Create Elements From Linked Documents 380

5.3.8.4 Hyperlink From Linked Document

Within a linked document, you can add hyperlinks to other objects (elements, packages, diagrams, attributes and operations) in the Enterprise Architect *Project Browser*.

To do this, click on the object in the *Project Browser* and drag it to the point at which to create the hyperlink. The linked document editor automatically creates the hyperlink, using the object name as the hyperlink text. You can edit this text if required.

When you next open the document, you can double-click on the hyperlink to locate and highlight the object in the *Project Browser*. You can then perform all normal operations on the object, including opening any linked document on the highlighted element.

You can also create a hyperlink to an external document or web page. See the Insert Hyperlink 958 topic.

5.3.8.5 Create Elements From Linked Documents

Using the Linked Document Editor, you can create document-specific elements and diagrams in the *Project Browser*, with hyperlinks from the document to the created item. When you click on the hyperlink, the element or diagram is highlighted in the *Project Browser*. The element or diagram is created in the same package as the element for which the linked document was created.

You can create and link to any type of element or diagram, but the facility has specific options for the following element types:

- Class 1095
- Requirement 1174
- Issue 699.

You can create the same arrangement with *existing* elements, diagrams and packages by dragging them from the *Project Browser* into the text of the document, creating a hyperlink 380 with the item name as the text.

Create Item

To create an element or diagram in the *Project Browser*, whilst in a linked document, follow the steps below:

1. Open the linked document, either from a Document Artifact 377 element or through the context menu 378 for an existing element (Corporate edition only).
2. Enter some text, including appropriate text to act as the link (such as the element or diagram name).
3. Highlight the appropriate text and right-click on it. The editor context menu displays.
4. Select the **UML** menu option, and the required submenu option.
5. If you select the:
   - **Add new Class**, **Add new Requirement** or **Add new Issue** option, the corresponding element is immediately created in the *Project Browser*.
   - **Add Element** option, the New Element dialog 295 displays; specify the element type and - if appropriate - stereotype, and click on the **OK** button.
   - **Add Diagram** option, the *New Diagram* 237 dialog displays; specify the diagram type and click on the **OK** button.
6. The highlighted text is now a hyperlink. Click on the link to highlight the new element or diagram in the *Project Browser*.

You can now edit or expand the element or diagram as required.

5.3.8.6 Delete and Replace Linked Documents

If a linked document is out of date, you can either edit 382 the text or replace the entire contents from another file. To replace the contents:

1. Click in the body of the document and press **[Ctrl]+[A]** to select all the document text.

2. Press **[Delete]**.
3. Right-click and select the **File | Import** menu option. The Windows *Open* dialog displays, in which you can browse for the file to import into the document.
4. Click on the **Save** icon in the *Linked Document* screen toolbar.

Alternatively, you can delete the linked document. To do this:

1. Click on an element in the *Project Browser* or diagram, and either:
   - select the **Element | Delete Linked Document** menu option or
   - right-click and select the **Delete Linked Document** option from the context menu.
2. Enterprise Architect prompts you to confirm the deletion; click on the **Yes** button.

If required, you can now create another linked document for the element.

5.3.8.7 Linked Document Templates

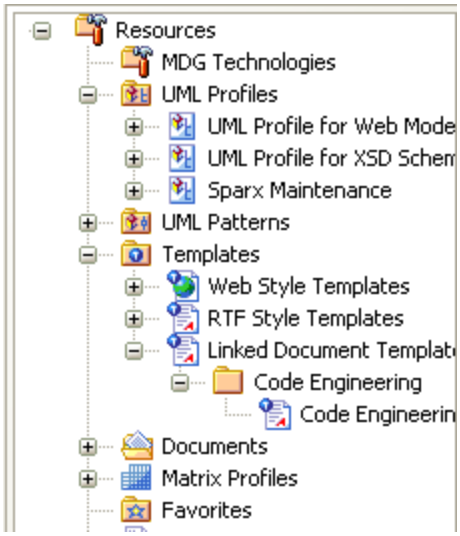
Enterprise Architect enables you to create Linked Document Templates that you can later select when creating a new Linked Document.

See Also

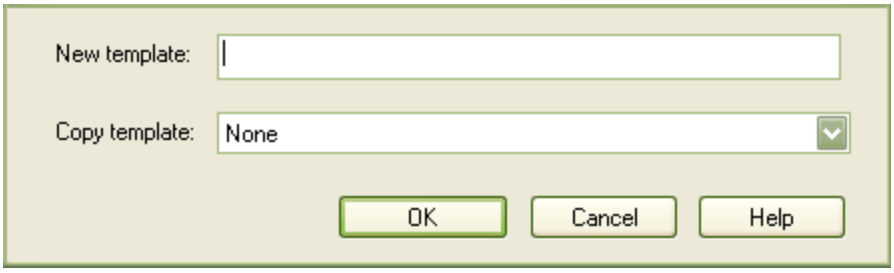
- Create Linked Document Templates 381
- Edit Linked Document Templates 382

5.3.8.7.1 Create Linked Document Templates

Linked Document templates can be created via the *Resources* window.



Under the *Templates* folder, right-click on the **Linked Document Templates** icon and click on the **Create Template** menu option. The following dialog displays.



Enter a name for your template, or select a previously-created template. Click on the **OK** button.

You can group your templates into folders. Right-click on your newly created template and select the **Assign Template to Group** menu option. Enter a category name and click on the **OK** button.

You can also modify and delete the templates using the context menu options.

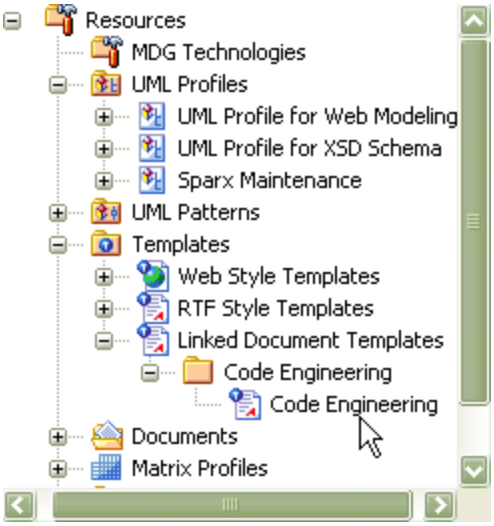
Note: *You can transport these linked document templates between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

See Also

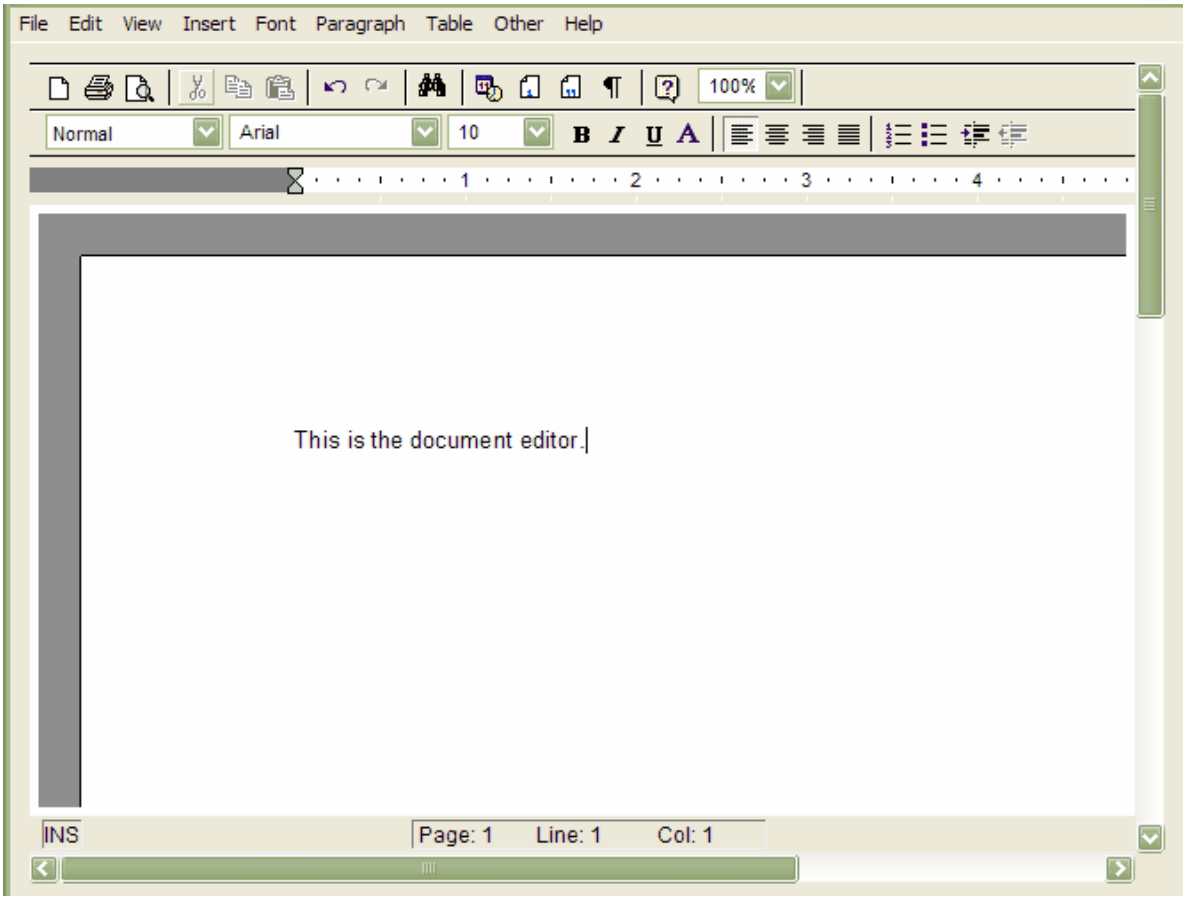
- Edit Linked Document Templates 382

5.3.8.7.2 Edit Linked Document Templates

Double-click on a previously created template in the *Resource View* to invoke the *Linked Document Template Editor*.



The *Document Template Editor* is built into Enterprise Architect.



The following topics provide assistance on using the Document Editor.

- Scroll Through Text 954
- File and Print Options 955
- Line Editing 956
- Block Editing 956
- Clipboard 957
- Image and Object Imports 957
- Character Formatting 959
- Paragraph Formatting 960
- Tab Support 961
- Page Breaks and Repagination 962
- Headers, Footers and Bookmarks 962
- Table Commands 963
- Sections and Columns 965
- Stylesheets and Table of Contents 965
- Text/Picture Frame and Drawing Objects 966
- View Options 135
- Navigation Commands 967
- Search/Replace Commands 968
- Highlighting Commands 968

5.4 Working With Connectors

UML connectors, along with elements, form the basis of a UML model. Connectors link elements together to denote some kind of logical or functional relationship between them. Each connector has its own purpose, meaning and notation and is used in specific kinds of UML diagrams.

For more information on using connectors, see:

- Connector Context Menu 384
- Connector Tasks 387
- Connector Properties 401

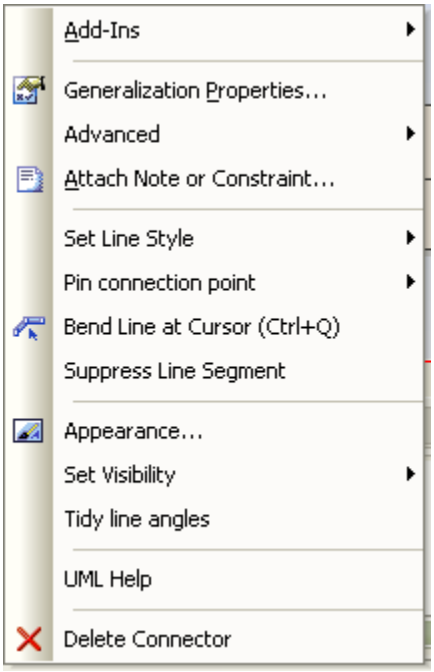
5.4.1 Connector Context Menu

If you right-click on a connector in a diagram, the connector context menu opens. This provides quick access to some important functions. The menu is split into up to seven distinct sections:

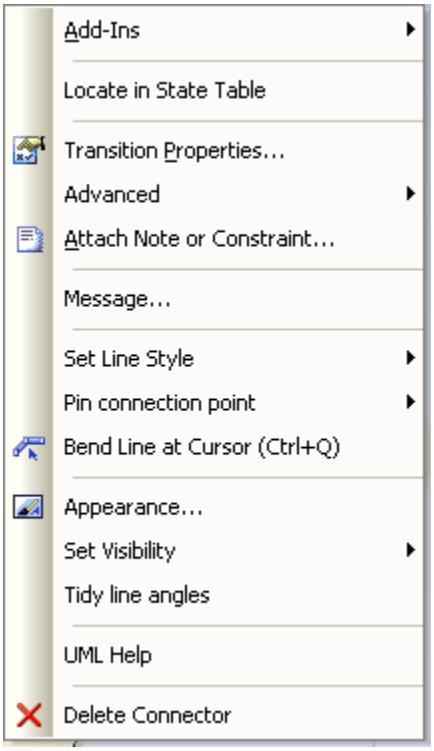
- **Add-Ins**- this displays in the first section only if you have Add-Ins installed and registered, such as Eclipse
- Properties 385
- Type Specific 385
- Style 386
- Appearance 387
- **UML Help** - Displays the Enterprise Architect Help topic for this connector type
- **Delete** - delete the connector with this option.

Note: *Not all menu options are present on all connector context menus. Context menus vary slightly between connector types. The typespecific menu option is not always included, for example.*

Example Context Menu for a Generalization:



Example Context Menu for a Transition:



Connector Role Context Menu

For connectors with *Roles*, right-clicking a connector within up to 60 pixels of an end point raises a role-specific context menu.

The **Role** context menu has two additional menu options:

- A **Source/Target Role...** menu option that opens the connector specification dialog with the respective role page activated.
- A **Multiplicity** submenu that enables the multiplicity for the role to be set.

5.4.1.1 Properties Menu Section

The *Properties* section of the connector context menu contains the following options:

Menu Option	Description
<Connector type> Properties	Opens the *Properties* 355 window 355 for the selected connector.
Advanced	Displays the Advanced menu 386.
Attach Note or Constraint	Enables you to attach a note or constraint 388 to the connector.

Note: *Not all menu options are present on all connector context menus. Context menus vary slightly between connector types. The type-specific menu option is not always included, for example.*

5.4.1.2 Type-Specific Menu Section

The *Type-Specific* section of the connector context menu is specific to the object, and only appears for a few different connectors. Some examples are shown below:

Connector	Menu Option	Description
Transition	**Message**	Set the value of the message.
Aggregation	**Set Aggregation to Composite**	Change the aggregation to composite.
Aggregation	**Set Aggregation to Shared**	Appears after **Set Aggregation to Composite** has been selected. Sets the aggregation to shared.
Association	**Specialize Associations**	Provides a dialog that enables you to specify how the properties of this association specialize the properties of other associations.
Dependency	**Dependency Properties**	Provides a sub-menu to select a stereotype for the dependency.
Trace	**Dependency Properties**	Provides a sub-menu to select a stereotype for the dependency.
Role Binding	**Dependency Properties**	Provides a sub-menu to select a stereotype for the dependency.
Represents	**Dependency Properties**	Provides a sub-menu to select a stereotype for the dependency.

Connector	Menu Option	Description
Occurrence	**Dependency Properties**	Provides a sub-menu to select a stereotype for the dependency.

Note: *Not all menu options are present on all connector context menus. Context menus vary slightly between connector types. The type specific menu option is not always included, for example.*

5.4.1.3 Advanced Menu Section

The *Advanced* section of the connector context menu contains the following options:

Menu Option	Description
Set Source and Target	Change the source and/or target 390 of the connector.
Change Type	Change the connector type 389.
Reverse Direction	Reverse the direction of the connector. For example, if the connector is an arrow, the arrowhead swaps to the other end.
Information Flows Realized	Enables you to realize 1194 any information items conveyed 1193 on an Information Flow 1192 link between these same two elements.

Note: *Not all menu options are present on all connector context menus. Context menus vary slightly between connector types. The type-specific menu option is not always included, for example. Certain connectors have Custom properties, which are predefined. However, you can change the values of these properties. See the Custom Properties Dialog 285 topic.*

5.4.1.4 Style Menu Section

The *Style* section of the connector context menu provides the following options:

Menu Option	Description
Set Line Style	Set the connector line style 391 - options are Direct, Auto Routing, Custom, Bezier, Tree (Horizontal) or Tree (Vertical).
Pin connection point	Pin the start and/or connector ends to a position on the target element.
Bend Line at Cursor 391	Insert an anchor point on the line at the point of the cursor so you can change the shape of the line.
Suppress Line Segment	Hide a segment of a connector so that you can view a part of the diagram that it crosses. To reverse the change, right-click on the connector and select the **Show All Line Segments** menu option.
Straighten Line at Cursor 391	Remove an anchor point on the line at the point of the cursor.

Note: *Not all menu options are present on all connector context menus. Context menus vary slightly between connector types. The type-specific menu option is not always included, for example.*

5.4.1.5 Appearance Menu Section

The *Appearance* section of the connector context menu provides the following options:

Menu Option	Description
Appearance	Set the line color and line thickness of the connector.
Set Visibility	See table below for sub-menu options.
Tidy line angles	Tidy the line angles 391 of a custom connector.

Set Visibility Sub-Menu

Menu Option	Description
Hide Connector	Hide the connector. To show the connector again, follow the steps in the Hide/Show Connector 396 topic.
Hide Connector in Other Diagrams	Hide or show the connector in other diagrams 396.
Hide All Labels	Hide or show all labels attached to the connector.
Set Label Visibility	Hide or show labels 397 attached to the connector, individually.

Note: *Not all menu options are present on all connector context menus. Context menus vary slightly between connector types. The type-specific menu option is not always included, for example.*

5.4.2 Connector Tasks

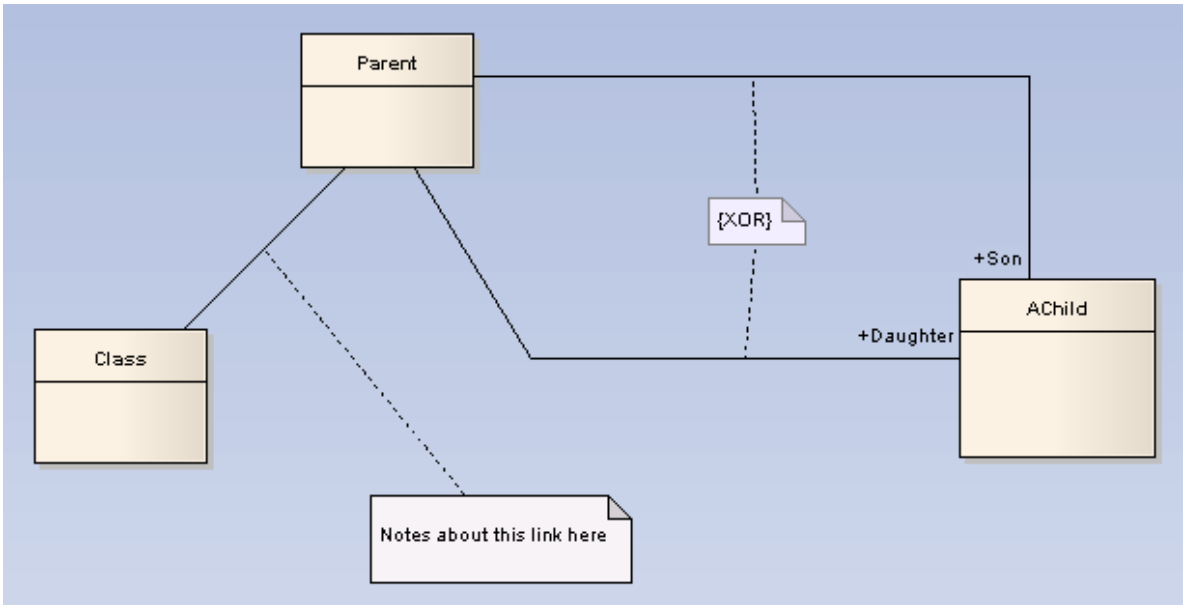
This topic details some of the tasks associated with managing model connectors.

See Also

- Connect Elements 390
- Change Connector Styles 391
- Arrange Connectors 389
- Change Connector Type 389
- Reverse Connector 398
- Delete Connectors 394
- Hide/Show Connectors 396
- Hide/Show Labels 397
- Change the Source or Target Element 390
- Set Relation Visibility 399
- Add a Note to a Link 388
- Use Tree Style Hierarchy 400
- Create a Link 394
- Show Uses Arrow Head 399
- Set Association Specializations 398

5.4.2.1 Add a Note to a Link

You can link notes and constraints to graphical relationships. Notes let you provide explanation and further detail for one or more connectors on a diagram, with a visible note element, as in the example below.

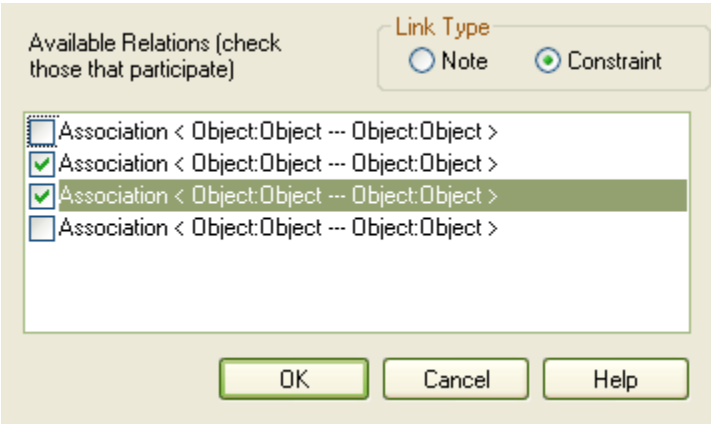


Constraints let you specify a logical or informal constraint against a set of links; for example the {XOR} constraint in the image above indicates that only one of the links in the specified set can be true at any one time (exclusivity).

Attach a Note or Constraint to a Link

To attach a note or constraint to one or more links, follow the steps below:

1. Right-click on one of the links to attach a note to. The context menu displays.
2. Select the **Attach Note or Constraint** menu option. The *Link Relations* dialog displays.
3. Check all the links that participate in the set. In the example below, two links have been checked to participate in a logical constraint.



4. Click on the **OK** button to complete the note or constraint creation.
5. You can then use the normal *Note* dialog to enter the appropriate text for the note or constraint.

Note: *The constraint note is drawn slightly differently to a regular note, and has* ***{*** *and* ***}*** *automatically added to visually indicate the constraint form.*

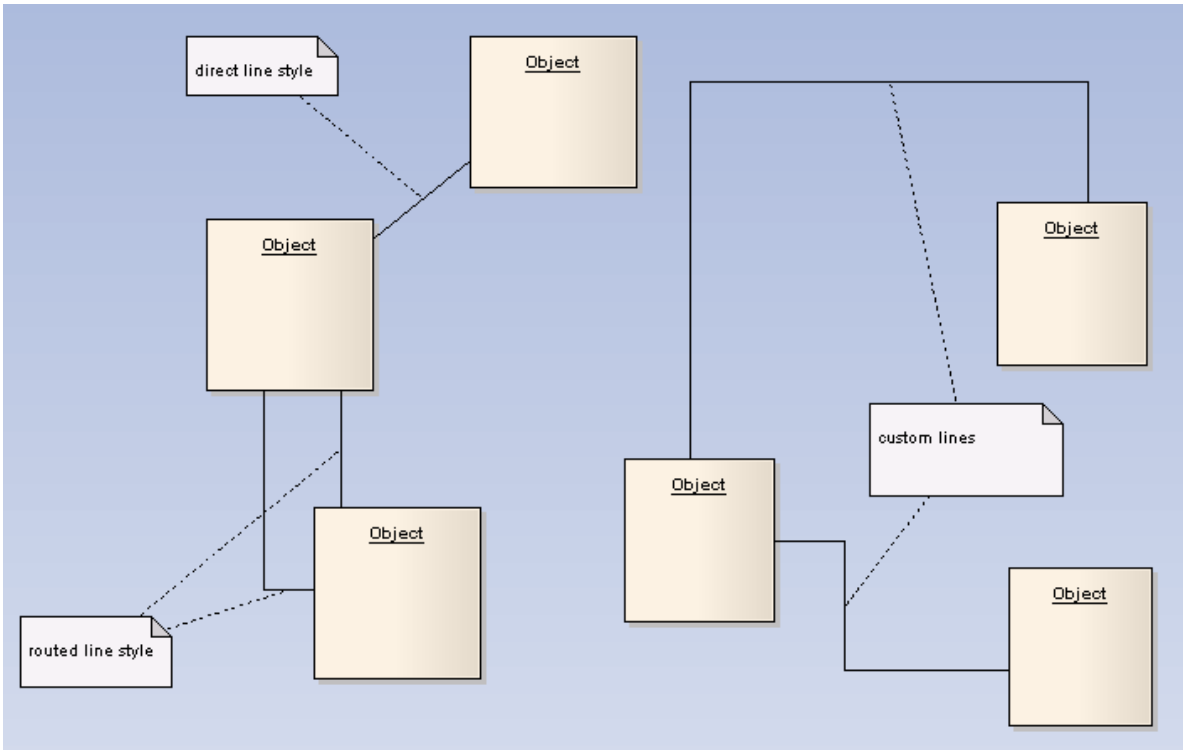
5.4.2.2 Arrange Connectors

Connectors between elements can be moved around to create a good layout. There is a limit to how much a connector can be moved around, but generally it is very easy to find an acceptable layout. For the best layouts, use the Custom style; this enables you to add as many line points and bends as you require to create a clean and readable diagram.

Move a Connector

To move a connector, follow the steps below:

1. Click once on the connector to select it.
2. Holding the mouse button down, move the connector in the required direction.
3. To refine the movement, click and hold very near to one end of the connector; this enables a slightly different movement range.
4. To further refine the movement and range, select either a routed, direct or custom line style. Each behaves slightly differently (see Connector Styles 391).



5.4.2.3 Change Connector Type

To change a connector type, follow the steps below:

1. In the *Diagram view*, right-click on the connector to change. The context menu displays.
2. Select the **Connection Detail | Change Type** menu option.

3. In the **Connector Type** field, click on the drop-down arrow and select the required connector type.
4. Click on the **OK** button to apply changes.

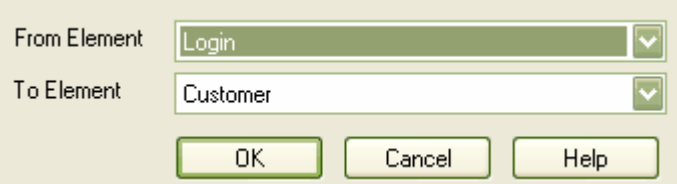
5.4.2.4 Change the Source or Target Element

After you have created a link between two elements, there might come a time when you want to change either the source or target. Instead of deleting and re-creating the link, Enterprise Architect enables you to change the source or target. There are two ways of doing this: using the *Set Source and Target* dialog or using the mouse.

Using the Set Source and Target dialog

To change the source or target element of a connector using the *Set Source and Target* dialog, follow the steps below:

1. Right-click on the connector to open the context menu.
2. Select the **Advanced | Set Source and Target** menu option. The *Set Source and Target* dialog displays.



3. Click on the drop-down arrows on the **From Element** and **To Element** fields, and select the source and target elements.
4. Click on the **OK** button to apply changes.

Using the Mouse

To change the source or target element of a connector using the mouse, follow the steps below:

1. Press and hold **[Shift]**, then click on or near the end of the connector to change.
2. Click on the element to attach the connector to.

Alternatively:

1. Click on the connector and position the cursor over the 'handle' at one end.
2. When the cursor changes, click the mouse and drag the handle to the new element.

5.4.2.5 Connect Elements

Connect Elements on a Diagram

The fastest and simplest ways to create connectors are using the Quick Linker and using the Enterprise Architect UML *Toolbox*. The following topics describe these and other approaches for creating connectors on a diagram:

- Create Connectors In Place Using the Quick Linker 179
- Create Connectors Using the Enterprise Architect UML Toolbox 101

- Create a Group of Elements Using UML Patterns 425
- Create Domain Specific Connectors From UML Profiles 409

***Tip**: To repeat the last connector you used, press* **[F3]**.

Select Connectors

To select a connector, simply click on it. Drag handles display, indicating that the connector is selected. This gives the connector focus for keyboard commands such as **[Delete]**, and displays connector properties in docked windows such as the *Tagged Values* window. If there is more than one connector on a diagram, you can cycle through them using the arrow keys.

Drag Connectors

You can drag a connector to position it. Click on the connector and drag the link to where it is to appear. Note that there are some limitations on how far or to where you can drag a connector.

***Note:** You can reposition a connector by selecting and dragging the links as required.*

***Tip:** To reattach the end of a connector to a different source or target element, see Change the Source or Target Element 390.*

Connector Properties and Commands

You can double-click on a connector to change properties 401, or right-click to display the context menu containing commands to change connector type 389 and direction 398.

You can also highlight the connectors on a specific element. Select the element and press **[L]**. All the connectors issuing from or terminating at that element are highlighted.

Create Connectors Without a Diagram

Sometimes it is useful to create relationships between elements without a diagrammatic representation. You can do this using the *Project Browser* window and the *Relationship Matrix*, as explained in the following topics:

- Add Connectors With the Project Browser Window 394
- Add Connectors With the Relationship Matrix 445.

5.4.2.6 Connector Styles

Connectors come in five different routing styles:

Style	Description
Direct	A straight line from element A to element B. You can move the line (back and forward, up and down) to a limited degree.
Auto Routing	A vertical and horizontal route from A to B with 90-degree bends. You can move the line to improve the route, but the location and number of bends are not configurable.
Bezier	A smooth curved line from A to B. Bezier style is available for State Flows, State Transitions, Object Flows, and Control Flows
Custom	The most flexible option. You can add one or more line points and bend and push the line into virtually any shape, using the Toggle Line Point at Cursor option.
Tree (Horizontal, Vertical)	A line from element A to B with two bends, and the end points fixed to selected locations on the elements (Horizontal or Vertical).

Set the Connector Style

To set the connector style, follow the steps below:

1. Right-click on the connector to change; the context menu displays.
2. Select the **Set Line Style** option.
3. From the submenu, select the required style.

Alternatively:

1. Select the connector to change.
2. Press the following keys to change the style:
   - **[Ctrl]+[Shift]+[D]** for Direct
   - **[Ctrl]+[Shift]+[A]** for Auto Routing, or
   - **[Ctrl]+[Shift]+[C]** for Custom.

Bend Connectors

To bend a connector to quickly and easily route connectors in the required layout, follow the steps below:

1. Right-click on the connector; the context menu displays.
2. Set the line style to Custom Line (**[Ctrl]**+**[Shift]**+**[C]**); this enables the **Bend Line at Cursor** option in the context menu.
3. Click on the **Bend Line at Cursor** option to add a line point.

   Note: *Right-clicking a line point displays the* **Straighten Line at Cursor***option, which you can use to remove the line point.*

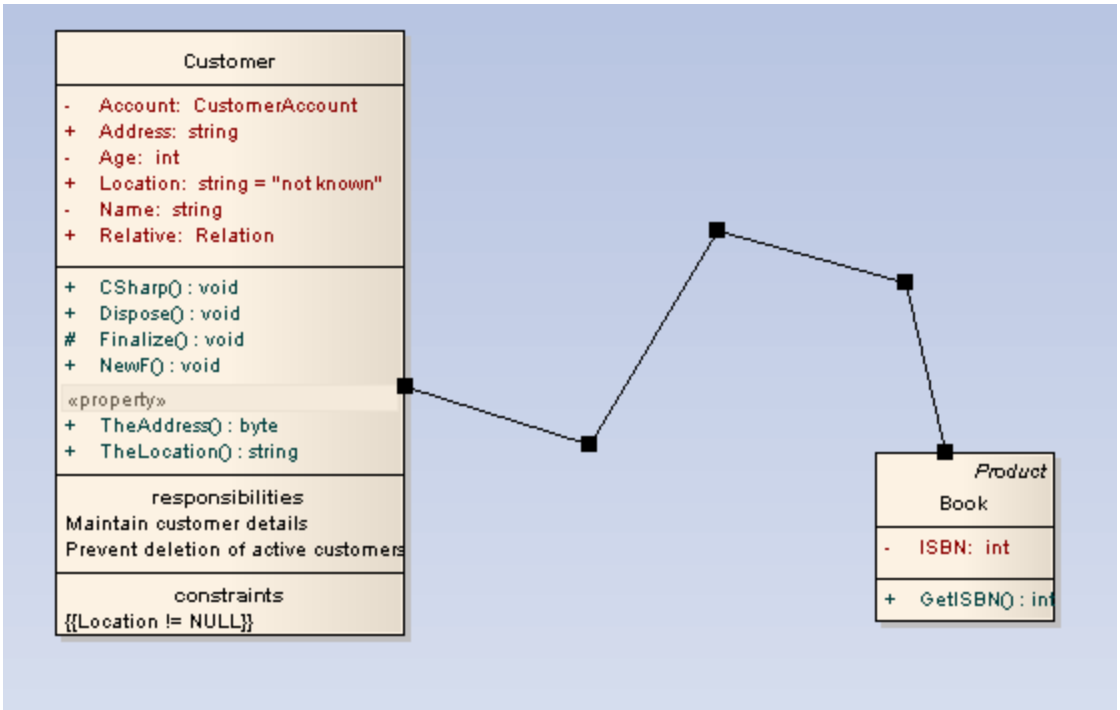
4. Using the mouse, drag the line point to the required position.

Alternatively:

1. Hold down **[Ctrl]** and click on a point on the connector to create a line point.

   Note: **[Ctrl]**+*click also removes a line point.*

2. Using the mouse, drag the line point to the required position.



Tidy Line Angles

To tidy line angles (custom connector), follow the steps below:

1. Right-click on the connector; the context menu displays.
2. Click on the **Tidy Line Angles** menu option; this nudges the custom line in horizontal and vertical increments, saving you the time of trying to get a good layout manually.

   Tip: *You can set the* **Tidy Line Angles** *option to operate by default; click on the* **Tools | Options** *menu option to display the Options dialog, and select the Diagram Behavior page.*

Suppress Line Segments

To suppress individual line segments. follow the steps below:

1. Right-click on the connector; the context menu displays.
2. Set the line style to Custom Line (**[Ctrl]**+**[Shift]**+**[C]**), this enables the **Suppress Line Segment** option in the context menu.
3. Click on the **Suppress Line Segment** option to suppress a line between two bend points.

   Note: *The segment you right-clicked is suppressed.*

4. To show the segment again, right-click on the line and click on the **Show All Line Segments** option.

5.4.2.7 Create Link

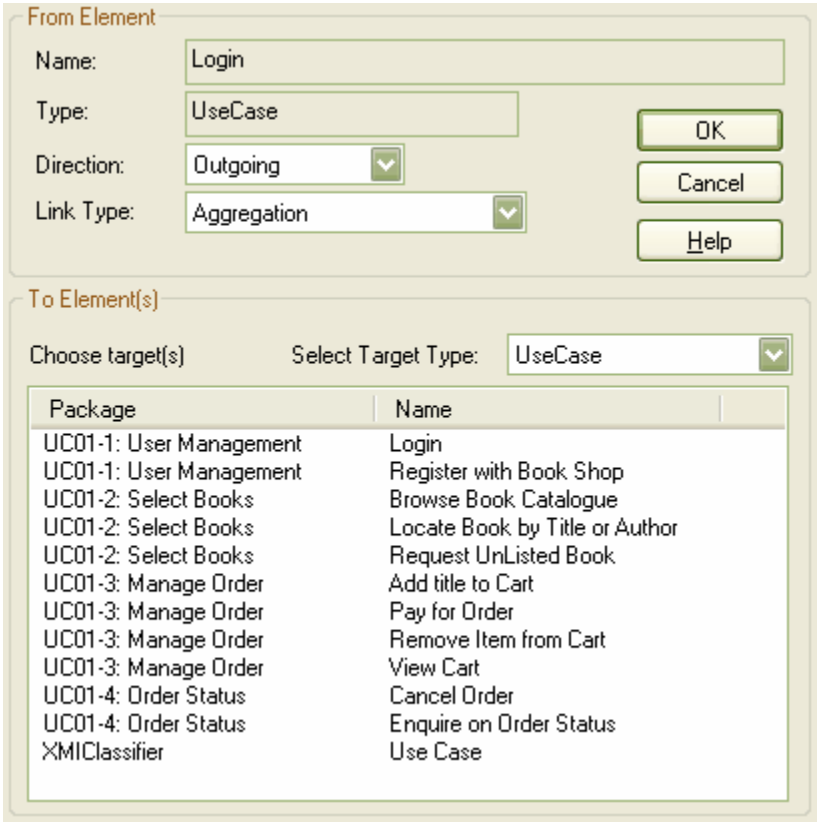
You can create a link from one element to another directly in the *Project Browser* window.

Link Elements from the Project Browser window

To link elements from the *Project Browser* window, follow the steps below:

1. In the *Project Browser* window, either:
   - Right-click on the element to create a link for, and select the **Add | Create Link** context menu option, or
   - Select the element, press **[Insert]** and select the **Create Link** context menu option.

   The *Create Link* dialog displays.
2. In the **Direction** field, click on the drop-down arrow and select the direction of the new link (**Outgoing** means this element is the source).

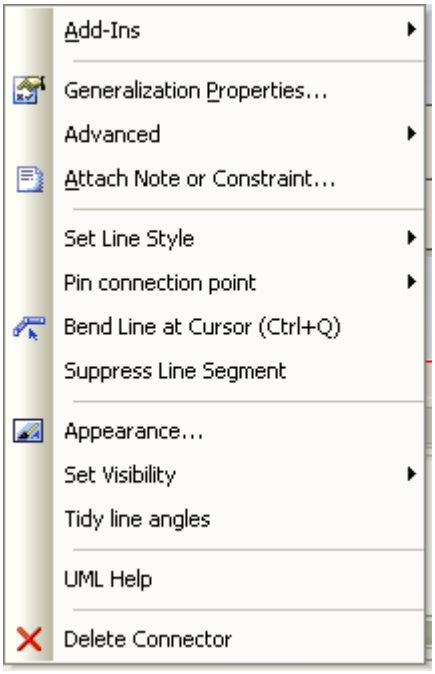


3. In the **Link Type** field, click on the drop-down arrow and select the type of link.
4. In the **Choose target(s)** list, click on the name of the target. (If necessary, in the **Select Target Type** field click on the drop-down arrow and select a feature to list only elements having that feature.)
5. Click on the **OK** button to create the link.

5.4.2.8 Delete Connectors

To delete a connector, follow the steps below:

1. Right-click on the connector. The context menu displays.



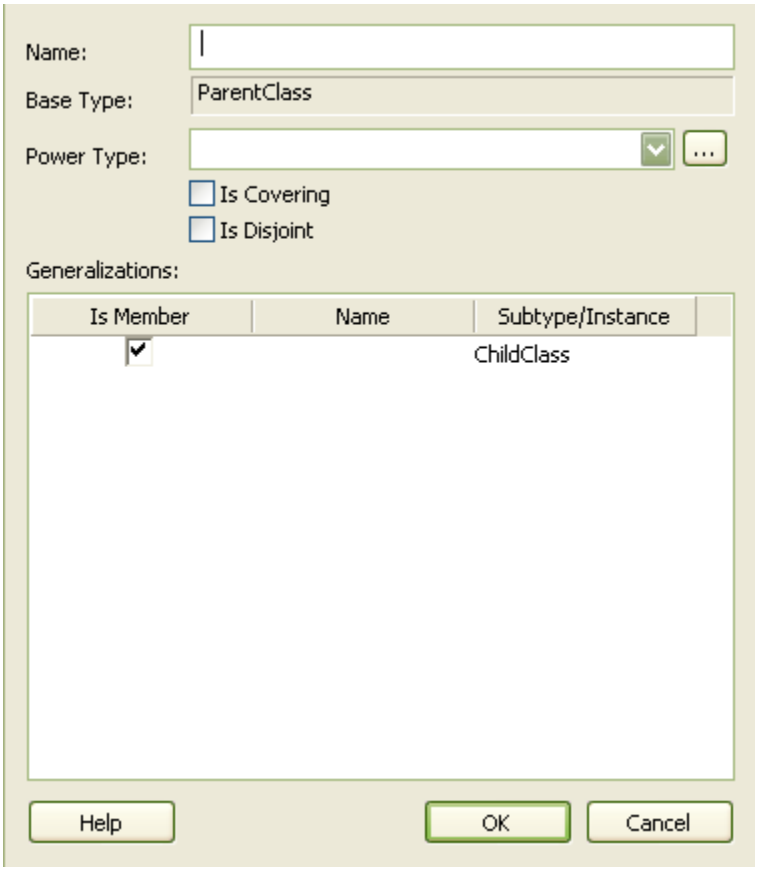
2. Select the **Delete Connector** option.

5.4.2.9 Generalization Sets

A *generalization set* enables you to specify the relationship of a group of subtypes.

To create a generalization set, follow the steps below:

1. Right-click on the connector. The context menu displays.
2. Select the **Advanced | Generalization Set | New** menu option. The following dialog displays.



3. In the **Name** field, type the name of the Generalization set. eg. **Gender.**
4. In the **Power Type** field, either type a new power type or click on the drop-down arrow and select an existing one.
5. Check the **IsMember** column for the child subtypes that are part of this Generalization set.

The OMG UML specification (*UML Superstructure Specification, v2.1.1, section 7.3.21, p. 77*) states:

Each Generalization is a binary relationship that relates a specific Classifier to a more general Classifier (i.e., from a class to its superclasses). Each GeneralizationSet defines a particular set of Generalization relationships that describe the way in which a general Classifier (or superclass) may be divided using specific subtypes.

5.4.2.10 Hide/Show Connectors

Connectors/relations that appear in multiple diagrams can be selectively shown or hidden. This makes it easier to read diagrams where elements might have many connectors, but not all are relevant in the context of the current diagram.

Hide or Show a Connector in the Current Diagram

To hide or show a connector in the current diagram, follow the steps below:

1. Double-click on the required diagram element in the *Diagram* view. The element *Properties* dialog displays.
2. Select the *Links* tab.
3. Right-click on the connector to hide or show. The context menu displays.

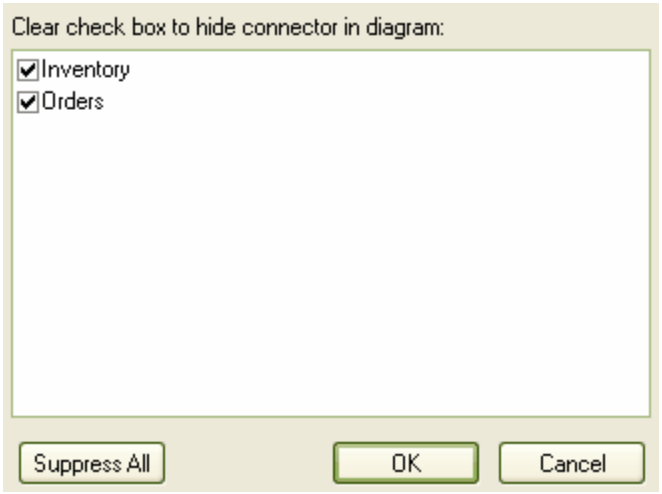
4. Select the **Show Relation** menu option to show the hidden connector on the diagram, or the **Hide Relation** menu option to hide the visible connector.

Tip: *Alternatively, hide a connector by right-clicking on it on the diagram and selecting the* **Set Visibility | Hide Connector** *menu option from the context menu. However, you must use the Links tab of the element Properties dialog to show the relationship again.*

Hide or Show a Connector in Other Diagrams

To hide or show a connector in other diagrams, follow the steps below:

1. Right-click on the connector in the diagram. The context menu displays.
2. Select the **Set Visibility | Hide Connector in Other Diagrams** menu option. The *Set Connector Visibility* dialog displays.



3. If the two connected elements have been included in other diagrams, these diagrams are listed here. In the list, all diagrams for which the checkbox is selected show the connector. Deselect the checkbox for any diagrams in which you want the connector hidden.

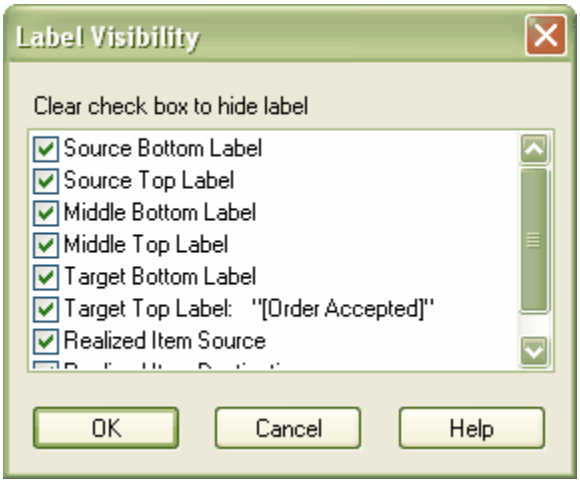
   Tip: *If you want the connector hidden in all of the diagrams listed, click on the* **Suppress All** *button.*

4. Click on the **OK** button to save the changes.

5.4.2.11 Hide/Show Labels

You can hide or display one or more labels on a connector. To do this, follow the steps below:

1. Right-click on the connector. The context menu displays.
2. Select the **Set Visibility | Set Label Visibility** menu option. The *Label Visibility* dialog displays.



3. Select the checkbox against each label to display, and clear the checkbox against each label you want to hide.
4. Click on the **OK** button.

5.4.2.12 Connector In-place Editing Options

You can edit many of the Enterprise Architect connector labels directly on the diagram. Each label can be bound to a single connector field.

Procedure

To put a label into Edit mode, either:

- Select the **Edit Label** option from the context menu, or
- Select a label and press **[F2]**.

To save the current text to the field, either press **[Return]** or deactivate the *Edit* window.

To cancel edit mode without saving any changes, press **[Esc]**.

5.4.2.13 Reverse Connector

You can reverse the direction of a connector without having to delete and re-create it. This is helpful if your design changes or you add the connector wrongly to begin with.

Procedure

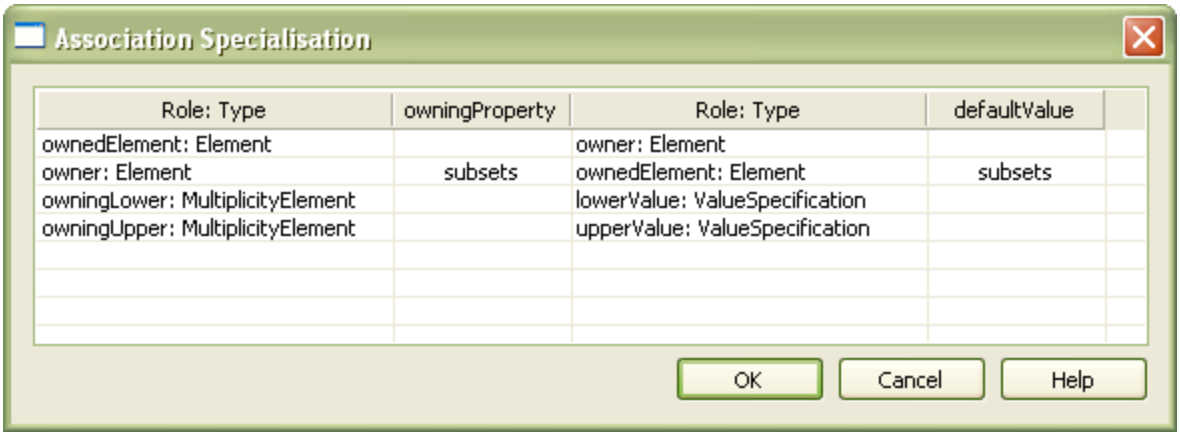
To reverse a connector, follow the steps below:

1. Right-click on the incorrect connector to open the context menu.
2. Select the **Connection Detail | Reverse Direction** menu option.

5.4.2.14 Set Association Specializations

UML enables specialization of properties defined by Associations. Enterprise Architect enables this through the **Specialize Associations** option in the advanced section of the context menu for an Association.

The following dialog displays, showing all Associations between the two Classes connected by the current Association and their parents.

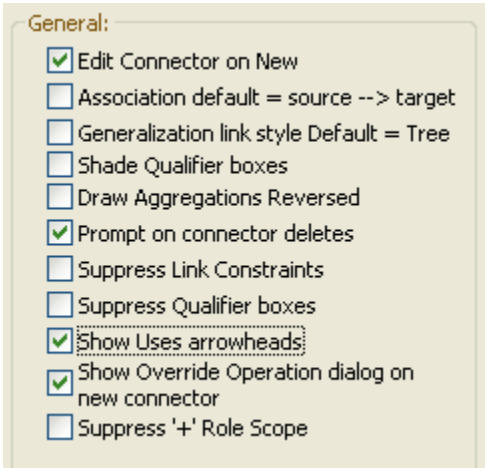


The left two columns define the source role of the current Association, while the right two define the target role. With this you are able to select the relationships of each end of the properties listed. When a relationship is set then this is drawn at the corresponding end of the connector on any diagram it appears on.

5.4.2.15 Show Uses Arrow Head

By default the *Use* connector in Use Cases has no arrow head. To generate arrow heads on the connectors, follow the steps below.

1. Select the **Tools | Options Links** menu option. The *Links* page of the *Options* dialog displays.



2. In the *General* panel, select the **Show Uses arrowheads** checkbox.
3. Click on the **Close** button.

When you save the Use Case diagram, the Use connectors change to display arrowheads.

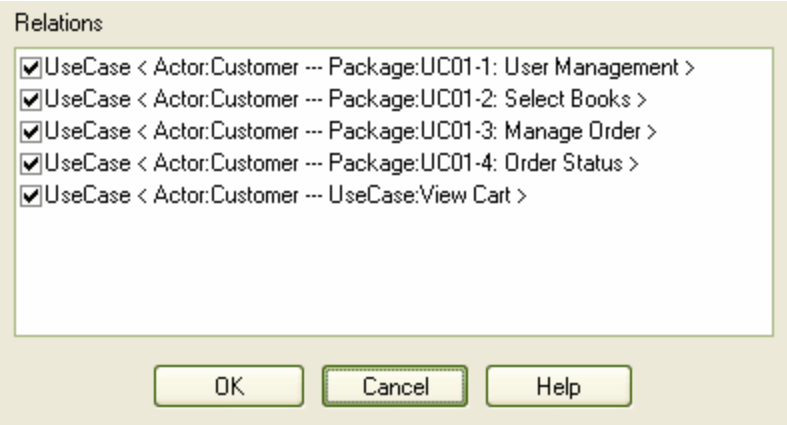
5.4.2.15.1 Set Relationship Visibility

You can change the visibility of individual links, connectors or relationships, diagram by diagram.

Set Relationship Visibility

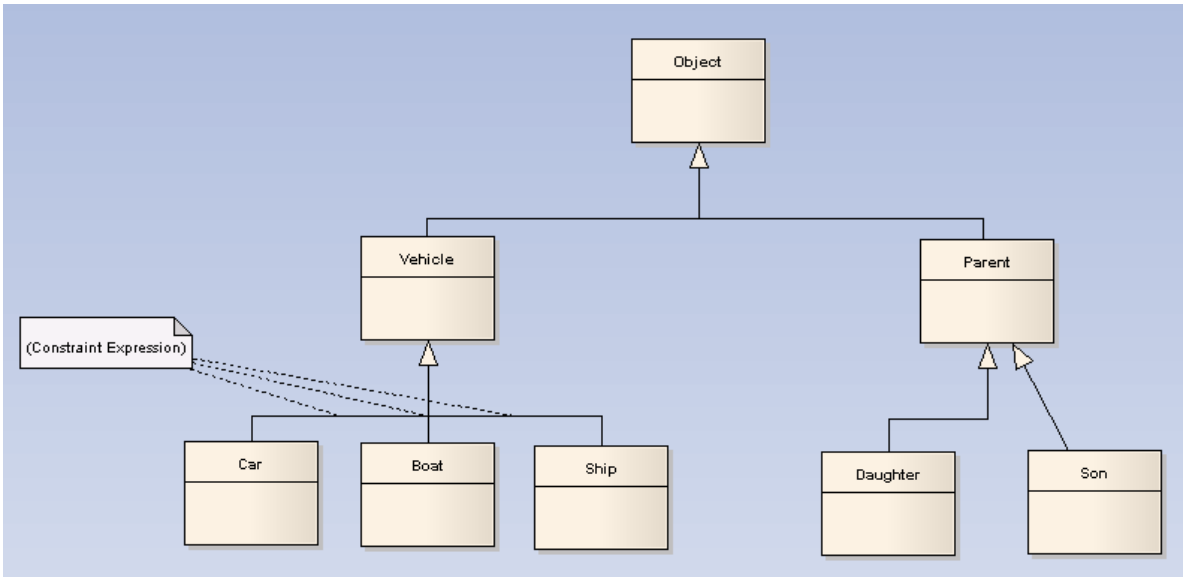
To set relationship visibility, follow the steps below:

1. Open the diagram to change.
2. Select the **Diagram | Set Visible Relations** menu option. Alternatively, press **[Ctrl]+[Shift]+[I]**.
3. Select the checkbox against each list item to show, and clear the checkbox against each item to hide.
4. Click on the **OK** button to apply the changes.



5.4.2.16 Tree Style Hierarchy

In Enterprise Architect you can create a tree style inheritance diagram using a special form of the *Generalization* link, as shown below.



Note: *The Son ->Parent link has not yet been put in Tree Style - Vertical style.*

This style of diagram provides a clearer layout for inheritance hierarchies and is easy to work with.

Create a Tree Style Link

To create a tree style link, follow the steps below:

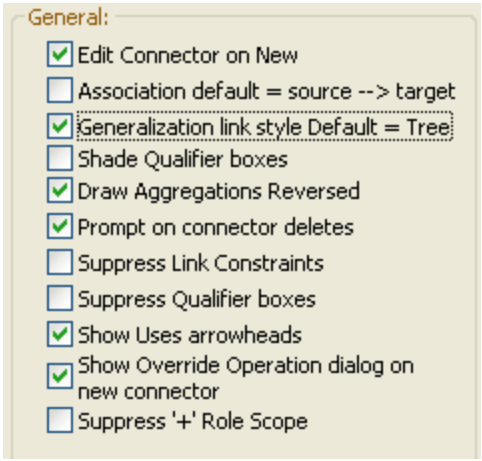
1. Create a normal Generalization between two elements.

2. Right-click on the link to open the context menu.
3. Select the **Set Line Style | Tree Style - Vertical** or the **Set Line Style | Tree Style - Horizontal** menu option.
4. Enterprise Architect automatically makes the Generalization layout conform to a specific shape. By adding more Generalization links, and checking their **Tree Style** options, you can achieve the appearance of the diagram above. You can slide the root and child Classes left and right to achieve the required result; Enterprise Architect maintains the conformity of the branch links.

Set the Default Link Style

To set this style of link as default, follow the steps below:

1. Select the **Tools | Options | Links** menu option. The *Links* page of the *Options* dialog displays.



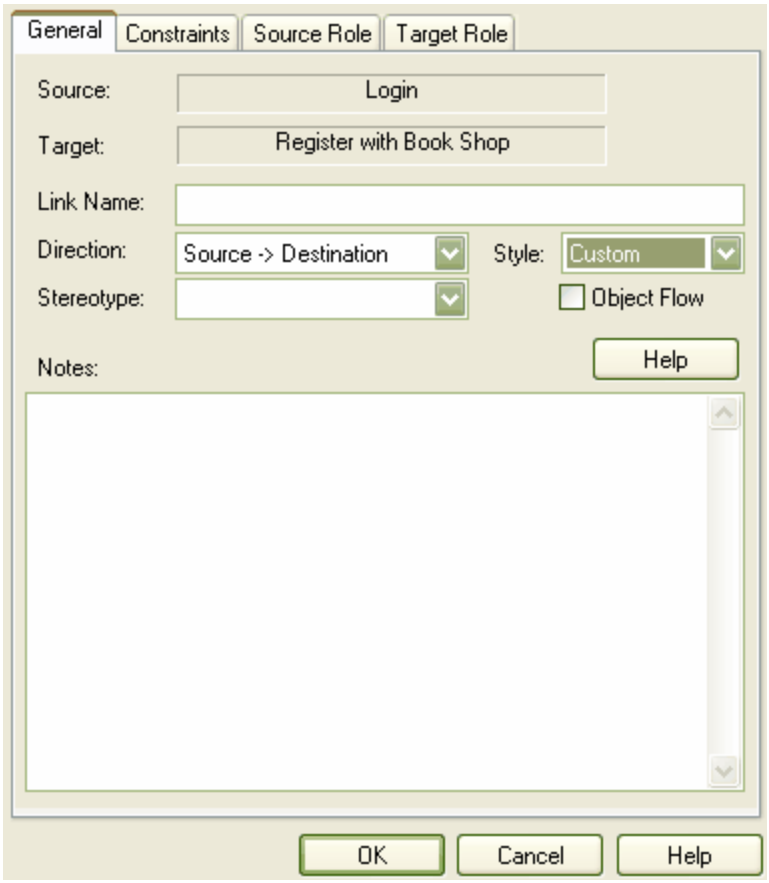
2. Select the **Generalization link style Default = Tree** checkbox to make this branching style the default style for inheritance links.

5.4.3 Connector Properties

To access the connector *Properties* dialog, double-click on a connector in a diagram. You can change several characteristics of connectors from this dialog.

Many of these characteristics generate text labels on or around the connector. You can change these labels using the **Label** 264 context menu.

The connector *Properties* dialog has several tabs. The *General* tab enables you to configure the name of the connector (**Link Name**), the direction, the line style, the stereotype (optional) and a comment.



Field	Description
Link Name	(Optional) Type a name for the link. If entered, the name displays on the diagram.
Direction	Click on the drop-down arrow and select the appropriate direction details: from source to destination, destination to source, or bi-directional. Some links have arrow heads that depend on this setting. Some links are logically dependent on this (eg. inheritance).
Style	Click on the drop-down arrow and select the appropriate connection style: choose from **Direct**, **Auto-Routing**, **Bezier**, **Custom**, **Tree (Vertical)** or **Tree(Horizontal)**.
Stereotype	(Optional) Type the name of a stereotype for the link, or click on the drop-down arrow and select one. If entered, the stereotype is displayed on the diagram and over-rides the link type in the RTF documentation.
Virtual Inheritance	Available only for Generalization connectors. Select if inheritance is virtual.
Scope	Available only for Generalization connectors where the child Class is C++. Select the appropriate value for the scope (used for inheritance).
Notes	(Optional) Type any notes on the connector. The notes are displayed in documentation, if required

See Also

- Connector Constraints 403
- Source Role 404
- Target Role 406
- Role Tagged Values 406
- Message Scope 407

5.4.3.1 Connector Constraints

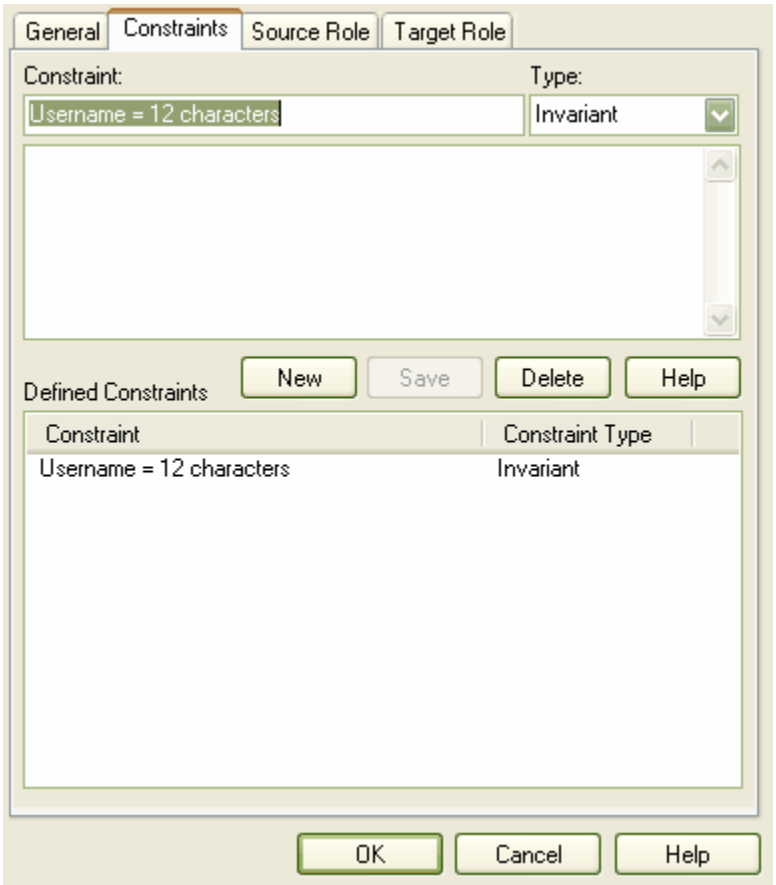
A UML connector can also have associated constraints placed on it. Constraints tell us something about the rules and conditions under which a relation operates. For example, it might be a pre-condition that a customer is of a certain type before an association link to an Account is allowed.

Tip: *Constraints about an association (connector) can be added to further refine the model. Constraints detail the business and operational rules for the model.*

Set Constraints on a Link

To set constraints on a link, follow the steps below:

1. Double-click on a connector to open the *Connection Properties* dialog.
2. Select the *Constraints* tab.
3. Fill in details of the constraint(s) that apply and click on the **Save** button.



Field	Description
Constraint	Name of constraint.
Type	The type of constraint (eg. pre-condition).
Notes	Notes about the link.
Defined Constraints	A list of constraints for this link.

5.4.3.2 Source Role

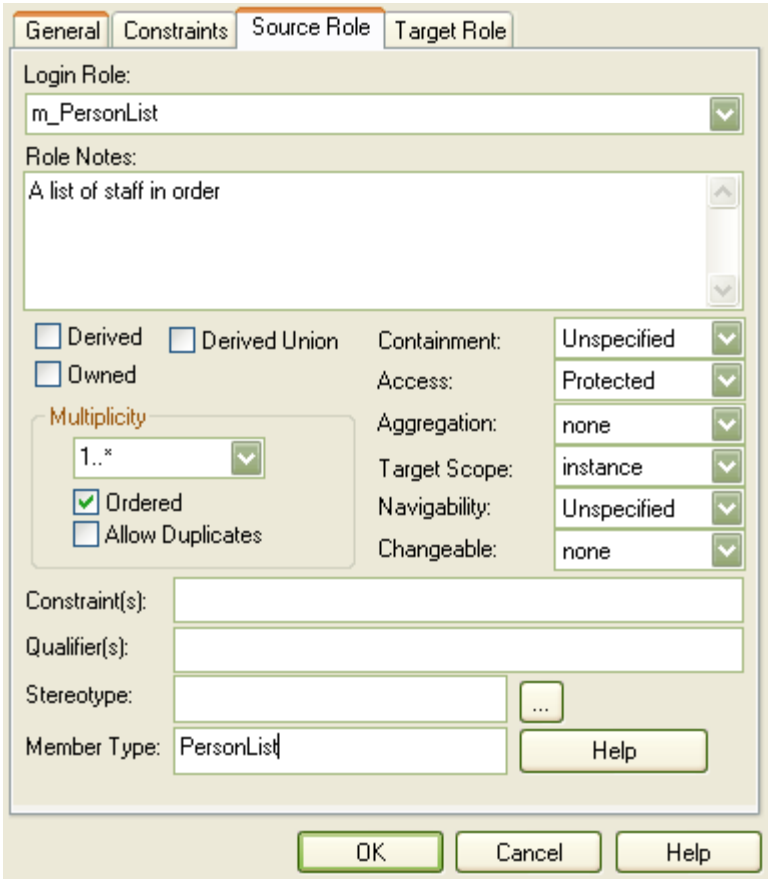
This description refers to the role of the *Source* element in a relationship, but applies equally to the role of the *Target* element.

A link can have certain properties assigned to one end, and be associated with the particular role that element plays in the relationship. You can enter details about this role to further develop your model.

Set Source Role Details

To set the source role details, follow the steps below:

1. Double-click on a connector. The *Connection Properties* dialog displays.
2. Select the *Source Role* tab.
3. Enter the required details and click on the **OK** button.



Field	Description
<Type> Role	Type the name of the role to be played.
Role Notes	Type any required notes about the role.
Derived Union	Select this checkbox if the role value or values can be computed from other information.
Owned	Select this checkbox if the role is owned by the opposite Class as opposed to the association.
Derived Union	Select this checkbox if the role is derived from the properties that subset it.
Multiplicity	Type a value, or click on the drop-down arrow and select the role multiplicity. (You can define the values of this field on the *Cardinality* 655 tab of the *UML Types* dialog.) This is the range of instances of the role that can be active in the relationship; for example, *one* employee can be assigned to tasks; for the target role you define the range of instances (e.g. tasks) the employee could be assigned to. The values have the following formats: • *****, or **0..*** - zero, one or many instances • **0..n** - zero or up to n instances, but no more than n • **n** - exactly n instances • **n..*** - n, or more than n instances. Note that you can also define source and target element multiplicity in the element Attribute properties 335.
Ordered	Select this checkbox if the role is a list and the list is ordered.
Allow Duplicates	Select this checkbox if the role can contain duplicate elements (relevant only if multiplicity is > **1**).
Containment	Select the nature of the containment at the Destination (reference, value...).
Access	Select the access level for the role.
Aggregation	Select the type of aggregation that this role uses.
Target Scope	Select the level at which this role applies (instance or classifier).
Navigability	Select whether or not this role is navigable (non-navigable ends are shown depending on diagram properties).
Changeable	Select whether this role is subject to change.
Constraints	Type any constraint on the role.
Qualifier	Type any qualifiers or restrictions on the role. Separate multiple qualifiers with a semi-colon.
Stereotype	(Optional) Type or select the name of a stereotype that applies to this end of the Association.
Member Type	Type a role type that can be used when generating collection Classes for multiplicity **> 1**.

Note: *Source role details are displayed at the start end of a connector. If you have drawn the link the wrong way, you can always use the* **Reverse Direction** *menu option from the connector context menu.*

5.4.3.3 Target Role

A link can have certain properties assigned to one end, and be associated with the particular role that element can play in the relationship.

You can enter details about this role to further develop your model.

Set Destination Role Details

To set the destination role details, follow the steps below:

1. Double-click on a connector to open the *Connection Properties* dialog.
2. Select the *Target Role* tab.
3. The details and appearance of this tab are identical to the *Source Role* tab. See Source Role 404.

Note: *Destination role details are displayed at the terminating end of a connector on the diagram.*

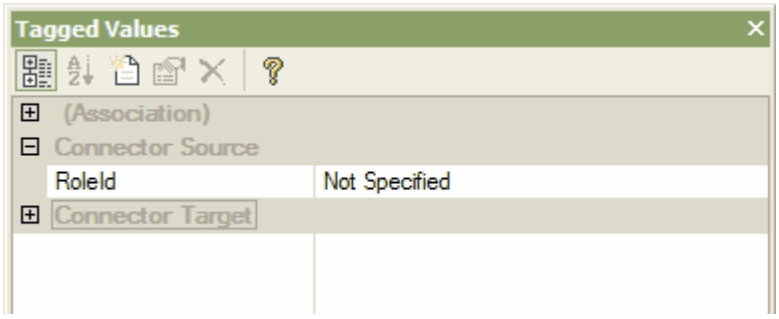
5.4.3.4 Role Tagged Values

For *Association* and *Aggregation* connector types you can set additional Tagged Values on the Source and/or Target Role.

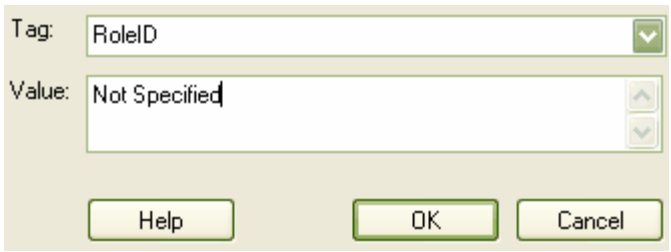
Set Tagged Values

To set Tagged Values for the connector, follow the steps below:

1. Press **[Ctrl]+[Shift]+[6]** or select the **View | Tagged Values** menu option. The *Tagged Values* window displays.
2. Click on the connector in the diagram. The Tagged Values information for the connector displays in the *Tagged Values* window.
3. Select **Connector Source** or **Connector Target** as required.



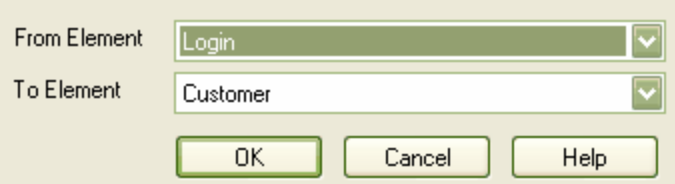
4. Either click on the **New Tags** button or press **[Ctrl]+[N]**. The *Tagged Value* dialog displays.
5. In the **Tag** field type the tag name and value, or click on the drop-down arrow and select a predefined Tagged Value type.



6. Click on the **OK** button to save the changes.

5.4.3.5 Message Scope

A message in a Sequence diagram represents a dynamic interaction from one element to another. Sometimes when you are designing your model you might have to change either the start or end point of a message as the responsibilities of elements change during design. For this reason, Enterprise Architect enables you to change the message scope by setting a new start or end element.



Change Message Scope

To change message scope, follow the steps below:

1. Select the message in the Sequence diagram.
2. Right-click on the message to open the context menu.
3. Select **Set Message Scope**.
4. In the pop up dialog, in the **From Element** and **To Element** fields, click on the drop-down arrows and select the required elements.
5. Click on the **OK** button to save changes.

The message is re-routed to meet your changed requirements.

5.5 UML Profiles

What are UML Profiles?

UML Profiles provide a means of extending the UML Language, which enables you to build UML models in particular domains. They are based on additional stereotypes and Tagged Values that are applied to elements, attributes, methods, links, link ends and so on. A Profile is a collection of such extensions that together describe some particular modeling problem and facilitate modeling constructs in that domain. For example, the UML Profile for XML describes a set of extensions to basic UML model elements to enable accurate modeling of XSD Schemas (see *Modeling XML Applications with UML,* David Carlson, *p. 310*).

Enterprise Architect has a generic UML Profile mechanism for loading and working with different Profiles. UML Profiles for Enterprise Architect are specified in XML files, with a specific format; see the examples in this topic. You can import these XML files into Enterprise Architect through the *Resources* window. Once imported, you can drag and drop Profile elements onto the current diagram. Enterprise Architect attaches the stereotype, Tagged Values and default values, notes and even metafile if one is specified, to the new element. You can also drag and drop attributes and operations onto existing Classes and have them immediately added with the specified stereotype and values.

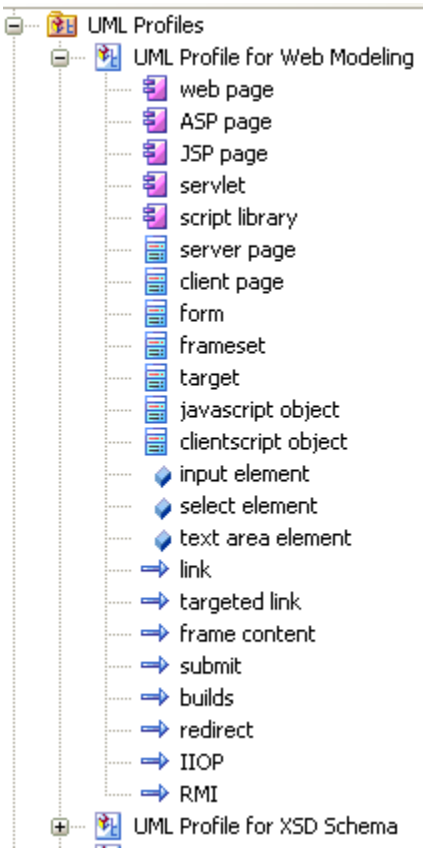
The imported Profile also automatically generates a page of elements and relationships in the Enterprise Architect UML *Toolbox*.

Note: *To control the appearance of elements, you can also set a default element template. For more information, see* *Use Element Templates* 311.

Profiles in the Resources Window

The *Resources* window contains a tree structure with entries for items such as MDG Technologies,

Documents, Stylesheets, Matrix profiles and UML Profiles. The *UML Profiles* node initially contains no entries; to be able to use Profiles you must import them into Enterprise Architect from supplied XML files.



Items in the Profile represent stereotypes. These can be applied to UML elements in the following ways:

- Stereotypes that apply to elements such as C*lasses* and *interfaces* can be dragged directly from the *Resources* window to the current diagram, automatically creating a stereotyped element. Alternatively, they can be dragged onto existing elements, automatically applying them to the element.
- Stereotypes that apply to *attributes* can be drag-and-dropped onto a host element (eg. Class); a stereotyped attribute is automatically added to the element's feature list.
- Stereotypes that apply to *operations* are like those that apply to attributes; drag-and-drop onto a host element to add the stereotyped operation.
- Stereotypes that apply to *connectors* such as *associations*, *generalizations, messages* and *dependencies* are added by selecting them in the *Project Browser* window, then clicking on the start element in a diagram and dragging to the end element (in the same manner as adding normal links). A stereotyped link is added.
- Stereotypes that apply to *association ends* can be added by dragging the link end element over the end of an association in the diagram.

To get you started, some Profiles are supplied on the Sparx Systems website at www.sparxsystems.com/uml_profiles.htm. You can download these and import them into Enterprise Architect. Over time Sparx Systems intend to expand the range of Profiles, the content of each Profile and the degree of customization possible in each Profile.

You can also create your own Profiles to describe modeling scenarios specific to your development environment. For more information, see the *Enterprise Architect Software Developers' Kit (SDK).* 1223

See Also

- Use Profiles 409

- Profile References 412

5.5.1 Use Profiles

This topic describes the use of Profiles for UML modeling. It describes tasks including how to import an available Profile for use in a model, how to create elements and connectors using the stereotypes contained in the Profile, and applying and synchronizing values and constraints.

The following topics are discussed:

- Import a UML Profile 409
- Tagged Values in Profiles 410
- Add Profile Connector to Diagram 411
- Synchronize Tags and Constraints 411

A Technology Developer might create a new Profile, which they can save (export) to disk for future UML models. The processes of creating 1225 and exporting 1237 a new UML Profile are described in the *Enterprise Architect Software Developers' Kit (SDK).*

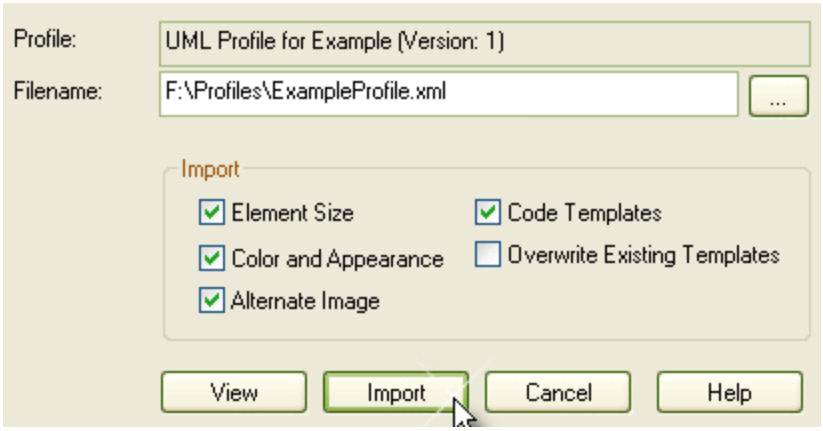
5.5.1.1 Import a UML Profile

To import a Profile you must have a suitable Profile XML file, such as the Profiles supplied on the Sparx Systems website at www.sparxsystems.com/uml_profiles.htm. If the Profile includes references to any metafiles, they should be in the same directory as the Profile XML file.

Import a Profile

To import a Profile, follow the steps below:

1. Open the *Resources* window (**View | Resources**).
2. Right-click on the *UML Profiles* tree node and select **Import Profile** from the context menu. The *Import UML Profile* dialog displays.



3. Locate the XML Profile file to import using the **[...]** (Browse) button.
4. Set the required import option checkboxes for all stereotypes defined in the Profile; you can select:
   - **Element Size** - to import the element size attributes
   - **Color and Appearance** - to import the color (background, border and font) and appearance (border thickness) attributes
   - **Alternate Image** - to import the metafile image
   - **Code Templates** - to import the code templates if they exist
   - **Overwrite Existing Templates** - to overwrite any existing code templates defined in the current

project.

5. Click on the **Import** button. The Profile is added to the *UML Profiles* folder.

If the Profile already exists, Enterprise Architect prompts you to overwrite the existing version and import the new one (or cancel). Once the import is complete, the Profile is ready to use. You can expand the Profile and drag items from it onto a diagram.

When you import a Profile, it automatically creates pages of elements and connectors in the Enterprise Architect UML *Toolbox*. Therefore, you can also populate diagrams from this page.

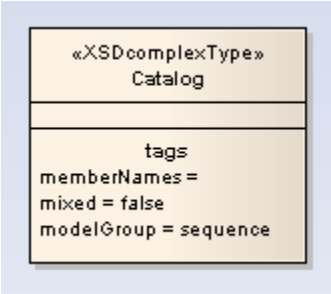
5.5.1.2 Tagged Values in Profiles

Stereotypes within a UML Profile can have one or more associated Tagged Values. When you create an element based on a UML Profile Stereotype by dragging from the *Resources* window to a diagram, any associated Tagged Values are added to the element as well. Tagged Values and Profiles are an excellent way to extend the use of Enterprise Architect and the power of UML modeling.

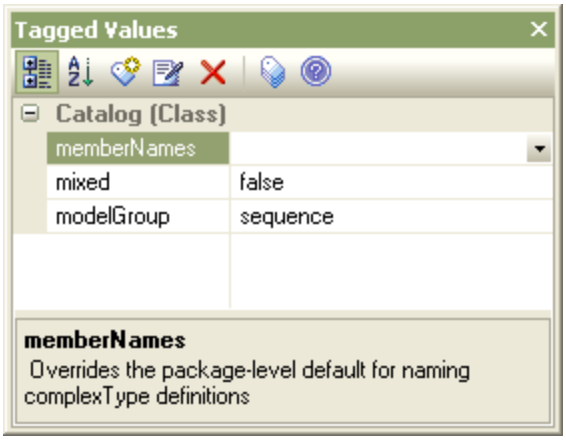
For example, in the UML Profile for XSD, there is an *XSDComplexType* stereotype, which has the following Tagged Value declaration:

```
<TaggedValues>
<Tag name="mixed" description="Determines whether this element can contain mixed element and character content. See the W3C XML Schema recommendation"/>
<Tag name="modelGroup" description="Overrides the package-level default model group" values="all | sequence | choice" default="choice"/>
<Tag name="memberNames" description="Overrides the package-level default for naming complexType definitions"/>
</TaggedValues>
```

When you create an element from the *XSDComplexType* stereotype (by dragging from the *Profile Elements* page of the Enterprise Architect UML *Toolbox* onto a diagram), the Tagged Values are added automatically.



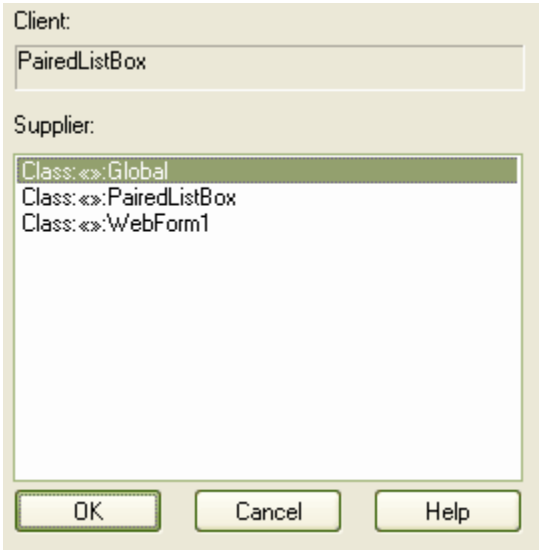
Tagged values that have default values are automatically set and displayed in the element *tags* section, if applicable. When you select the element, the *Tagged Values* window displays all the associated tags, including ones that have no value set. Also note that Tagged Values in the Profile that have a *Values* section (eg. *values="element | attribute | both" default="both"*) display in the *Properties* window with a drop list of enableable values when selected (as in the example below). Where no *Value* list exists, the tag accepts free text.



5.5.1.3 Add Profile Connector to Diagram

To add a Profile-based connector to the current diagram, click on the connector in the *Resources* window, then click on the source element in the diagram and drag it to the target.

You can also drag the connector from the *Resources* window to the source and use the list box below to select the target.



5.5.1.4 Synchronize Tags and Constraints

When you first create an element, attribute, operation or link from a UML Profile item, you can also create Tagged Values and constraints. Over time you might modify the Tagged Values and constraints associated with a particular element, so the items already created might be missing additional Tagged Values or constraints.

Similarly, you might have manually set the stereotype on a set of elements and now want them to receive the Tagged Values and constraints normally associated with that stereotype.

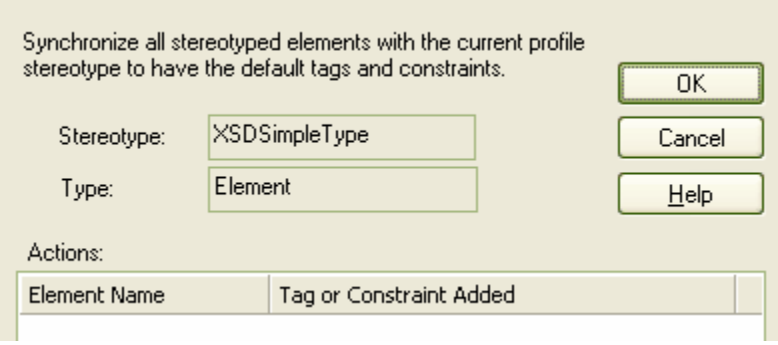
To make sure you have all the related Tagged Values and stereotypes, use the **Synch Tagged Values and**

Constraints function.

Synchronize Elements

To synchronize elements, follow the steps below:

1. Locate the required UML Profile in the *Resources* window.
2. Locate the stereotyped profile element.
3. Right-click on it to display the context menu, and select the **Synch Tagged Values and Constraints** option. The *Synch Profiled Elements* dialog displays.
4. Click on the **OK** button to proceed. The list is populated with the items that have been modified and the changes that were made.



5.5.2 Profile References

UML Profile XML File Format Information

Enterprise Architect provides a facility to import pre-defined elements, operations, attributes and connectors as a source of re-useable components that meet common modeling requirements (eg. profiles for XML schema and for business process modeling). This topic provides a quick list of the types of things that can be pre-defined and the characteristics of each. There is an example file at the end which indicates how each type is specified.

This topic gives you a reference of the supported tags that are available for users, the structure of profiles, supported attributes and an example of the XML file that constitutes a profile.

UML Profile Reference Subjects:

- Supported Types 412
- Profile Structure 414
- Supported Attributes 415
- Example Profile 415

5.5.2.1 Supported Types

A UML profile is made up of one or more stereotypes that might have Tagged Values and constraints. The table below and the Supported Attributes 415 table define what can be stereotyped and what information must be supplied.

List of All Supported Types in AppliesTo/Apply Node

AppliesTo / Apply	Type	Tags	Constraint	Metafile
"actor"	Element	Yes	Yes	Yes

AppliesTo / Apply	Type	Tags	Constraint	Metafile
"package"	Package	Yes	Yes	Yes
"usecase"	Element	Yes	Yes	Yes
"collaboration"	Element	Yes	Yes	Yes
"class"	Element	Yes	Yes	Yes
"table"	Element	Yes	Yes	Yes
"component"	Element	Yes	Yes	Yes
"node"	Element	Yes	Yes	Yes
"object"	Element	Yes	Yes	Yes
"sequence"	Element	Yes	Yes	Yes
"entity"	Element	Yes	Yes	Yes
"screen"	Element	Yes	Yes	Yes
"GUIElement"	Element	Yes	Yes	Yes
"requirement"	Element	Yes	Yes	
"state"	Element	Yes	Yes	
"activity"	Element	Yes	Yes	Yes
"interface"	Element	Yes	Yes	Yes
"event"	Element	Yes	Yes	
"issue"	Element	Yes	Yes	
"change"	Element	Yes	Yes	
"hyperlink"	Element		Yes	
"attribute"	Attribute	Yes	Yes	
"operation"	Operation	Yes	Yes	
"association"	Connector	Yes	Yes	
"associationEnd"	AssociationEnd			
"generalization"	Connector	Yes	Yes	
"dependency"	Connector	Yes	Yes	
"transition"	Connector	Yes	Yes	
"objectflow"	Connector	Yes	Yes	
"startnode"	Element	Yes	Yes	
"stopnode"	Element	Yes	Yes	
"note"	Element	Yes	Yes	
"decision"	Element	Yes	Yes	
"aggregation"	Connector	Yes	Yes	

5.5.2.2 Profile Structure

UML Profiles for Enterprise Architect are distributed in XML format. The file has the following format:

General Header Details

```
<?xml version="1.0" encoding="utf-8" ?>
<UMLProfile profiletype="uml2">
  <!--Profile name, version number and general notes -->
<Documentation id="XSDSchema" name="UML Profile for XSD Schema" version="1.0" notes="Defines a set of
stereotypes and tagged values for XSD Schemas"/>
  <!-- The profile content -->
  <Content>
<!-- List of stereotypes used in this profile. Can also include tagged values, constraints, metafile and descriptive
comments-->
    <Stereotypes>
```

Stereotype Definitions

The header is followed by one or more Stereotype definitions; for example:

```
<!-- <<XSDComplexType>> -->
<Stereotype name="XSDComplexType" notes="ComplexType definition generated in XML Schema">
  <AppliesTo>
    <Apply type="class"/>
  </AppliesTo>
  <TaggedValues>
    <Tag name="mixed" description="URI to unique target namespace"/>
    <Tag name="modelGroup" description="Default model group used when generating complexType definitions for this
Schema" values="all | sequence | choice" default="choice"/>
    <Tag name="attributeMapping" description="Default for generating UML attributes as elements, attributes or both
within complexTypes" values="element | attribute| both" default="both"/>
    <Tag name="roleMapping" description="Prefix associated with namespace"/>
    <Tag name="memberNames" description="Schema version"/>
</TaggedValues>

<Constraints>
    <Constraint name="" type="" notes=""/>
</Constraints>
</Stereotype>
```

Note the specification of Stereotype name and notes. Also note the use of Tagged Values to set properties for the Profile element. The Tagged Values can have a default value, can be empty and can specify enableable values. Tagged Values are edited in the *Properties* window of an element, method, attribute or link.

You can also specify the default size, default comment and Metafile for drawing an element; see the fragment below:

```
<Stereotype name="Router" cx="130" cy="100" notes="" metafile="router.emf">
```

In the above example, the metafile shape for this element is specified as 'router.emf'; when you load this Profile, the .emf file must be in the same directory as the Profile, otherwise the load fails.

Also note how to specify a default comment for an element. All white space between lines is ignored. To force a line break, use the **\n** character. To force tabs, use **\t**.

```
<Comment>
  Some text here about how this works\n\t
  with comments being imported from the XML description
  in one long row.
</Comment>
```

The example above would import like this:

```
Some text here about how this works
   with comments being imported from the XML description in one long row.
```

5.5.2.3 Supported Attributes

Attributes Supported by Main XML Element Nodes

The table below lists the three main types of object you can define in an XML Profile document. These are the:

- Stereotype, which creates a visible entry in the *UML Profile* folder in the *Resources* window
- Tagged Values, which are additional properties that an element or connector support
- Constraints that apply to the model element.

Type	Attribute	Optional	Notes
stereotype	name	No	Stereotype name.
	notes	Yes	Notes visible in browser.
	metafile	Yes	Filename of associated metafile; this MUST be in same directory as the Profile XML.
	cx	Yes	Initial x coordinate of element (deprecated).
	cy	Yes	Initial y coordinate of element (deprecated).
	_sizeX	Yes	Initial width of the element, in pixels at 100% zoom.
	_sizeY	Yes	Initial height of the element, in pixels at 100% zoom.
	_imageFile	Yes	Location of image file (.wmf).
	_image	Yes	Shape script definition.
tag	name	No	Tag name.
	description	Yes	A description of the tag; appears in the tag tab and for elements in the *Properties* window setting notes.
	values	Yes	List of possible values; values separated by ' | ' (<space>|<space>). eg. 'true | false'. For elements, populates the drop combo in the tag section of the docked *Properties* window.
	default	Yes	A default value; eg. 'true'.
constraint	name	Yes	Constraint name.
	type	Yes	Constraint type (eg. 'pre' for precondition, 'post' for postcondition).
	notes	No	Additional explanatory notes.

5.5.2.4 Example Profile

Below is an example UML Profile showing the structure and use of the file:

```
<?xml version="1.0" encoding="UTF-8"?>
<UMLProfile>
    <Documentation id="EAExample" name="UML Profile for Example" version="1" notes="An example set of
stereotypes and tagged values"/>
    <!-- The profile content -->
    <Content>
            <!-- List of stereotypes used in this profile-->
            <Stereotypes>
```

```
<!--A profile is a list of stereotypes, that apply to elements, links and features in a UML model.
Stereotypes can have set tagged values, constraints,
Valid targets, default dimensions. The examples below are a good starting point -->
<Stereotype name="SimpleStereotype" notes="Place notes about stereotype here"
metafile="router.emf">
<!-- Place a list of types that this ill apply to ...
valid types are any UML element (class, interface, component,
aggregation, generalization, association, transition, operation and attribute. Make sure
you use lowercase names, XML is case sensitive-->
<AppliesTo>
<Apply type="class"/>
<Apply type="interface"/>
<Apply type="node"/>
</AppliesTo>
<!--Add one or more tagged values for this stereotype. These are automatically added
to the target element when created
Note that you can specify a default value using "default=" and a pick list of values eg. "
true | false" note the use
of a " | " to separate values -->
<TaggedValues>
<Tag name="hasNamespace" description="Indicates element is bound to
Namespace" default="true" values="true | false"/>
<Tag name="targetNamespacePrefix" description="Prefix associated with
namespace"/>
</TaggedValues>
<!-- Zero or more constraints to apply to element - specify name, type and notes -->
<Constraints>
<Constraint name="constraint1" type="pre" notes="My Notes"/>
</Constraints>
</Stereotype>
<!-- End of stereotype. When writing your own, you can duplicate a stereotype selection as
above and
change it to start work on a new stereotype-->
<!-- <<AnotherExample>> -->
<Stereotype name="AnotherExample" cx="130" cy="100" notes="This element has a default
height and width specified">
<AppliesTo>
<Apply type="class"/>
<Apply type="operation"/>
<Apply type="attribute"/>
</AppliesTo>
<TaggedValues>
<Tag name="memberNames" description="Schema version"/>
</TaggedValues>
<Constraints>
<Constraint name="constraint1" type="pre" notes="My Notes"/>
</Constraints>
</Stereotype>
<!-- <<Aggregation>> -->
<Stereotype name="aggregationLink" type="weak" notes="">
<AppliesTo>
<Apply type="aggregation"/>
</AppliesTo>
</Stereotype>
<!-- <<Composition>> -->
<Stereotype name="compositionLink" type="strong" notes="">
<AppliesTo>
<Apply type="aggregation"/>
</AppliesTo>
</Stereotype>
<!-- <<IndexKey>> -->
<Stereotype name="UniqueID" notes="">
<AppliesTo>
<Apply type="operation"/>
</AppliesTo>
<TaggedValues>
<Tag name="indexed" description="indicates if indexed or not" values="true
| false" default="true"/>
</TaggedValues>
<Constraints>
```

```
                                        <Constraint name="constraint1" type="pre" opType="pre" notes="My Notes"/
>
                                        <Constraint name="constraint2" type="pre" opType="post" notes="My
Notes"/>
                                </Constraints>
                        </Stereotype>
                        <!-- <<Attribute>> -->
                        <Stereotype name="attname" notes="">
                                <AppliesTo>
                                        <Apply type="attribute"/>
                                </AppliesTo>
                                <Constraints>
                                        <Constraint name="constraint1" type="pre" notes="My Notes"/>
                                </Constraints>
                        </Stereotype>
                        <!-- <<Association>> -->
                        <Stereotype name="assocname" notes="">
                                <AppliesTo>
                                        <Apply type="association"/>
                                </AppliesTo>
                                <Constraints>
                                        <Constraint name="constraint1" type="pre" notes="My Notes"/>
                                </Constraints>
                        </Stereotype>
                </Stereotypes>
        </Content>
</UMLProfile>
```

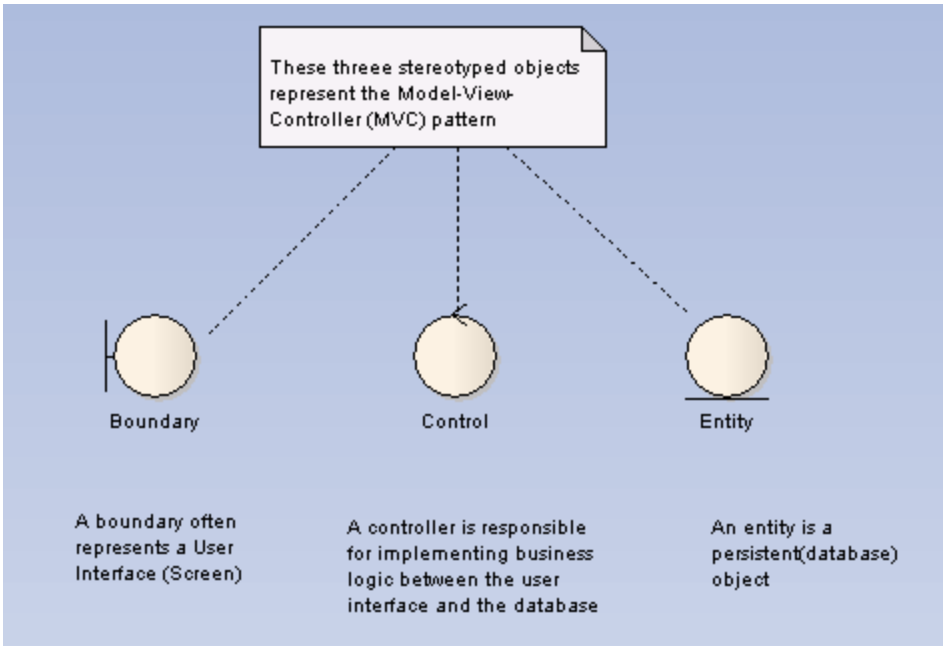
5.6 UML Stereotypes

UML supports a large number of *stereotypes*, which are an inbuilt mechanism for logically extending or altering the meaning, display and syntax of a model element. Different model elements have different stereotypes associated with them.

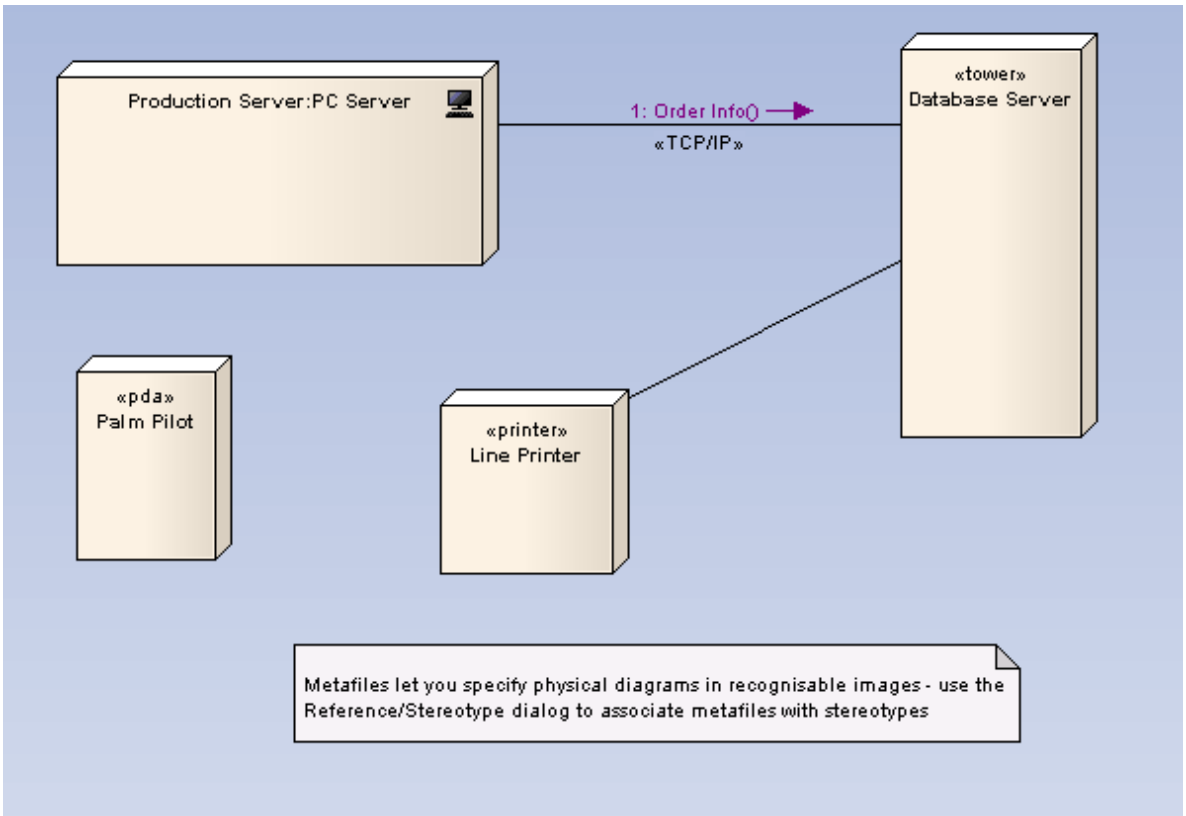
For further definition of stereotypes, see the OMG UML specification (*UML Superstructure Specification, v2.1.1, section 18.3.8, pp. 667-672*).

A stereotype is generally displayed as in the example below (where <<*myStereotype2*>> is the stereotype).

In some cases the stereotype causes the element to be drawn differently, as below:



A metafile can be associated with the applied stereotype, as in the example below:



New, or customized, stereotypes can be created. Stereotypes can also be associated with new shapes, using either metafiles (image files) and colors or *Shape Scripts,* to apply non-UML shapes to elements and connectors. For further information on customizing stereotypes 1224 and applying Shape Scripts 1261, see the *Enterprise Architect Software Developers' Kit (SDK).*

See Also

- Standard Stereotypes 422
- Stereotypes with Alternative Images 425

5.6.1 Apply Stereotypes

Enterprise Architect enables you to apply one or more stereotypes to any UML construct, including:

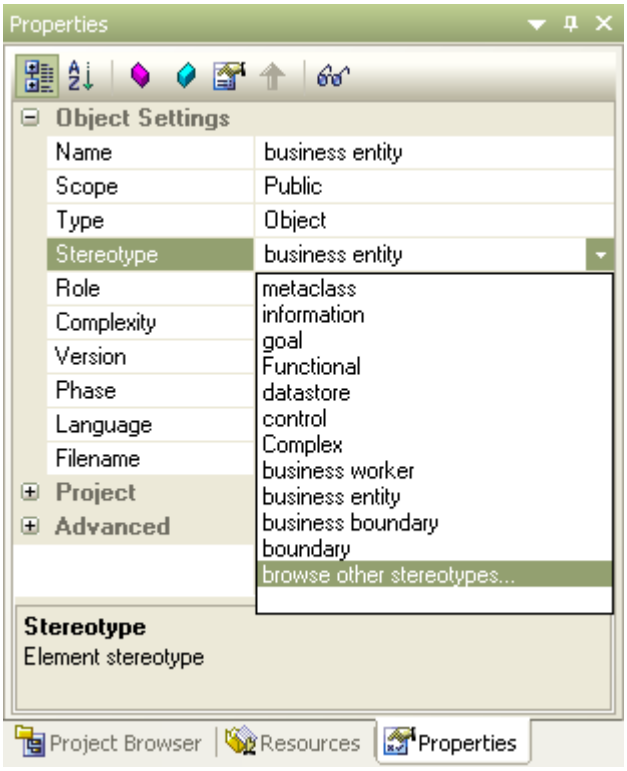
- Elements (such as Classes and Objects)
- Relationships (such as Dependencies and Associations)
- Association Ends
- Attributes and Operations
- Operation Parameters.

To apply a stereotype to any UML construct, using the *Properties dialog*, select any one of the following steps:

1. In the **Stereotype** field, type the stereotype(s) to apply as a comma-separated list.
2. Click on the drop-down arrow and select the required stereotype from the list.
3. Click on the **[...]** button to use the *Stereotype Selector* 420 dialog.

To apply a stereotype to an element using the *Properties window*, select any of the following steps:

1. In the **Stereotype** field, type the stereotype(s) to apply as a comma-separated list..
2. Click on the drop-down arrow and select the required stereotype from the list.



3. Select the **browse other stereotypes...** option in the drop-down list to use the *Stereotype Selector* 420 dialog.

See Also

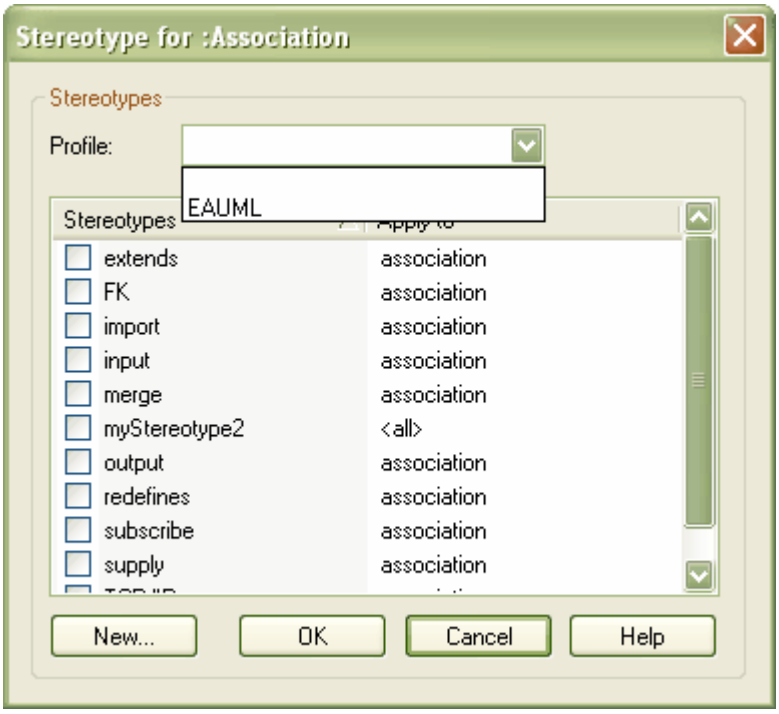
- Stereotype Selector 420
- Stereotype Visibility 421

5.6.2 Stereotype Selector

The *Stereotype Selector* dialog enables you to apply one or more stereotypes to a UML construct, from multiple stereotype sources such as Profiles or the *Custom Stereotypes* list.

Select Stereotypes to Apply/Remove

1. On the element or connector *Properties* dialog, click on the **[...]** button near the **Stereotype** field. The *Stereotype for :<object type>* dialog displays.



2. Click on the **Profile** drop-down arrow and choose the required stereotype source.
3. In the *Stereotypes* list, enable or disable the required stereotype by selecting or deselecting the checkbox against it.
4. Click on the **OK** button to apply the selection.

You can also define a new stereotype to apply to the required construct by clicking on the **New...** button and entering the name of the new stereotype when prompted.

See Also

- Apply Stereotypes 419
- Stereotype Visibility 421

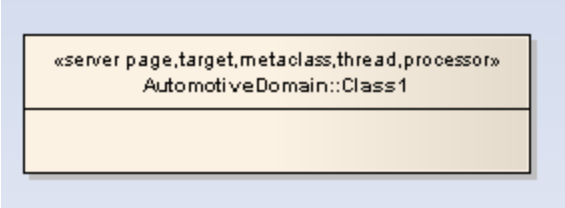
5.6.3 Stereotype Visibility

You control the visibility of applied stereotypes using three options in the *Diagram Properties* 242 dialog. Select:

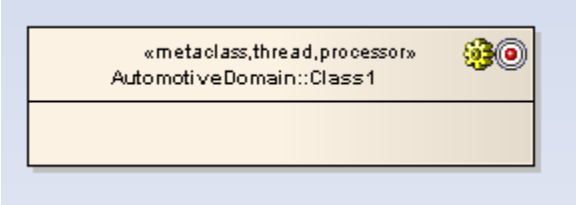
- The **Show Element Stereotypes** checkbox to show or hide all element stereotypes in the current diagram
- The **Show Feature Stereotypes** checkbox to show or hide all attribute and operation stereotypes in the current diagram
- The **Use Stereotype Icons** checkbox to display icons, instead of strings, for those stereotypes that have icons defined.

The example below shows how a Class would appear having multiple stereotypes applied to it:

Use Stereotype Icons disabled: displays all the applied stereotypes in a comma-separated string within gulliments.



Use Stereotype Icons enabled: displays icons for those stereotypes with icons defined. Stereotypes without icons defined are still displayed in the comma-separated string.



See Also

- Apply Stereotypes 419
- Stereotype Selector 420

5.6.4 Standard Stereotypes

Below is a list of standard element stereotypes:

Stereotype	Base Class	Type
«access»	Permission	Stereotype
«appliedProfile»	Package	Stereotype
association	Association	Constraint
«association»	AssociationEnd	Stereotype
«auxiliary»	Class	Stereotype
«become»	Flow	Stereotype
«call»	Usage	Stereotype
complete	Generalization	Constraint
«copy»	Flow	Stereotype
«create»	BehavioralFeature	Stereotype
«create»	CallEvent	Stereotype
«create»	Usage	Stereotype
«derive»	Abstraction	Stereotype
derived	ModelElement	Tag
«destroy»	BehavioralFeature	Stereotype

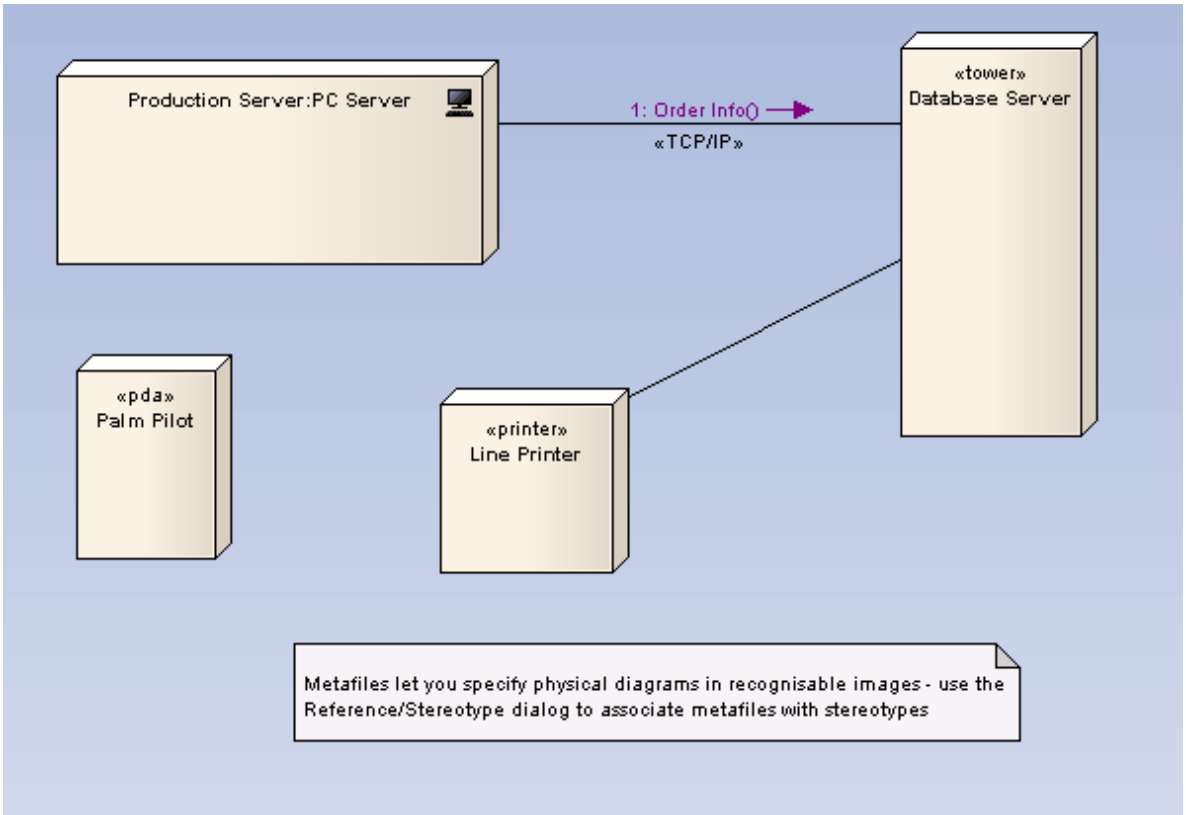
Stereotype	Base Class	Type
«destroy»	CallEvent	Stereotype
destroyed	Association	Constraint
destroyed	Association	Constraint
disjoint	Generalization	Constraint
«document»	Abstraction	Stereotype
documentation	Element	Tag
«executable»	Abstraction	Stereotype
«facade»	Package	Stereotype
«file»	Abstraction	Stereotype
«focus»	Class	Stereotype
«framework»	Package	Stereotype
«friend»	Permission	Stereotype
global	Association	Constraint
«global»	AssociationEnd	Stereotype
«implementation»	Class	Stereotype
«implementation»	Generalization	Stereotype
implicit	Association	Stereotype
«import»	Permission	Stereotype
incomplete	Generalization	Constraint
«instantiate»	Usage	Stereotype
«invariant»	Constraint	Stereotype
«library»	Abstraction	Stereotype
local	Association	Constraint
«local»	AssociationEnd	Stereotype
«metaclass»	Class	Stereotype
«metamodel»	Package	Stereotype
«modelLibrary»	Package	Stereotype
new	Association	Constraint
new	Association	Constraint
overlapping	Generalization	Constraint
parameter	Association	Constraint
«parameter»	AssociationEnd	Stereotype
persistence	Association	Tag

Stereotype	Base Class	Type
persistence	Attribute	Tag
persistence	Classifier	Tag
persistent	Association	Tag
«postcondition»	Constraint	Stereotype
«powertype»	Class	Stereotype
«precondition»	Constraint	Stereotype
«process»	Classifier	Stereotype
«profile»	Package	Stereotype
«refine»	Abstraction	Stereotype
«requirement»	Comment	Stereotype
«responsibility»	Comment	Stereotype
self	Association	Constraint
«self»	AssociationEnd	Stereotype
semantics	Classifier	Tag
semantics	Operation	Tag
«send»	Usage	Stereotype
«signalflow»	ObjectFlowState	Stereotype
«source»	Abstraction	Stereotype
«stateInvariant»	Constraint	Stereotype
«stub»	Package	Stereotype
«systemModel»	Package	Stereotype
«table»	Abstraction	Stereotype
«thread»	Classifier	Stereotype
«topLevel»	Package	Stereotype
«trace»	Abstraction	Stereotype
transient	Association	Constraint
transient	Association	Constraint
«type»	Class	Stereotype
usage	Association	Tag
«utility»	Classifier	Stereotype
xor	Association	Constraint

5.6.5 Stereotypes with Alternate Images

You can alter the appearance of elements using stereotypes.

If the stereotype has an associated metafile, when the stereotype is applied to a Class or other element that supports alternative graphical format Enterprise Architect then draws the alternative image instead of the standard one.



5.7 UML Patterns

What is a Pattern?

Patterns are parameterized collaborations; that is, they are a group of collaborating Objects/Classes that can be abstracted from a general set of modeling scenarios. Patterns are an excellent means of achieving re-use and building in robustness. As patterns are discovered in any new project, the basic Pattern template from previous engagements can be re-used with the appropriate variable names modified for the current project.

Patterns generally describe how to solve an abstract problem, and it is the task of the Pattern user to modify the Pattern elements to meet the demands of the current engagement.

Before using a Pattern it must first be created 426 as a standard UML diagram and then saved as an XML Pattern file. This XML file can then be imported 428 as a UML Resource that can be used 428 in any model.

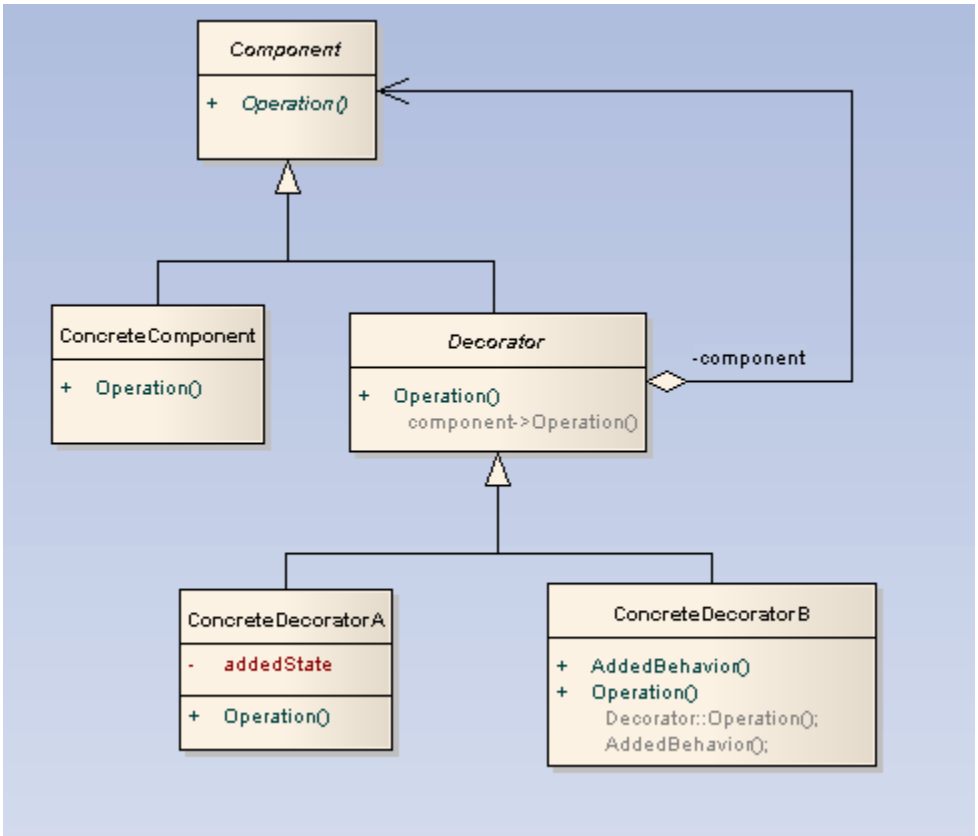
Sparx-Created GoF Patterns

To get you started with Design Patterns in Enterprise Architect, Sparx Systems provide you with a zip file containing the Patterns described in the book *Design Patterns - Elements of Reusable Object-Oriented Software* by Gamma et al., referred to as the 'Gang of Four' or GoF. Download this zip file of the Gang of Four

Patterns for Enterprise Architect from www.sparxsystems.com/uml_patterns.html.

5.7.1 Create a Pattern

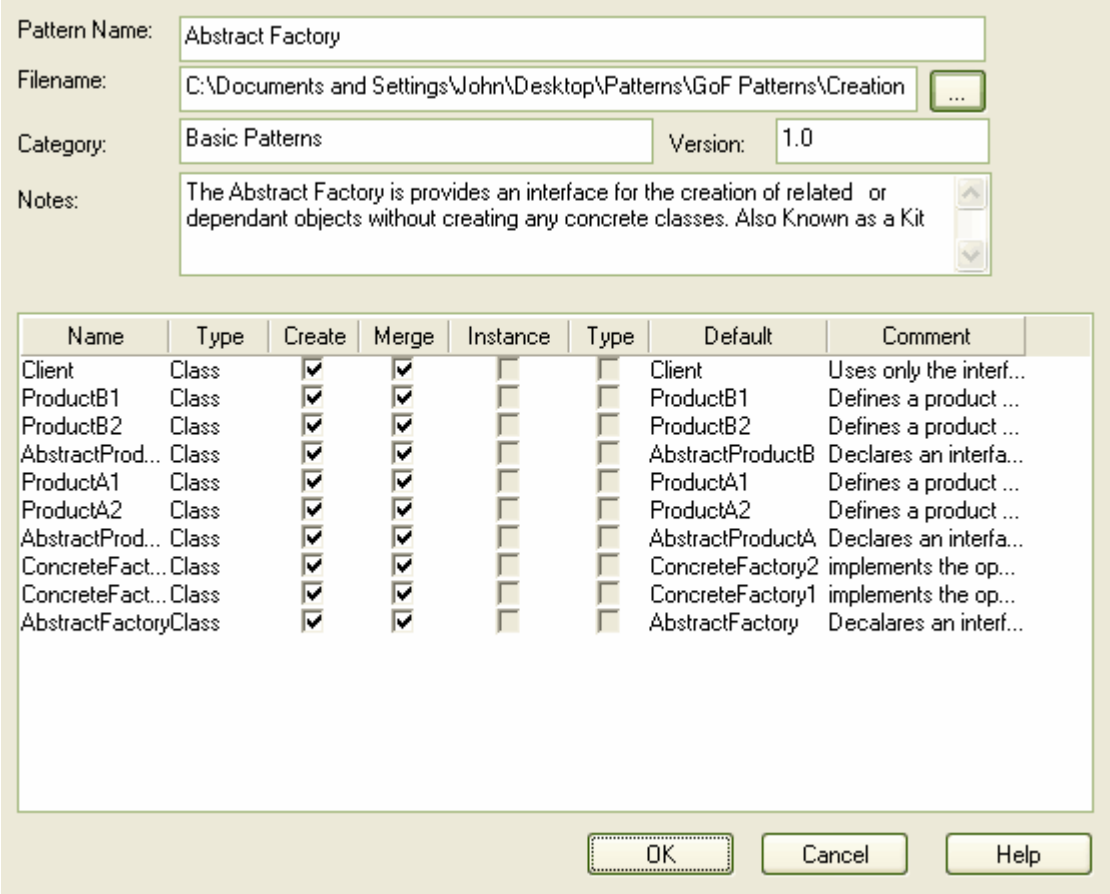
To create a Pattern you first must model the Pattern as a standard UML diagram within Enterprise Architect. The following diagram was created from an example in the GoF book *Design Patterns - Elements of Reusable Object-Oriented Software* by Gamma et al.



Save a Diagram as a Pattern

To save a diagram as a Pattern, follow the steps below:

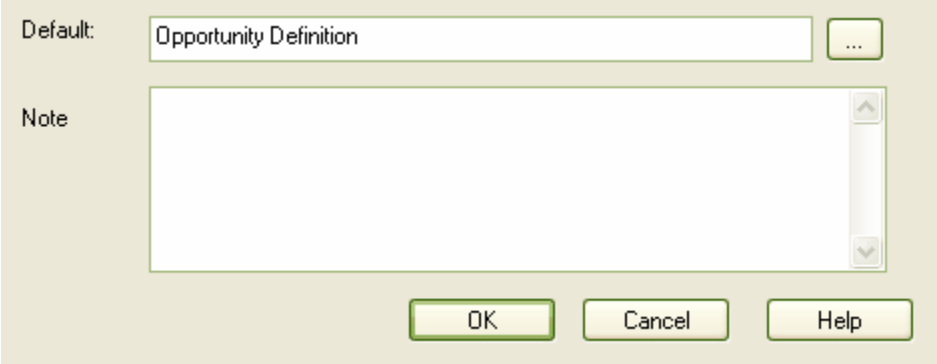
1. Select the **Diagram | Save as UML Pattern** menu option. The *Save Diagram as UML Pattern* dialog displays.



2. In the **Pattern Name** field, type the Pattern name.
3. In the **Filename** field, type a .XML filename into which to save the Pattern.
4. In the **Category** field, type the Category under which the Pattern should be listed in **UML Patterns** (required).
5. In the **Version** field, type the Pattern version number, and in the **Notes** field type any notes on the Pattern.
6. Select the actions for the elements that are contained in the Pattern by selecting the appropriate checkboxes. These actions are performed when the Pattern is used (for more detail refer to the Use a Pattern 428 topic). The available actions are:
   - **Create**: Creates the Pattern element directly without modification
   - **Merge**: Merges the Pattern element with an existing element, enabling the existing element to take on the role of the selected pattern element
   - **Instance**: Creates the Pattern element as an instance of an existing element
   - **Type**: Creates the Pattern element types as an existing element.

   Note: *If your Pattern includes an Object element, you would use* **Instance** *to set the classifier of the Object to one of the Classes in the diagram onto which you are dropping the Pattern.*

   If your Pattern includes a Property (Port or Part) you would use **Type** *to set the type of the Property to one of the Classes in the diagram onto which you are dropping the Pattern.*
7. To change the name of one of the elements, double-click on the element to display the *Edit* dialog. From this dialog you can also add comments detailing the element's purpose.



8. Click on the **OK** button to save the Pattern. Once saved you can load it 428 into Enterprise Architect as a pattern in the *Resources* 161 window 161.

5.7.2 Import a Pattern

Before using a previously created Pattern 426 file in a UML model, you must first import it into the current UML model; it is then available from the *Resources* 161 window 161 and optionally from the Enterprise Architect UML *Toolbox*. To import a UML Pattern you have previously saved, follow the steps outlined below:

1. Select the *Resources* window.
2. Right-click on the *UML Patterns* node. The context menu displays.
3. Select the **Import UML Pattern** menu option. The *Select UML Pattern Import Filename* dialog displays.
4. Locate the XML file to import.
5. Click on the **Open** button to import the Pattern.

The imported Pattern is placed in the appropriate category as defined in the XML file. If the category does not already exist under UML Patterns, a new one is created. To download examples of the Gang of Four patterns for Enterprise Architect open the GoF Patterns zip file.

5.7.3 Use a Pattern

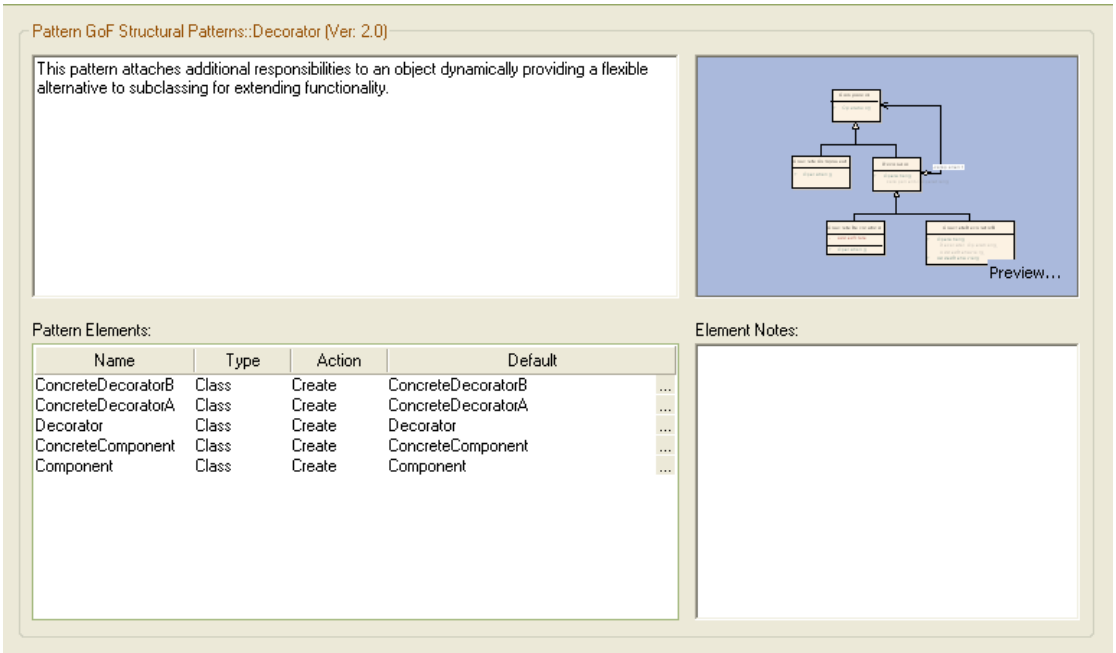
Using a Pattern enables you to use items defined in the Pattern with the UML model. Using Patterns enables you to rapidly create template solutions for code structures that perform the same type of task in other situations.

To use a Pattern that you have previously imported 428 into the model, follow the steps below:

1. Open the diagram into which you want to add the UML Pattern.
2. Select the *Resources* window.
3. Expand the *UML Pattern* folder and find the Pattern to add.
4. Either:
   - Right-click on the Pattern and select the **Add Pattern to Diagram** menu option or
   - Drag and drop the Pattern from the *Resources* window onto the diagram.

   (You can also view the Pattern details in read-only mode by selecting the **View Pattern Details** menu option.)

   The *Add Pattern* dialog displays.



Control	Description
Preview	This panel displays a preview of the Pattern; click on the **Preview** link to open a view of the Pattern and drag the sides into as large a picture as you require.
Pattern Elements	This panel provides access to the individual elements contained in the Pattern. From here you can: • select the action for the individual element (*Create*, *Merge*, *Instance* or *Type,* as applicable for each element) by clicking on the drop-down arrow, or • modify 429 the default of the Pattern element or - for a merged element - choose the namespace, by clicking on the **[...]** button on the right of the **Default** entry.
Element Notes	This panel displays the comments that describe the element in the Pattern. Highlight an element in the *Pattern Elements* panel to view the notes.

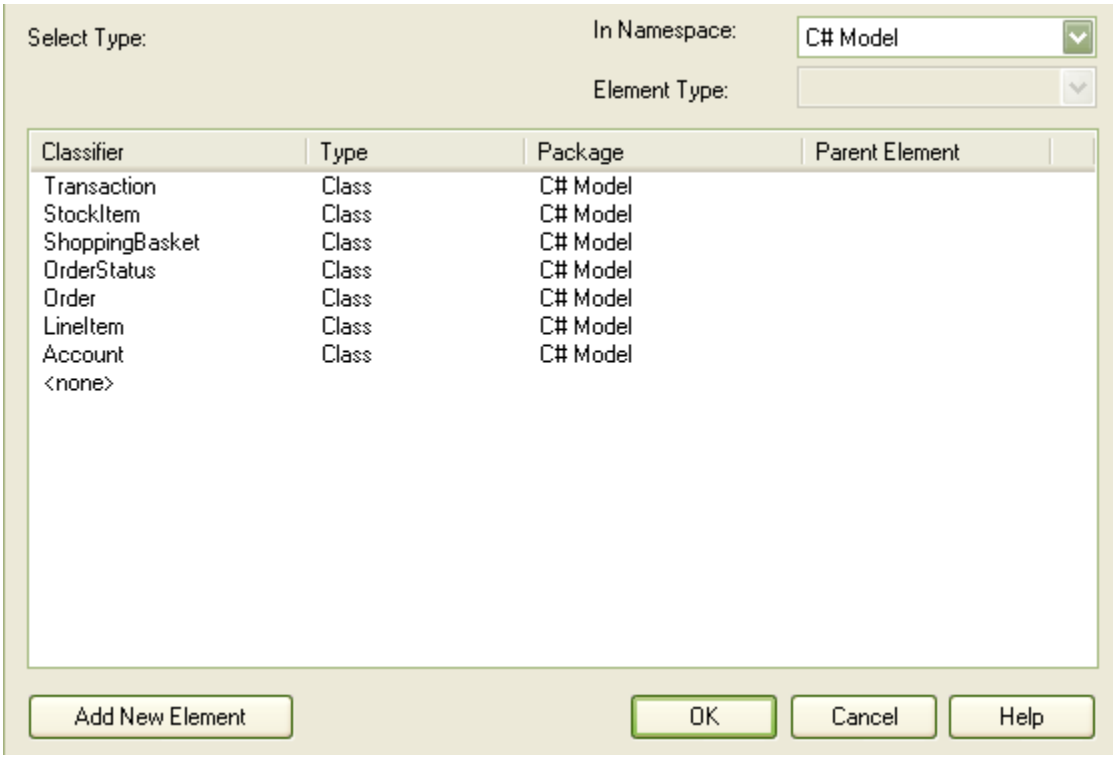
5. Once the appropriate selections have been made, click on the **OK** button to import the Pattern into the model, recreating the original diagram with new GUIDs.

Change Pattern Element Default

To change the default of the Pattern element, follow the steps below:

1. From the *Add Pattern* dialog select the individual element in the *Pattern Element* panel.
2. Click on the **[...]** button to display the *Edit* dialog. The specific method for changing the element name is dependant upon the entry in the **Action** column of the *Pattern Elements* panel.
3. If the **Action** entry is **Create**, then in the **Default** field in the *Edit* dialog delete the existing value and type your own, user-defined value. Click on the **OK** button. The element default is updated on the *Add Pattern* dialog.

4. If the **Action** entry for the element is **Merge**, in the *Edit* dialog click on the **[...]** button to browse to an existing element classifier. The *Set Element Classifier* dialog displays.



5. Select an existing element classifier from the *Classifier* list. You can restrict the number of choices by selecting the elements from a specific namespace; to do this, click on the **In Namespace** drop-down arrow and select a namespace. For more information regarding setting element classifiers see the Using Classifiers 370 topic.

5.8 MDG Technologies

The Model Driven Generation (MDG) Technologies enable you to access and use resources pertaining to a specific technology in Enterprise Architect. You have various options for bringing MDG Technologies into use with Enterprise Architect:

- Sparx Systems already provide some in the Enterprise Architect Install directory, such as *Iconix, BPMN 1.4* and *Mind Mapping*; you can see which technologies are available using the *MDG Technologies* 432 dialog 432; these are available across Enterprise Architect
- Sparx Systems provide other MDG Technologies for download from www.sparxsystems.com/resources/mdg_tech/, which you can add to those in your Enterprise Architect Install directory; these are available across Enterprise Architect
- You can access and activate 433 MDG Technologies remote from Enterprise Architect, in system folders or web sites; these are available across Enterprise Architect
- You can import 431 UML Profiles, UML Patterns, code templates and language types from elsewhere to be contained in a single area that you can easily access through the *Resources* 434 window 434; these are available only within the model in which you imported them
- Technology Developers can create new MDG Technologies and deploy them to the project team as appropriate; see the *Enterprise Architect Software Developers' Kit (SDK).* 1464

Having made the MDG Technologies available to Enterprise Architect, you can manage 432 their availability to users and you can work 434 with them.

5.8.1 Import MDG Technologies

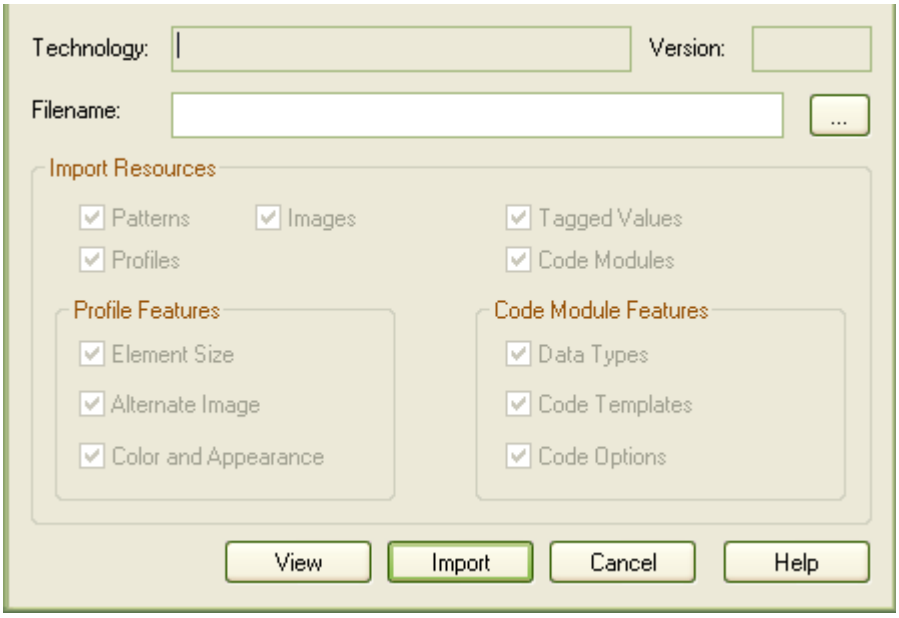
To import an MDG Technology you must have a suitable MDG Technology XML file. If the MDG Technology includes references to any metafiles, they should be in the same directory as the MDG Technology XML file.

An imported MDG Technology is available only within the model into which it has been imported, not in every model you have in Enterprise Architect. If you want the MDG Technology to be available across all your models, download it into the Enterprise Architect install directory.

Import an MDG Technology

To import an MDG Technology, follow the steps below:

1. Select the **Tools | Import Technology** menu option. The *Import Technology* dialog displays.



2. In the **Filename** field, type the path and filename of the MDG Technology file to import, or browse for it using the **[...]** button.

   Note: *When you enter the filename, the MDG Technology name displays in the* **Technology** *field and the option checkboxes become available. Any options that remain grayed out indicate that no examples of that type exist in the MDG Technology XML file.*

3. All option checkboxes default to selected. *Clear* those against resources you do not want to import, and *leave selected* the checkbox against each of the resources to import. Leave selected:
   - **Patterns**, to import patterns, if they exist
   - **Images**, to import graphics
   - **Profiles**, to import profiles, if they exist
   - **Element Size**, to import the element size attributes
   - **Alternate Image**, to import the metafile image
   - **Tagged Values**, to import Tagged Values
   - **Color and Appearance**, to import the color (background, border and font) and appearance (border thickness) attributes
   - **Code Modules**, to import the various languages associated with the technology, if they exist
   - **Data Types**, to import the data types
   - **Code Templates**, to import the code templates, if they exist
   - **Code Options**, to import the options that include items such as default file extensions and default

file paths.

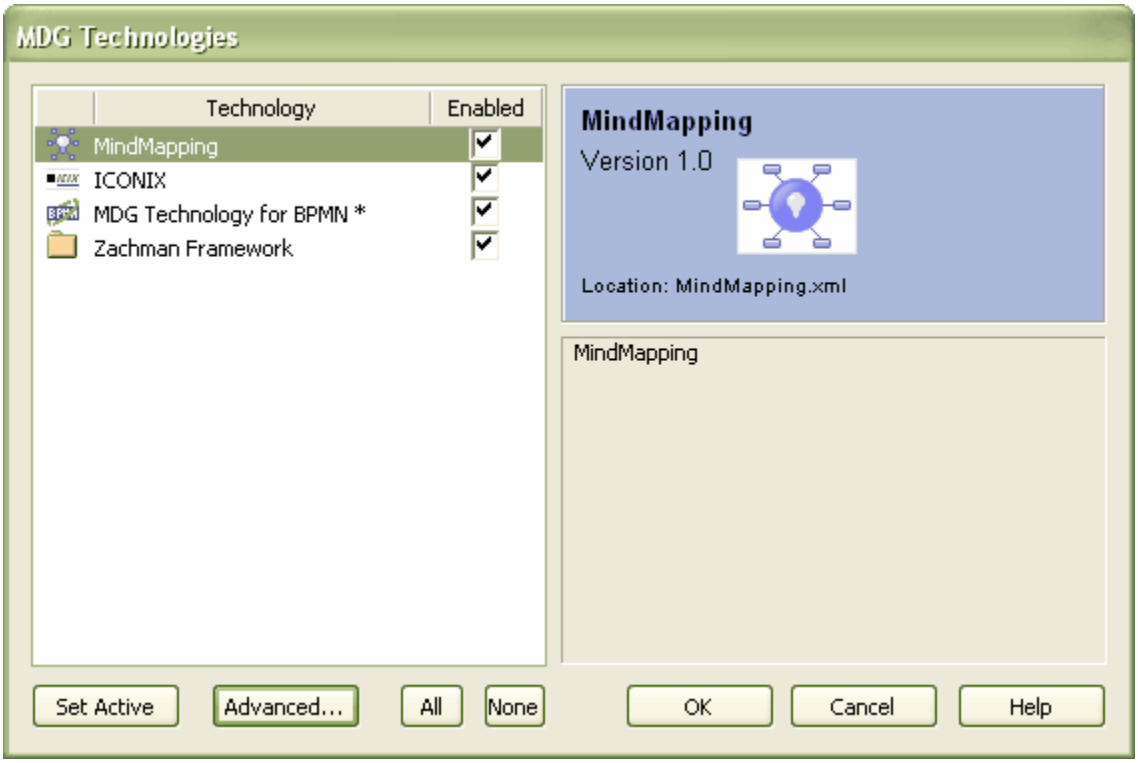
4. Click on the **Import** button.

If the MDG Technology already exists, Enterprise Architect displays a prompt to overwrite the existing version and import the new one.

Once the import is complete, the MDG Technology is listed in the *MDG Technologies* folder of the *Resources* 434 window 434, and in the *MDG Technologies* 432 dialog.

5.8.2 Manage MDG Technologies

You use the *MDG Technologies* dialog to manage the MDG Technologies available and accessible to Enterprise Architect users. To display this dialog, select the **Settings | MDG Technologies** menu option.



The *MDG Technologies* dialog lists the technologies held in the Enterprise Architect Install directory (available in all models), and those imported into the *Resources* window for the current model.

Enable and Disable MDG Technologies

All MDG Technologies listed can be made available (enabled) or removed from use (disabled). To enable or disable a Technology, click on its **Enabled** checkbox.

When an MDG Technology is enabled, three things happen:

- The MDG Technology is added to the list of available options in the profile field of the *Default Tools* 124 toolbar, so that you can apply the interface profiles of the MDG Technology
- At least one set of *Toolbox* pages for the MDG Technology is automatically added to the Enterprise Architect UML 101 *Toolbox* 101; you can access the added *Toolbox* pages through the **More Tools** menu
- Any MDG Technology-specific diagram templates are added to the *New Diagram* 237 dialog for selection; when selected, these display the diagram-specific *Toolbox* pages.

Note: *Whilst you have to enable an* ***imported*** *MDG Technology to access its Toolbox groups and interface profile, you do not have to enable it in order to drag its objects from the Resources window onto diagrams.*

You can quickly enable or disable all the listed MDG Technologies by clicking on the **All** or **None** buttons.

Set as Default

You can make an MDG Technology the default interface to Enterprise Architect. Depending on the MDG Technology selected, this can change the way Enterprise Architect windows are displayed and override the Enterprise Architect UML *Toolbox* pages with pages specific to that Technology.

To set an MDG Technology as the default interface, click on it in the *Technology* panel and click on the **Set Active** button.

This displays an asterisk against the MDG Technology name in the *Technology* panel, and selects the MDG Technology in the profile field of the Default Tools 124 toolbar. If the MDG Technology has not been enabled, this also enables it.

MDG Technologies Outside Enterprise Architect

The *MDG Technologies* dialog lists technologies that have been loaded into the Enterprise Architect install directory or imported into the *Resources* window. You can also add MDG Technologies in folders and websites remote from Enterprise Architect. To do this, click on the **Advanced** button. See Access Remote MDG Technologies 433.

5.8.2.1 Access Remote MDG Technologies

You can access MDG Technologies in folders and websites remote from Enterprise Architect.

If you have not already identified the location of the MDG Technology, you must first do this. You can then select 434 the MDG Technology for use.

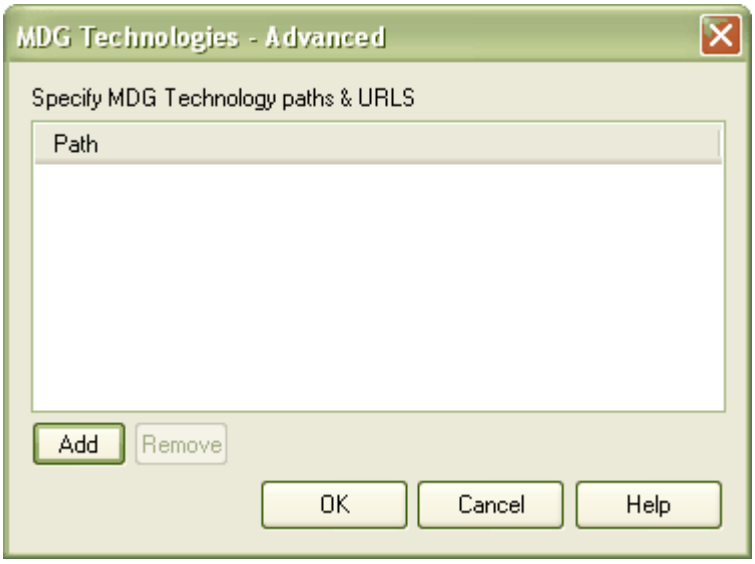
Later, if you have no further use for the MDG Technology, you can remove 434 it from the list of identified MDG Technologies.

Note: *If you add or remove remote MDG Technologies, you must restart Enterprise Architect to show them on or remove them from list on the MDG Technologies dialog.*

Identify Remote MDG Technology

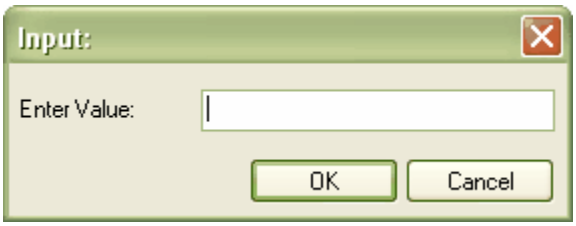
To specify the location of the MDG Technology to access, follow the steps below:

1. Select the **Settings | MDG Technologies** menu option. The *MDG Technologies* 432 dialog displays.
2. Click on the **Advanced** button. The *MDG Technologies - Advanced* dialog displays.



3. Click on the **Add** button. A short context menu displays, offering the options:
   - **Add Path**
   - **Add URL**.
4. To specify an MDG Technology in a directory folder, select the **Add Path** option. The *Browse for Folder* dialog displays.

   Browse for the MDG Technology folder, click on it, and click on the **OK** button. Go to step 6.
5. To specify an MDG Technology on a web site, select the **Add URL** option. The *Input* dialog displays.



   In the **Enter Value** field, type or copy-and-paste the MDG Technology URL. Click on the **OK** button.
6. The folder path or URL for the MDG Technology displays in the *Path* panel.

Use Remote MDG Technology

To access a remote MDG Technology listed in the *MDG Technologies - Advanced* dialog, double-click on the folder path or URL.

Remove Listed MDG Technology

To remove an MDG Technology listed in the *MDG Technologies - Advanced* dialog, click on the folder path or URL and click on the **Remove** button. The path or URL is deleted.

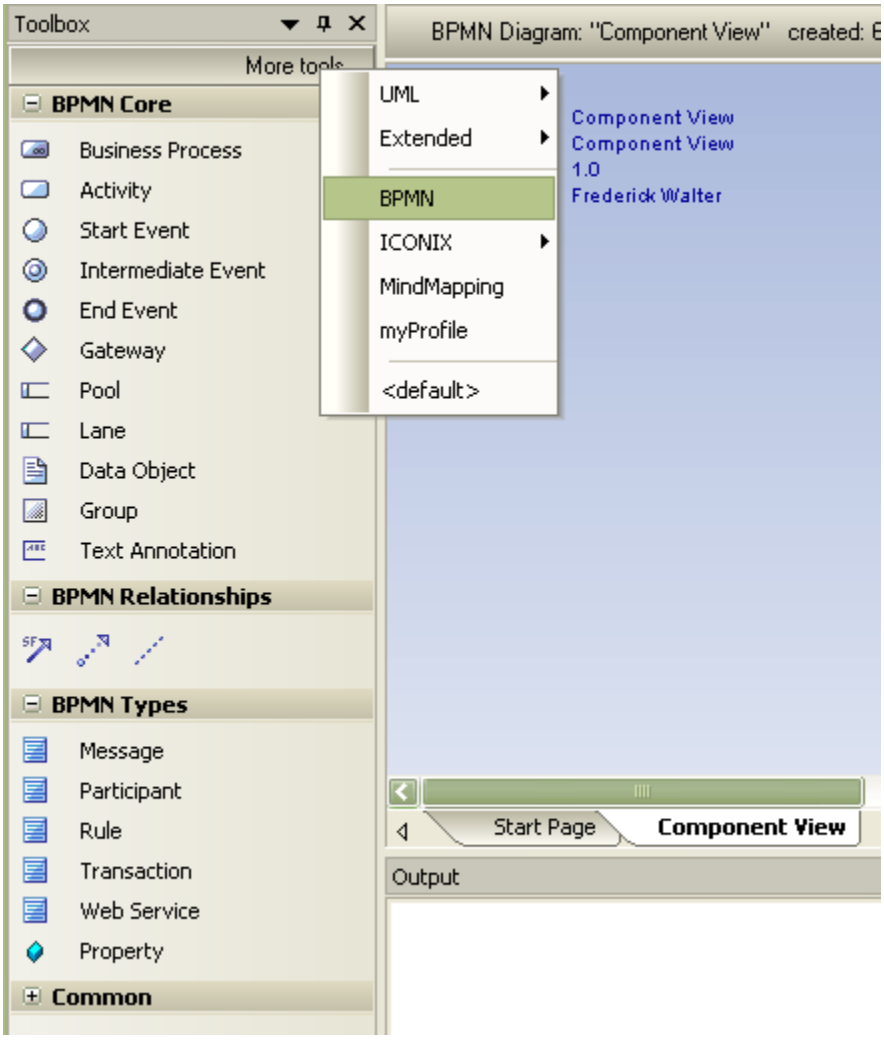
5.8.3 Work with MDG Technologies

Any MDG Technology listed on the *MDG Technologies* 432 dialog can be enabled, which makes their interface profiles and Enterprise Architect UML 434 *Toolbox* 434 pages 434 available for your use.

When you *import* an MDG Technology, you can also access its resources immediately through the Enterprise Architect 435 *Resources* 435 window 435.

MDG Technology Toolbox Pages

When you enable an MDG Technology, any Technology-specific diagram types are added to the *New Diagram* dialog lists, and the Technology's UML *Toolbox* pages are added to those available through the **More tools** menus in the Enterprise Architect UML *Toolbox*.

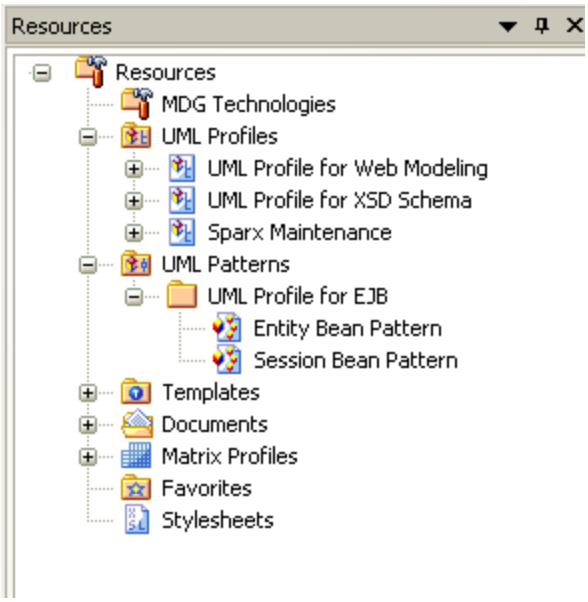


If you set the MDG Technology to *Active*, its *Toolbox* pages override any parallel Enterprise Architect UML *Toolbox* pages. For example, the Iconix *Class* pages would override the Enterprise Architect *Class* pages.

You create 237 Technology-specific diagrams and populate them with elements and connectors 101 in the same way as for standard Enterprise Architect diagrams.

The Resources Window

The *Resources* 161 window 161 (**View | Resources**) displays a tree structure containing nodes such as imported MDG Technologies, Documents, Stylesheets, Matrix profiles and UML Profiles.



MDG Technologies can bundle the functionality provided by UML Profiles, UML Patterns, Code Templates and Model Types.

Profiles contained in MDG Technologies are applied to:

- Elements such as Classes and Interfaces, which are dragged directly from the Enterprise Architect UML *Toolbox* or the *Resources* window to the current diagram
- Attributes, which are dragged over a host element (eg. Class) to be automatically added to the element feature list
- Operations which, like Attributes, are dragged over a host element to add the operation
- Links such as Association, Generalization, and Dependency, which are added by selecting them in the *Toolbox* or *Resources* window, then clicking on the source element in a diagram and dragging to the target element (in the same way as adding normal links); the link is added with the new stereotype and Tagged Value information
- Association Ends, which are added by dragging the link end element over the end of an Association in the diagram.

Patterns contained in MDG Technologies are used to:

- Enable reuse in a model
- Build in robustness.

Code Templates are used to:

- Specify the transformation from UML elements into various parts of a given programming language.

Model Types are used to:

- Define the data types for the model.

5.9 Requirements Management

Introduction

Gathering requirements is typically the first step in developing a solution, be it for developing a software application or for detailing a business process. Requirements are essentially 'what the system must do'. The requirements management built into Enterprise Architect can be used to define requirement elements, link requirements to model elements that implement that requirement, link requirements together into a hierarchy

and report on requirements.

Typical Tasks

Typical tasks you could perform when managing requirements with Enterprise Architect include:

- Create Requirements 437
- External Requirements 437
- Color Code External Requirements 439
- Internal Requirements 440
- Move Internal Requirement to External Requirement 440
- Requirement Properties 442
- Composition 443
- Implementation 443
- Requirements Hierarchy 444
- Dependency Report 444

5.9.1 Create Requirements

Create Requirements at Diagram Level

To create requirements at the diagram level, follow the steps below:

1. Open the *Custom* pages on the Enterprise Architect UML *Toolbox*.
2. Drag the *Requirement* element onto the current diagram.
3. Enter the **Name** and other details for the requirement.

Enterprise Architect creates a requirement in the current diagram and in the current package.

Note: *External requirements can be created with or without an identifying* ***E*** *in the top right corner of the element. To toggle display of the this letter, select or deselect the* **Show stereotype icon for requirements** *checkbox on the Options dialog, Objects 188 page.*

Create Requirements at Package Level

To create a requirement at the package level, follow the steps below:

1. Right-click on a package to open the context menu.
2. Select the **Insert | New Element** menu option. Alternatively, press **[Ctrl]+[M].**
3. In the *New Element* dialog select the **Requirement** type.
4. Enter the **Name** (or select **Auto**) and click on the **OK** button.

Enterprise Architect creates a requirement in the current package.

Tip: *You can also move internal responsibilities 440 of an element to external requirements - see Move Internal Requirements to External Requirement 440 topic.*

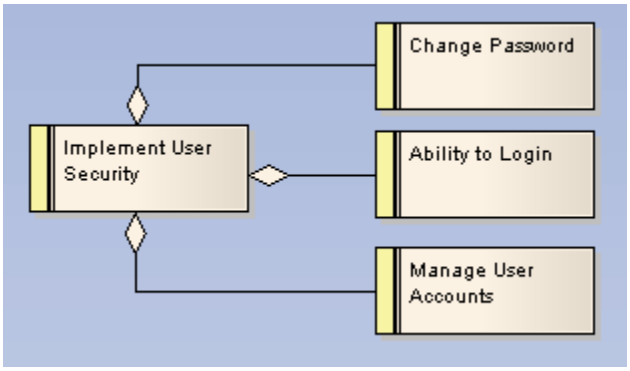
See Also

- Requirements 359

5.9.2 Requirement Elements

Separate Requirement 1174 elements can be manipulated at the diagram level. These correspond to the 'system level requirements' and can be linked using Realization type connectors to other model elements that take on the responsibility of implementing the requirement. Requirements at this level have their own properties and are reported on separately in the RTF documentation.

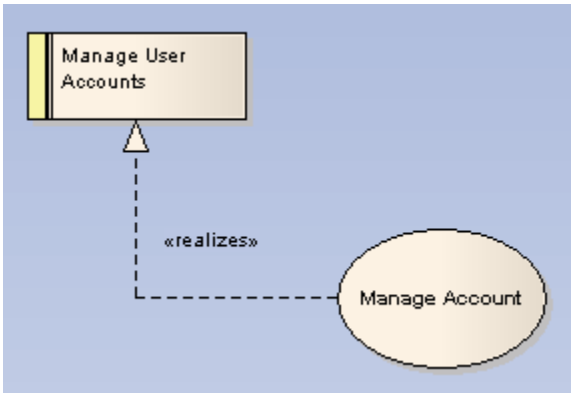
In this context, requirements can also form a hierarchy, as in the example below.



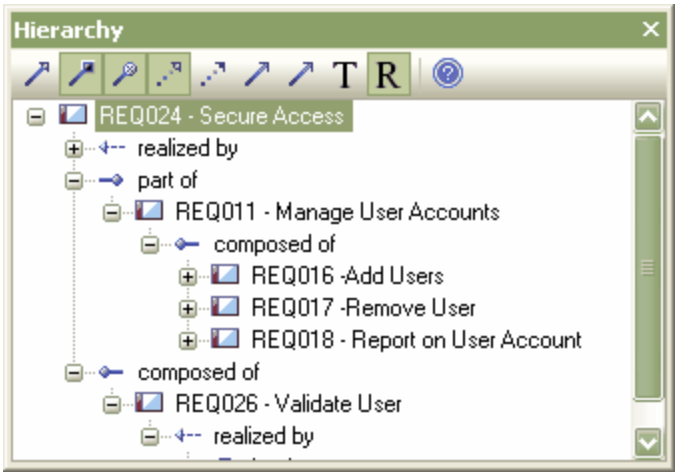
Tip: *Using Aggregation, requirements can be linked to show construction of a complete requirements 'tree'.*

Note: *External requirements can be created with or without an identifying* ***E*** *in the top right corner of the element. To toggle display of the this letter, select or deselect the* **Show stereotype icon for requirements** *checkbox on the Options dialog, Objects 188 page.*

Implementation is managed using Realization links, as in the example below:



Once the links are established, the Hierarchy window 168 displays the complete requirement implementation / composition details; see the example below.



Tip: *Use the Relationship Matrix to create and manage the relationships between the requirements; this is a convenient way of quickly building up complex relationships and hierarchies.*

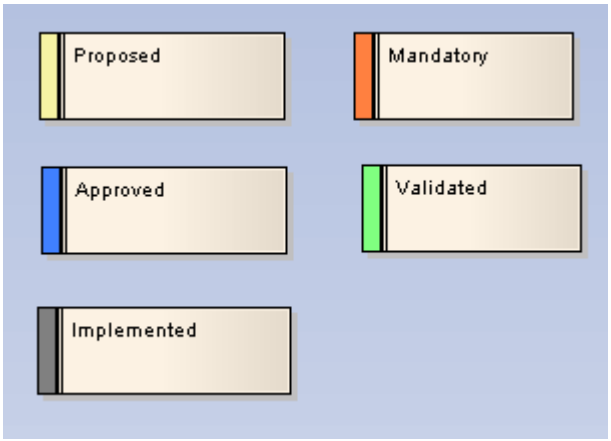
5.9.3 Color Code External Requirements

External requirements can be color coded to provide quick visual cues indicating the status of a requirement. To enable color coded external requirements follow the steps below:

1. Select the **Tools | Options** menu option. The *Options* dialog displays.
2. From the hierarchical tree select **Objects**, and select the **Show status colors on diagrams** checkbox to enable the status of external requirements to be represented by color coding.

The color code requirements use the following conventions:

- Yellow for Proposed
- Blue for Approved
- Green for validated
- Orange for Mandatory
- Black for Implemented.

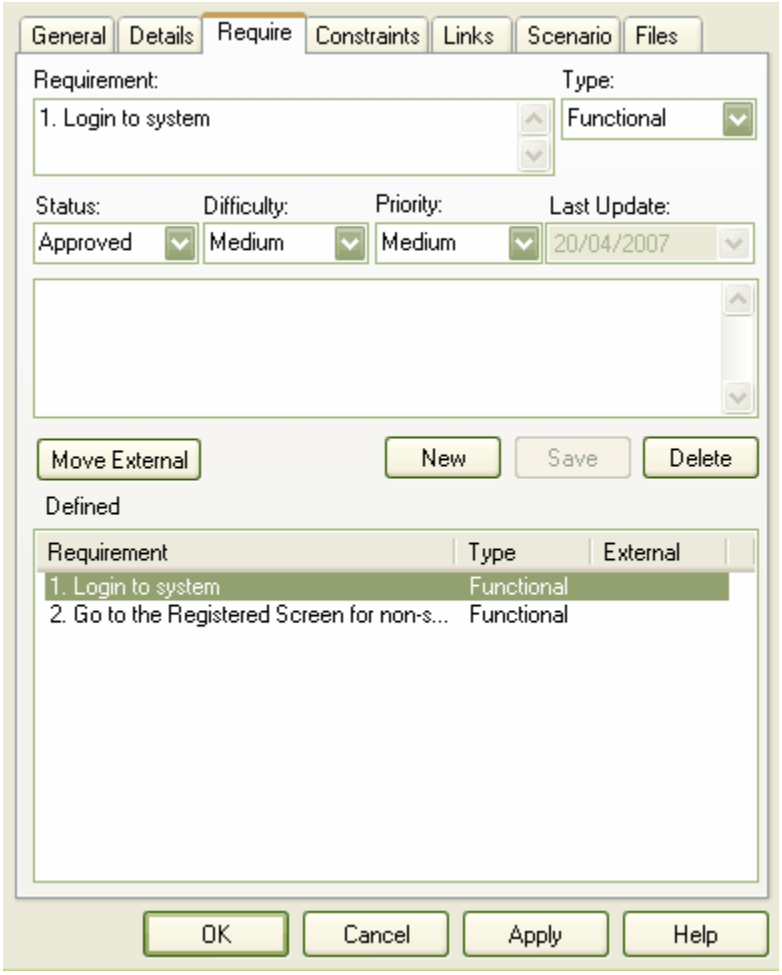


5.9.4 Internal Requirements

Internal requirements in Enterprise Architect are Class (or any element) Responsibilities 359.

In the example below an internal responsibility to enable the user to login to the system has been defined for the Login Use Case. This is a responsibility of the Use Case - an action it is responsible for carrying out - and it applies only to this Use Case.

The Use Case also has connections to external requirements - which are system functions that the Use Case implements either in full or in part.



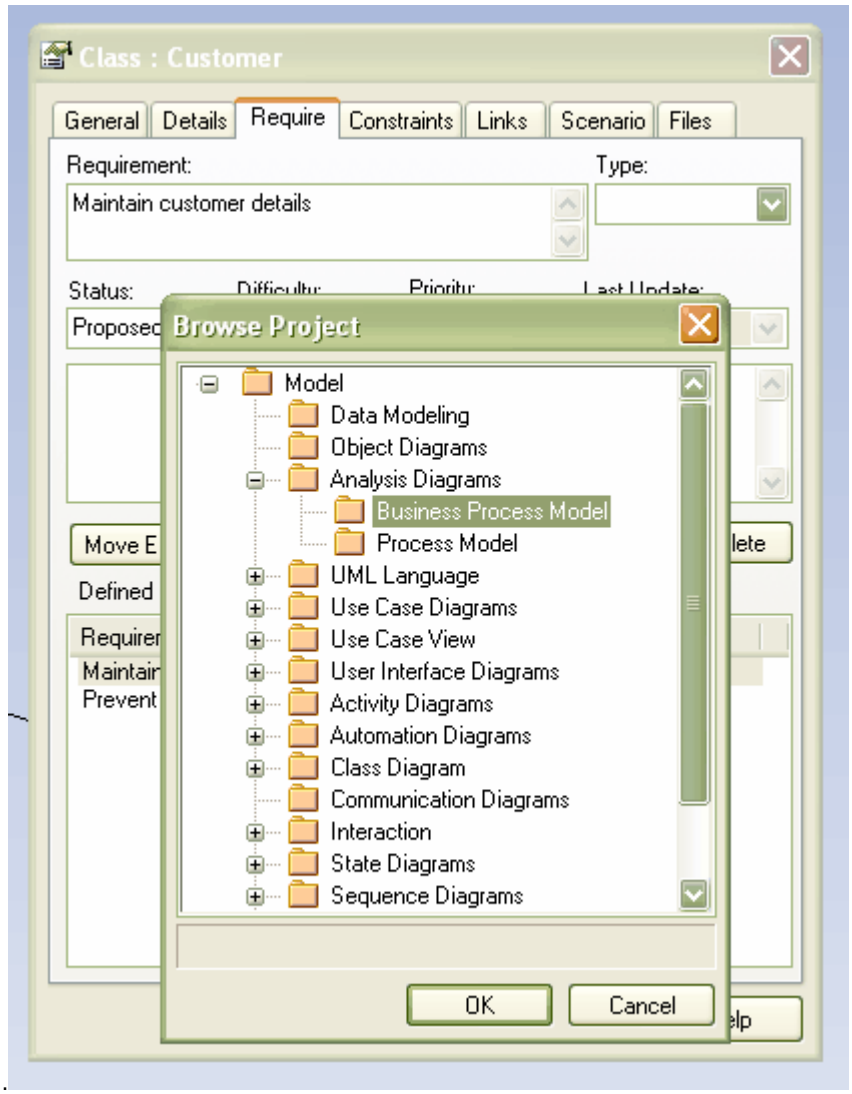
5.9.5 Move Internal Requirement to External Requirement

Elements in Enterprise Architect have internal requirements, or responsibilities (what they must do or accomplish). These often overlap or duplicate more formal requirements that the system in general must meet. You can move internal requirements to external requirements in one go using the **Move External** function.

Move an Internal Requirement to External Requirement

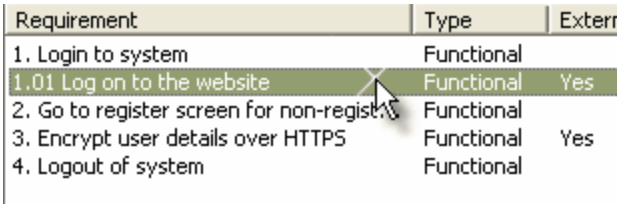
If you have defined an internal requirement for an element and want to move it out (where it can perhaps be implemented by multiple elements), follow the steps below:

1. Double-click on the element in a diagram or in the *Project Browser* window to open the element *Properties* dialog.
2. Click on the *Require* tab



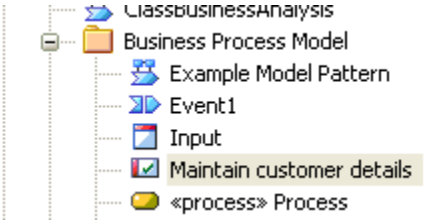
3. Locate and highlight the requirement.
4. Click on the **Move External** button.
5. Select the package to place the new requirement in.
6. Click on the **OK** button.

Enterprise Architect creates a new Requirement element in the target package and automatically generates a Realization link from the element to the requirement



Notice the requirement is now marked external and the dialog fields grayed out. To edit its details 442, double-click on the requirement.

Also notice that a Requirement element has been created in the target package.

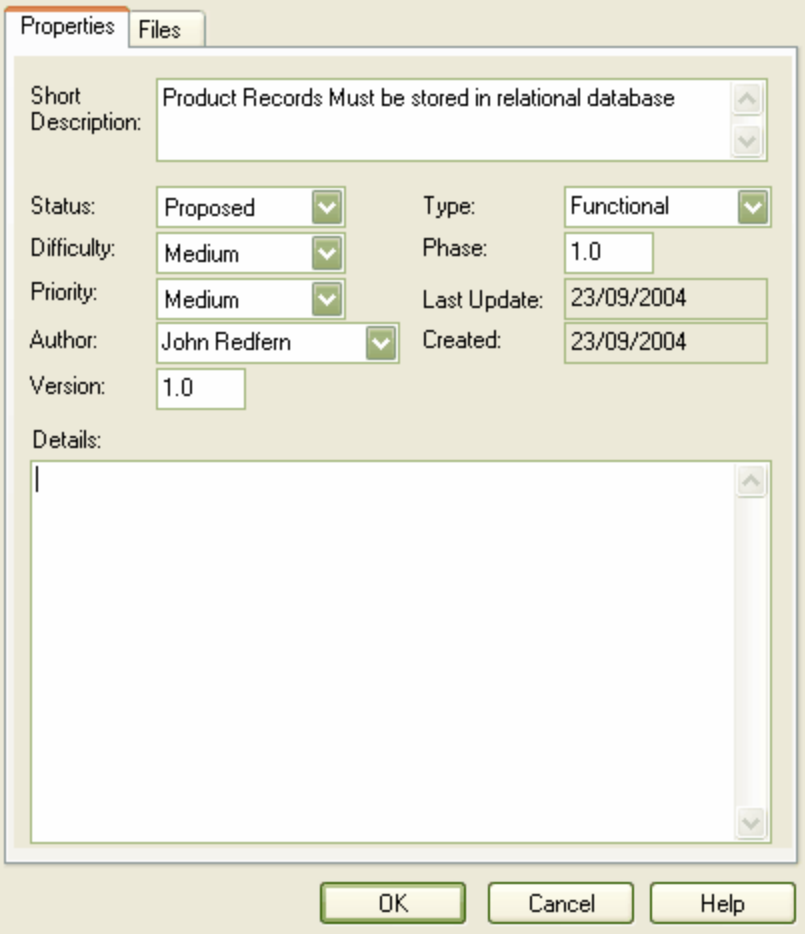


5.9.6 Requirement Properties

If you double-click on a requirement in a diagram or right-click on a requirement in the *Project Browser* window and select **Properties**, you can edit the main properties for the relevant element. Requirement properties are a little different to normal properties; they are mainly focused on the status of the requirement, who owns it and when it was created and/or updated.

Enter a short description to describe the requirement in a sentence, then enter the full requirement details in the *Details* panel at the bottom of the dialog. Set the status, difficulty, priority and other parameters as required.

When you have completed filling in details for the requirement, click on the **OK** button.



See Also

- Requirement Elements 437
- External Requirements 360

5.9.7 Composition

Requirements that are linked by Aggregation relationships 1182 form a composition hierarchy. High level Requirements can be composed of lower level Requirements, which in turn are made up of finer and more specialized requirements. This hierarchical structure helps manage the complexity of large systems with thousands of requirements and many elements being employed to implement the requirements.

5.9.8 Implementation

Requirements are implemented by model elements, such as Use Cases, Classes, Interfaces and Components. You can specify this relationship in Enterprise Architect using the Realization 1216 link. A model element is marked as 'Realizing' a requirement. Once this link exists, Enterprise Architect displays the requirement in the *Require* tab of the element *Properties* dialog, in the Requirements Hierarchy 444 window and in the Dependency 444 and Implementation reports, as well as in the standard RTF output.

A quick method of generating a Realization link is to drag a Requirement element from the *Project Browser* window over an element in a diagram that is to be the implementing element. Enterprise Architect interprets

this as a request to create the Realization link and does so automatically. To confirm this, perform the action and then go to the *Require* tab of the target element. There should now be an external relationship to the requirement that was dragged over the target.

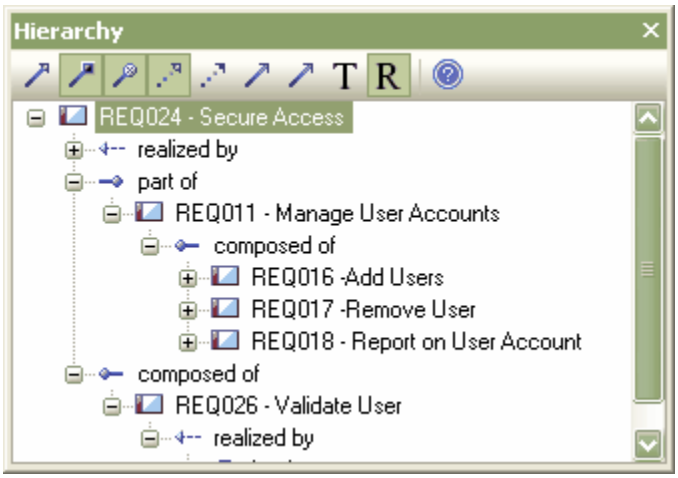
Note: *External requirements can be created with or without an identifying* ***E*** *in the top right corner of the element. To toggle display of the this letter, select or deselect the* **Show stereotype icon for requirements** *checkbox on the Options dialog, Objects 188 page.*

5.9.9 Requirements Hierarchy

Requirements can be linked to other elements or other requirements to create a relationship hierarchy.

In general, the aggregation relationship can be used to good effect to show how high-level relationships are composed of smaller requirements. This hierarchy is useful in managing the composition of your model and the dependencies between elements and requirements.

The example below shows the hierarchy structure for *AccountItem*. For further information, see the Hierarchy 168 topic .

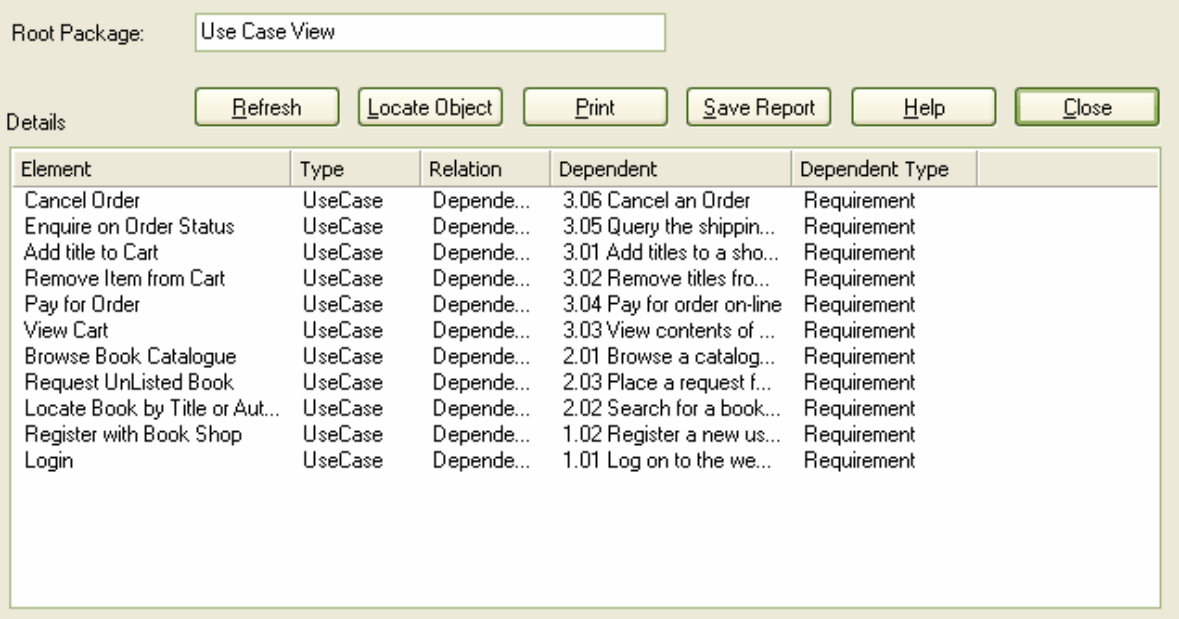


5.9.10 Dependency Report

To run a Dependency report follow the steps below:

1. In the *Project Browser* window, select the package to report on (the report includes all sub-folders as well).
2. Select the **Project | Documentation | Dependency Details** menu option.

The *Dependencies* dialog displays a list of all elements that implement other elements in the provided list, together with the elements that are dependent. You can print out the results if required.

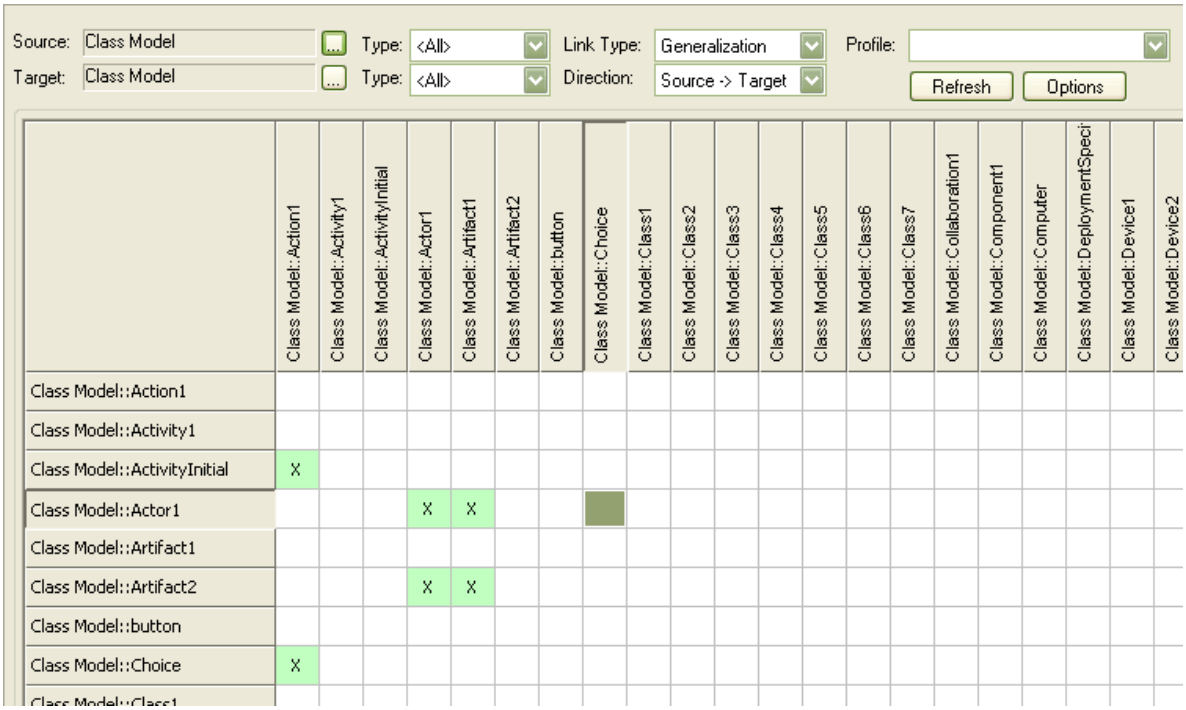


Control	Description
Root Package	The root package. All elements and packages under this are included in the report.
Locate Object	Enables you to locate the element selected in the report list in the *Project Browser* window.
Refresh	Run the report again.
Details	List of dependency details; this lists elements in the current hierarchy and elements that implement them.
Print	Print the list.

5.10 Relationship Matrix

The *Relationship Matrix* is a spreadsheet display of relationships between model elements within packages. You select a source package and a target package, the relationship type and direction, and Enterprise Architect highlights all the relationships between source and target elements by highlighting a grid square.

The *Relationship Matrix* is a convenient method of visualizing relationships quickly and definitively. It also enables you to create, modify and delete relationships between elements with a single mouse click - another quick way to set up complex sets of element relationships with a minimum of effort.



Click on this link for information on accessing the Relationship Matrix 446.

You can also:

- Select options 448 for modifying the type of information the *Relationship Matrix* displays
- Update, delete and create 449 relationships through the *Relationship Matrix*
- Export the contents 450 of the *Relationship Matrix* to a CSV file
- Print the contents 450 of the *Relationship Matrix*
- Save a profile 450 of the *Relationship Matrix* settings to monitor development of the same source and target packages.

5.10.1 Open the Relationship Matrix

To open the *Relationship Matrix* you can:

- Select the **View | Relationship Matrix** menu option
- Click on the **Relationship Matrix** icon in the *Other Views* toolbar

- Right-click on any package in the *Project Browser* window, and select the **Documentation | Open in Relationship Matrix | As Source** or **As Target** menu option.

Once the *Relationship Matrix* opens you can:

- Set the source and target packages 447
- Select which element type to show 447
- Select link type and direction to show 448

The *Relationship Matrix* refreshes after every change you make to the input parameters.

Tip: *The Relationship Matrix includes* **ALL** *child elements in a hierarchy. Sometimes in a large model this can be a lot of elements, possibly too many to be useful. Take care in selecting the source and target package.*

5.10.2 Set Source and Target Package

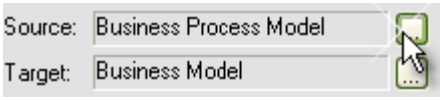
You must set both the source and target packages for the *Relationship Matrix* before relationships can be displayed.

Tip: *Set the source and target packages AFTER setting the link and element types/details; as Enterprise Architect refreshes the content after each change, this is usually faster.*

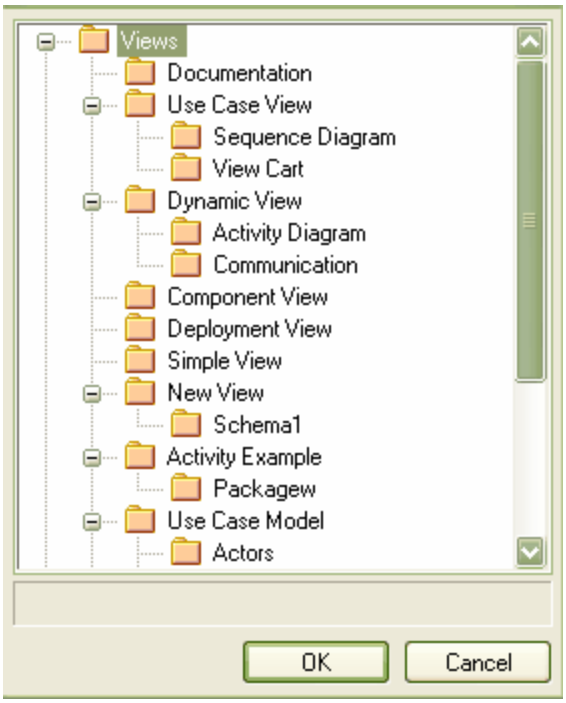
Set the Source or Target Package

To set the source or target package, follow the steps below:

1. Click on the **[...]** (Browse) button at the end of the **Source** or **Target** field.



2. The *Browse Project* dialog displays.



3. Select the required package and click on the **OK** button.

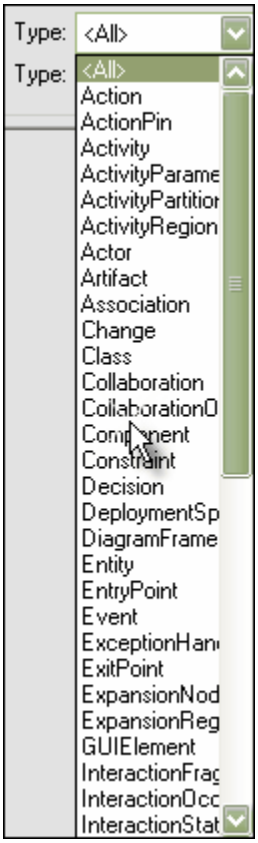
5.10.3 Set Element Type

The *Relationship Matrix* can show all element types, or you can specify which type to show.

To set the element type, follow the steps below:

1. Click on the **Type** drop-down arrow for the Source or Target package.

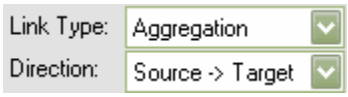
2. Find the required link and click on it. Enterprise Architect refreshes the *Relationship Matrix* content.



5.10.4 Set the Link Type and Direction

The *Relationship Matrix* requires that you set the link type to report on and the link direction. To do this, follow the steps below:

1. Click on the **Link Type** drop-down arrow to display a list of link types.



2. Scroll through the list and click on the appropriate link type.
3. Click on the **Direction** drop-down arrow to display a list of directions.
4. Scroll through the list and click on the appropriate direction.

Enterprise Architect refreshes the *Relationship Matrix* content.

5.10.5 Matrix Options

You can define local settings for how the *Relationship Matrix* works.

Click on the **Options** button on the *Relationship Matrix* to access the context menu, then click on the **Options** menu option. Select from the following options:

- **Allow Link Creation** - to enable right-click link creation
- **Open Maximized** - to ensure the *Relationship Matrix* opens in full screen mode
- **Include Source Children** - to recursively include child packages and contents under the Source
- **Include Target Children** - to recursively include child packages and contents under the Target
- **Include Metaclassed Elements** - to include elements, with profile *metaclassed* defined, in the source/ target contents whenever their base UML classes are selected
- **Sort Axes** - to ensure package elements display in alphabetical order
- **Show Package Names** - to hide or show package names in the *Relationship Matrix*; this is useful for shortening the displayed texts, especially in circumstances where packages have long names.

5.10.6 Modify Relationships in Matrix

You can modify or delete relationships, or create new relationships, directly from the *Relationship Matrix*.

To Modify or Delete Relationships

Right-click on a highlighted relationship to open the context menu, and select from the following options:

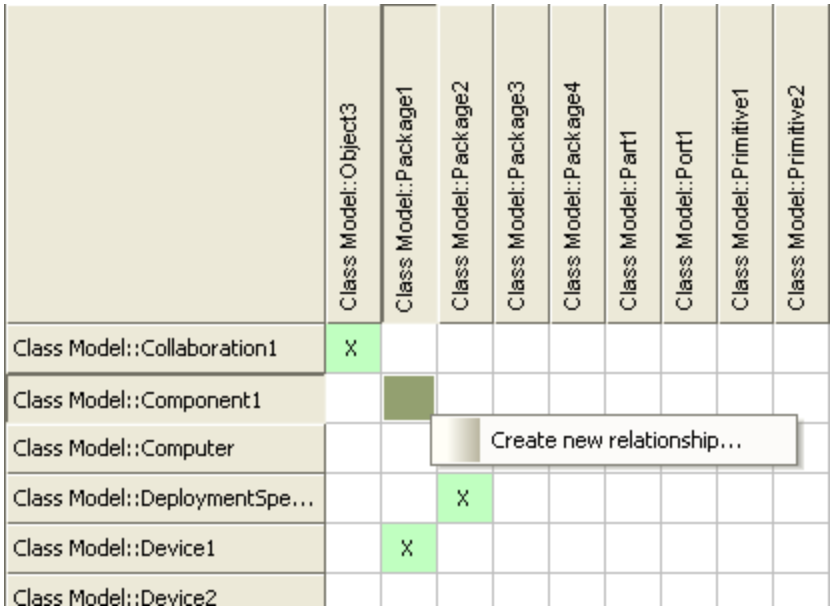
- **View relationship** - opens the *Properties* dialog for the selected relationship
- **Source element properties**... - opens the *Properties* dialog for the source element
- **Target element properties** - opens the *Properties* dialog for the target element
- **Delete relationship.**

If you have selected **Delete relationship**, Enterprise Architect prompts you to confirm this action.

If you have selected one of the other options, modify any properties as required, and click on the **OK** button to save the changes

To Create a New Relationship

1. Select the required relationship type in the **Link Type** field.
2. Right-click on the empty intersection of the source row and target column to display the context menu.



3. Select the **Create new relationship...** option to create a new connector between the two elements.

Tip: *Use the matrix relationship management features to quickly create and manage relationships like Realization and Aggregation between Requirements and implementation elements (such as Use Cases).*

5.10.7 Export to CSV

The contents of the *Relationship Matrix* can be exported to a CSV file. This provides a convenient mechanism for moving the matrix data to a spreadsheet environment such as Microsoft Excel.

Export to CSV

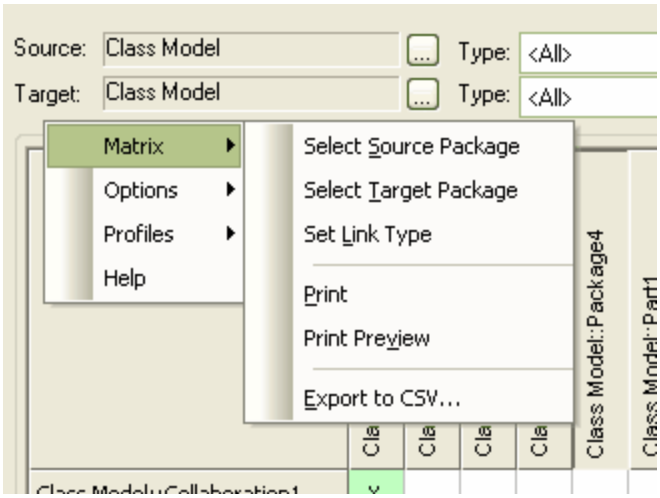
To export to CSV, follow the steps below:

1. Click on the **Options** button on the *Relationship Matrix* to display the context menu.
2. Select the **Matrix | Export to CSV** menu option. The Windows *Browser* dialog displays.
3. Browse to the required file location and type in a .CSV filename to export to.
4. Click on the **Save** button to export the data.

5.10.8 Print the Matrix

You can print a WYSIWYG representation of the *Relationship Matrix* using the current printer settings. Click on the **Options** button on the *Relationship Matrix* to display the context menu.

- To print the matrix select the **Matrix | Print** menu option
- To preview prior to printing, select the **Matrix | Print Preview** menu option



5.10.9 Profiles

To save a certain *Relationship Matrix* configuration as a named profile for later recall, follow the steps below:

1. Set up the *Relationship Matrix* as required, with source and target, element types and relationship types.
2. Click on the **Options** button on the *Relationship Matrix* to display the context menu, then select the **Profiles | Save as New Profile** menu option.
3. In the **Name** field, type a profile name of up to 12 characters. Click on the **OK** button.

Once you have created a profile, you can select it from the **Profile** drop-down list on the *Relationship Matrix* screen.

5.11 Business Modeling

Modeling the Business Process

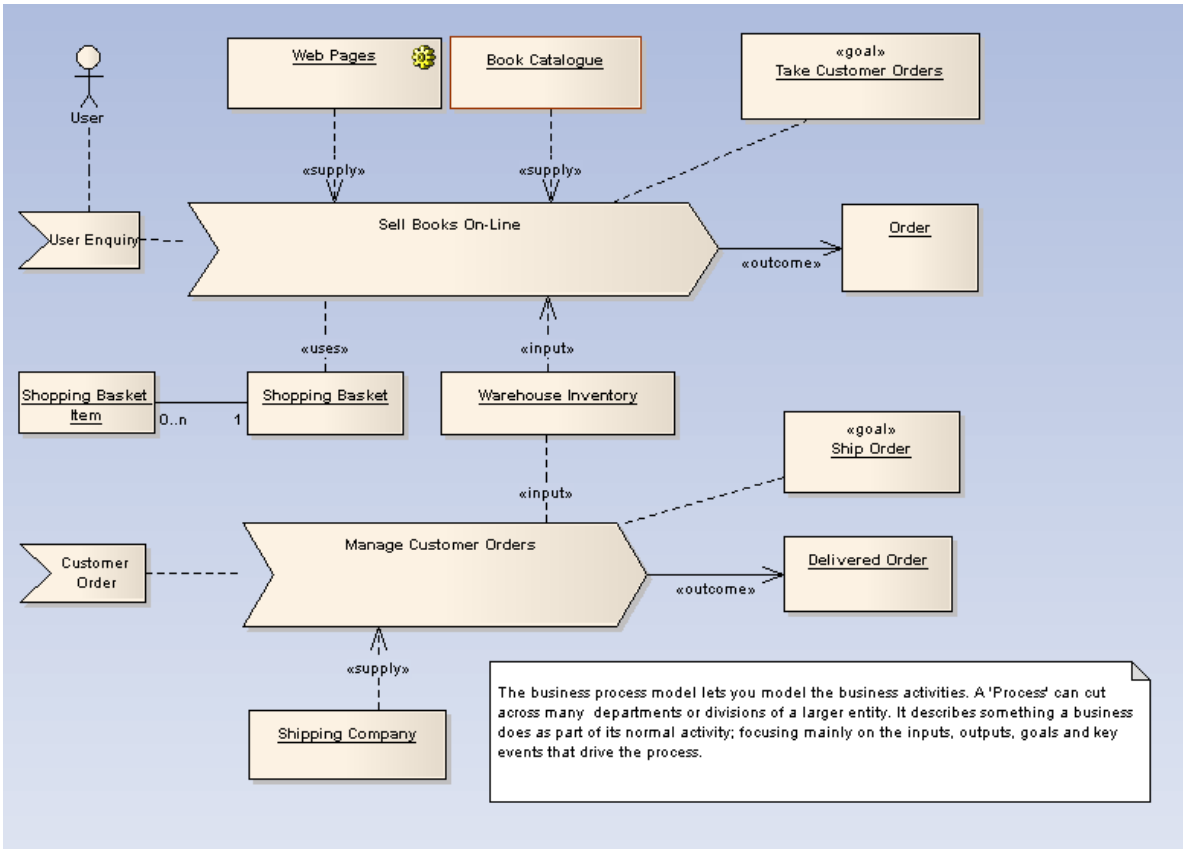
Modeling the business process is an essential part of any software development process. It enables the analyst to capture the broad outline and procedures that govern what it is a business does. This model provides an overview of where the proposed software system being considered fits into the organizational structure and daily activities. It can also provide the justification for building the system by capturing the current manual and automated procedures that are to be rolled up into a new system, and the associated cost benefit.

As an early model of business activity, it enables the analyst to capture the significant events, inputs, resources and outputs associated with business process. By connecting later design elements (such as Use Cases) back to the business process model through Implementation links, it is possible to build up a fully traceable model from the broad process outlines to the functional requirements and eventually to the software artefacts actually being constructed.

As the Business Process Model typically has a broader and more inclusive range than just the software system being considered, it also enables the analyst to clearly map what is in the scope of the proposed system and what is to be implemented in other ways (eg. a manual process).

An Example

The example below is an example of the kind of model that can be built up to represent a business process. In this model, the goal of the business process is to take customer orders and to ship those orders out. A user starts the process with an inquiry, which leads to the involvement of the Book Catalogue, Shopping Cart, On-line pages and warehouse inventory. The output of significance to the business is a customer order.



The second half of the process model is to respond to a customer order and ship the required items. The second process involves the warehouse inventory, shipping company and completes when an order is delivered to the customer.

See

- Process Modeling Notation 452
- Inputs, Resources and Information 453
- Events 454
- Outputs 454
- Goals 454
- A Complete Business Process 455
- Traceability 455

See Also

- Business Modeling Stereotypes 1165

5.11.1 Process Modeling Notation

A business process model typically defines the following elements:

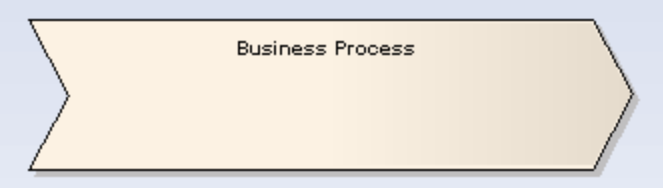
- The goal or reason for the process
- Specific inputs
- Specific outputs
- Resources consumed

- Activities that are performed in some order, and
- Events that drive the process.

The business process:

- Can affect more than one organizational unit
- Can have a horizontal organizational impact
- Creates value of some kind for the customer; customers can be internal or external.

A business process is a collection of activities designed to produce a specific output for a particular customer or market. It implies a strong emphasis on how the work is done within an organization, in contrast to a product's focus on what. A process is thus a specific ordering of work activities across time and place, with a beginning, an end, and clearly defined inputs and outputs: a structure for action. The notation used to depict a business process is illustrated below.

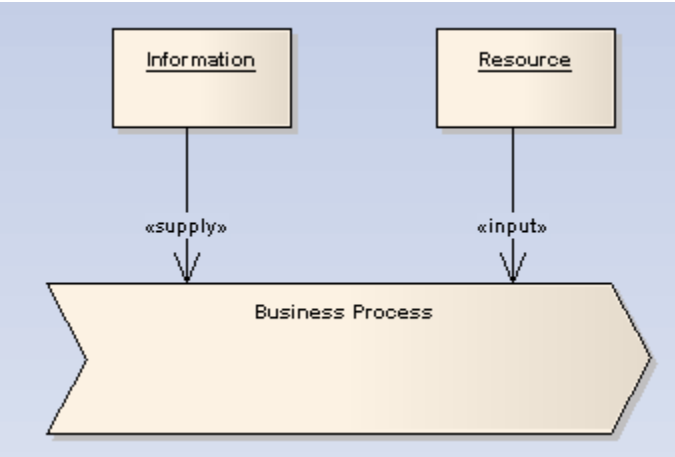


The process notation 1173 implies a flow of activities from left to right. Typically an Event 454 element is placed to the left of the process and the output to the right. To specifically notate the internal activities, UML Activity elements 1088 can be placed inside the process element.

5.11.2 Inputs, Resources and Information

Business processes use information to tailor or complete their activities. Information, unlike resources, is not consumed in the process; rather it is used as part of the transformation process. Information can come from external sources, from customers, from internal organizational units and could even be the product of other processes. A resource is an input to a business process and, unlike information, is typically consumed during the processing. For example, as each daily train service is run and actuals recorded, the service resource is 'used up' as far as the process of recording actual train times is concerned.

The notation to illustrate information and resources is shown below.

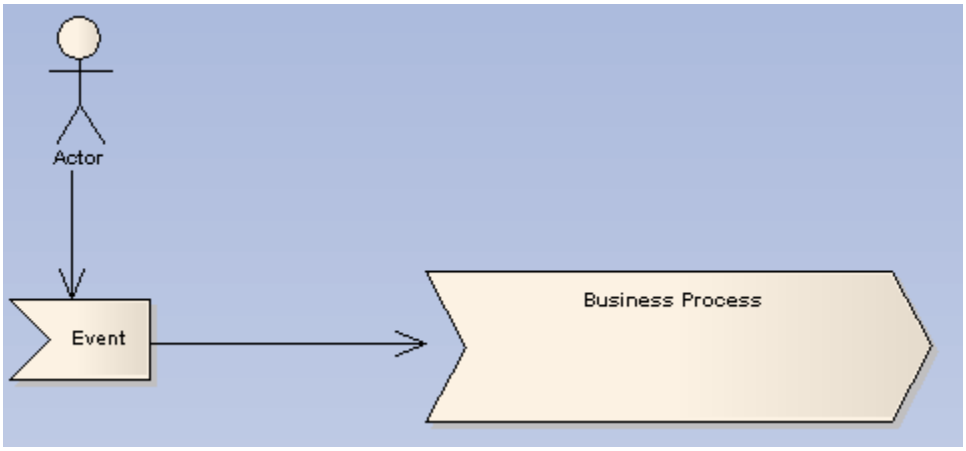


A Supply link indicates that the information or object linked to the process is not used up in the processing phase. For example, order templates can be used over and over to provide new orders of a certain style; the templates are not altered or exhausted as part of this activity.

An Input link indicates that the attached object or resource is consumed in the processing procedure. As an example, as customer orders are processed they are completed and signed off, and typically are used only once per unique resource (order).

5.11.3 Events

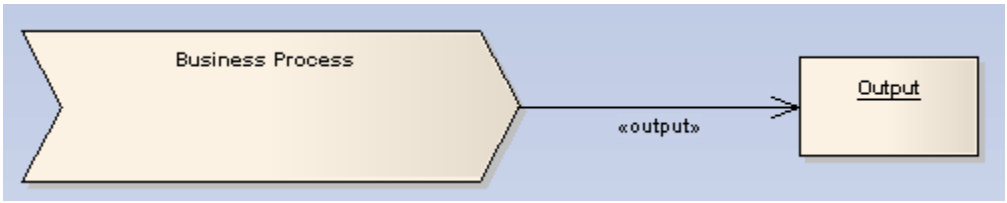
An event 1169 is the receipt of some object, a time or date reached, a notification or some other trigger that initiates the business process. The event might be consumed and transformed (for example a customer order) or simply act as a catalyst (for example, nightly batch job).



5.11.4 Outputs

A business process typically produces one or more outputs of value to the business, either for internal use or to satisfy external requirements. An output might be a physical object (such as a report or invoice), a transformation of raw resources into a new arrangement (a daily schedule or roster) or an overall business result such as completing a customer order.

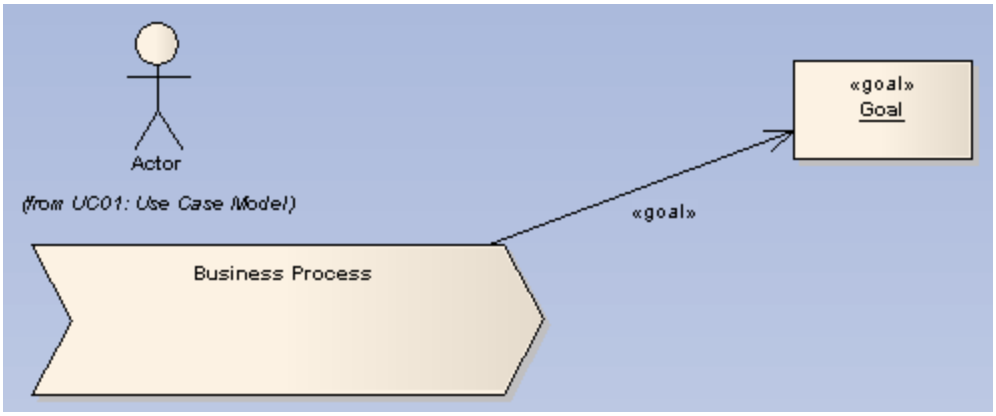
An output of one business process might feed into another process, either as a requested item or a trigger to initiate new activities.



An Output link indicates that the business process produces some object (either physical or logical) that is of value to the organization, either as an externally visible item or as an internal product (possibly feeding another process).

5.11.5 Goals

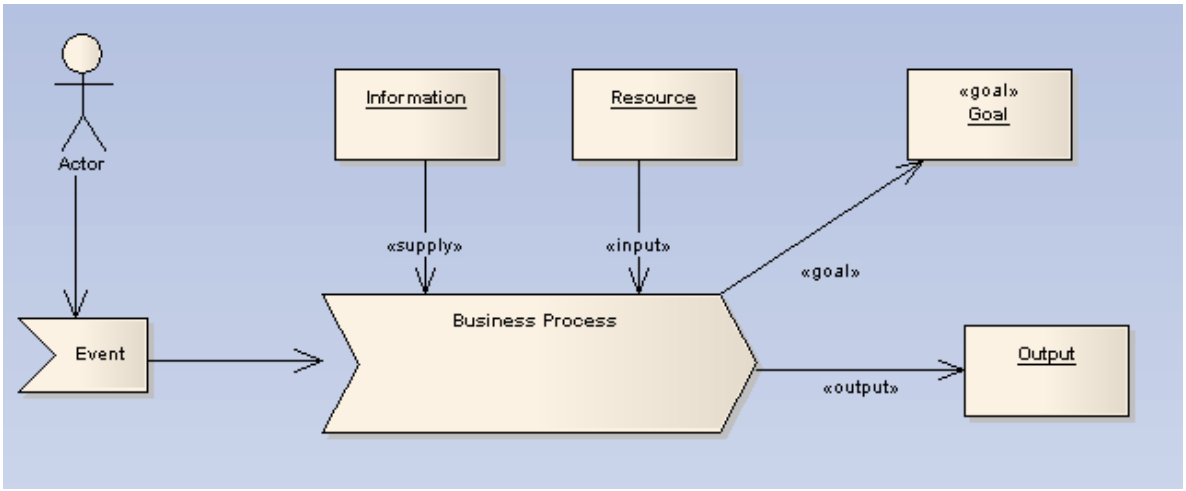
A business process has some well defined goal. This is the reason the organization does this work, and should be defined in terms of the benefits this process has for the organization as a whole and in satisfying the business requirements.



A Goal link indicates that the attached object to the business process describes the goal of the process. A goal is the business justification for performing the activity.

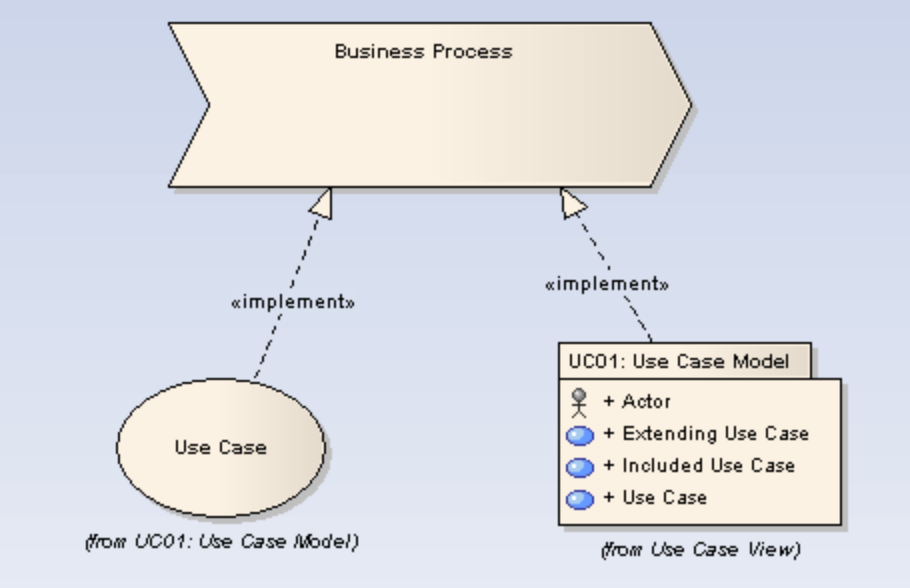
5.11.6 A Complete Business Process

The diagram below illustrates how the various model elements can be grouped together to produce a coherent picture of a named business process. Included are the inputs, outputs, events, goals and other resources that are of significance.



5.11.7 Traceability

Traceability defines the way a given business process is to be implemented in the proposed system. In an Implementation diagram, Use Cases, packages and other model artefacts can be linked back to the business process with <<*implementation*>> links to signify the dependent relationship. The example below illustrates how a Business Process is implemented by a Use Case and a package. As the model develops and functional software components are built and linked to Use Cases, the business justification for each element can be derived from this model.



Note that this model also implies what is NOT being delivered. The Business Process typically includes a wide range of manual and automated procedures. This model illustrates exactly what functionality (Use Cases) are to be built to service a particular business process; any missing functionality must come from other (manual or automated) systems and procedures.

Part 6

6 Model Management

Model Management incorporates the following:

Model Files

An Enterprise Architect model is stored in a data repository. Enterprise Architect enables you to work with .EAP files 460 (a Microsoft JET database). In the Enterprise Architect Corporate edition, you can also work with DBMS repositories 460 such as:

- SQL Server 490
- MySQL 487
- Oracle 9i and 10g 492
- PostgreSQL 493
- Adaptive Server Anywhere 495
- MSDE Server 497
- Progress OpenEdge 497

Information on how to get started with models can be found in the Quick Start - Create a Project 18 topic.

Replication

Note: *This functionality is available in the Professional and Corporate editions only. The Desktop edition is intended for single users, so does not support replication.*

In addition to sharing projects in real time over a network, Enterprise Architect also enables projects to be shared using replication 558. Replication is a simple process that enables data interchange between .EAP based repositories and is suitable for use in situations where many different users work independently. Modelers merge their changes into a Design Master only as required. It is recommended that a backup is carried out prior to replication.

Replication requires the use .EAP based repositories, and cannot be performed on repositories stored on a DBMS server.

Project Sharing

Note: *This functionality is available in the Professional and Corporate editions only. The Desktop edition is intended for single users, so does not support shared files.*

Enterprise Architect enables project sharing 535 for efficient management of team development. You can create a replica of your project, make changes to it, then merge your changes back into the master project.

Version Control

Enterprise Architect version control 584 enables you to:

- Coordinate sharing of packages between users, with either read-only access or update access
- Save and retrieve a history of changes to packages.

To use version control in Enterprise Architect, you require a third-party source-code control application such as *Subversion*, *CVS*, or any other version control product that complies with the Microsoft Common Source Code Control standard.

User Security

Note: *This feature is available in the Corporate edition only.*

User security 539 in Enterprise Architect provides a means of limiting access to update functions in a model. Elements can be locked per user or per group, and a password defined for login. Enterprise Architect offers two security policies:

- Standard, where each element is considered unlocked until specifically locked

- Rigorous, where each element is assumed to be locked until specifically unlocked.

Project Data Transfer

Note: *This feature is available in the Corporate edition only.*

Enterprise Architect enables you to transfer project data 517 between project data repositories, row by row, table by table.

The Automation Interface

The Enterprise Architect Automation Interface 1363 provides a way of accessing the internals of Enterprise Architect models to, for example, perform repetitive tasks or produce custom reports. All development environments capable of generating ActiveX Com clients, such as Microsoft C# or Java, should be able to connect to the Automation Interface.

Add-Ins

Add-Ins are ActiveX COM objects that expose public Dispatch methods. The Enterprise Architect Add-In model 1308 builds on the features provided by the Automation Interface to enable you to extend the Enterprise Architect user interface and add functionality.

Baselines and Differences

The Enterprise Architect Corporate edition provides a facility to 'Baseline 629' or snapshot a model branch in XMI format at a particular point in time, and store it within the model in compressed format. More than one baseline can be stored against a single Enterprise Architect package. Using Baselines, you can compare packages at the current and earlier stages of development, using the Compare (Diff) 631 utility. The Compare utility is available in the Professional and Corporate editions of Enterprise Architect. It enables you to compare the current model with either an exported or a version-controlled Enterprise Architect XMI file on disk, as well as with a Baseline.

Auditing

Auditing 618 is a model-level feature, available in the Corporate Edition, that enables you to record model changes in Enterprise Architect. By enabling this option, model administrators can view a range of information regarding changes, such as:

- *Who* changed an element
- *How many* elements they changed
- *When* they changed the data
- *What* the previous values were, and
- *What type* of elements they changed.

Project Discussion Forum

Enterprise Architect provides a *Project Discussion Forum* 198, which can be used to discuss the development and progress of a project or model. You can switch the forum to other projects, so you can monitor and compare developments in several projects at once.

See Also

- Create and Open Model Files 460
- Upgrading Models 513
- Project Data Integrity 515
- Project Data Transfer 517
- Setting Up a Database Repository 464
- Model Maintenance 521
- Manage Views 523
- Import and Export 562

- Version Control Options 584
- Team Development 534
- Spell Checking 210
- Reference Data 632

6.1 Enterprise Architect Project Files

An Enterprise Architect project is stored in a data repository. In Enterprise Architect Desktop and Professional editions, you work with a single file having a .EAP extension. In Enterprise Architect Corporate edition you can use a suitable DBMS database for project files.

Project Files

.EAP Files

In Enterprise Architect Desktop and Professional editions, a single file with a .EAP extension is used to store projects. A .EAP file is a Microsoft JET database, so you can also open it using MS Access or any other reporting tool that can work with JET databases.

DBMS Repositories

In Enterprise Architect Corporate edition, you can use a suitable DBMS database for model files. DBMS project files have the same logical structure as .EAP model files, but must be connected to using ADO/ODBC. See ***Connect to a Data Repository***, below.

Whenever you launch Enterprise Architect, the first thing displayed is the Start Page 28. From here, you can create a new project 462, open a project 461 and connect to a data repository 498 (Corporate edition only).

Create a New Project File

On creating a new project 462, the Model Wizard 463 enables you to select various model packages.

You can also add models to a project from the *Project Browser* window by:

- Right-clicking on an existing model and selecting the **New Model** or **Add model using Wizard** context menu options
- Right-clicking on a package and selecting the **Add | Add model using Wizard** context menu option
- Clicking on an existing model, pressing **[Insert]** and selecting the **New Model** or **Add model using Wizard** context menu options
- Clicking on a package, pressing **[Insert]** and selecting the **Add model using Wizard** context menu option.

Open an Existing Project

There are various ways to open a project 461 in Enterprise Architect. New users are advised to explore the EAExample file 461 supplied with Enterprise Architect.

Connect to a Data Repository

Note: *This feature is available in the Corporate edition only.*

Enterprise Architect enables you to connect to a data repository. Enterprise Architect currently supports the following data repositories:

- MS Access (in all editions - .EAP files are stored in Microsoft JET databases)
- SQL Server 490
- MySQL 487
- Oracle 9i and 10g 492
- PostgreSQL 493
- MSDE 497

- Adaptive Server Anywhere 495
- Progress OpenEdge 510

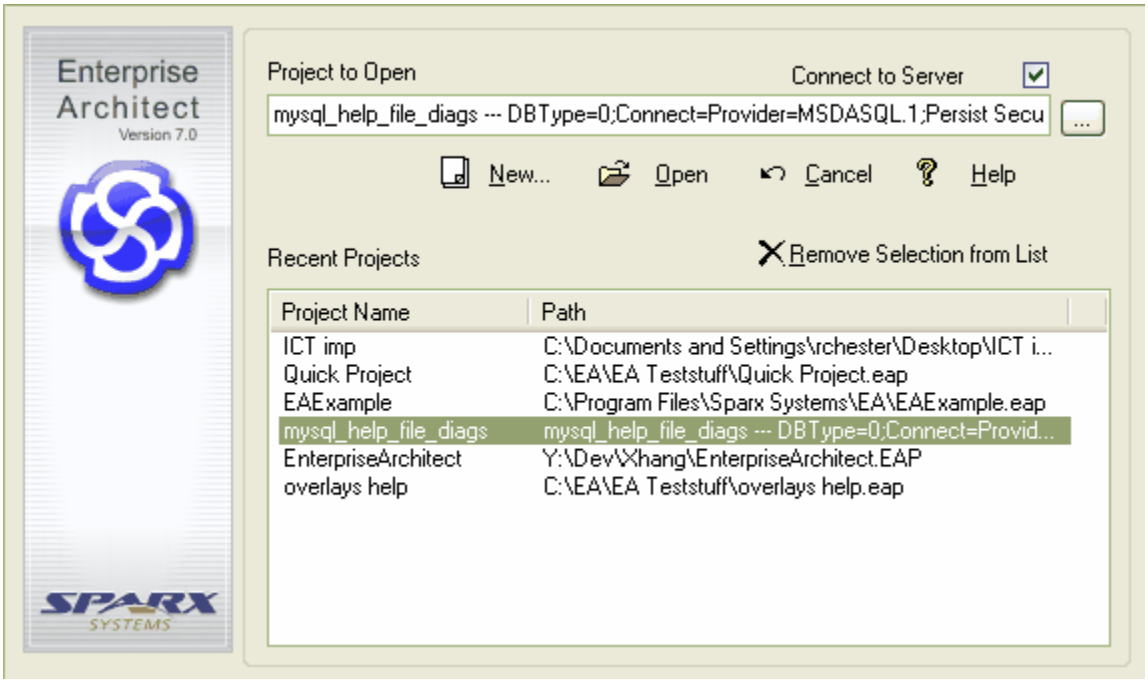
To create a new data repository, you must first create a new database with the DBMS management software, then run supplied scripts to create the logical structure. You should then use Enterprise Architect data transfer functions to move a project from a .EAP or DBMS model into the new project.

6.1.1 Open a Project

Enterprise Architect support several different methods to open an Enterprise Architect project file.

From the Main Menu

Select the **File | Open Project** menu option. From the *Open Project* dialog, select the path for the file to open and click on the **Open** button.



From the Start Page (see Start Page 28)

- Click on **Open a Project File**.
- The *Open Project* dialog displays.
- Use the file browser (**[...]**) to navigate to the project to open, which has a .EAP file extension (*.EAP). Select the project and click on the **Open** button.

Recently Opened Projects

Enterprise Architect keeps a list of recently opened projects and displays them on the *Start Page* for easy selection. If the project to open is in the *Recent* list, simply click once on the name of the project to open it.

Note: *If you already have a project open, Enterprise Architect prompts you to save changes before loading.*

Enterprise Architect Example Project File

New Enterprise Architect users in particular should start by exploring the *EAExample* file supplied with Enterprise Architect. The example model file is stored in your Enterprise Architect installation directory. The

default installation directories, depending on which version you have installed, are:

- Registered version: C:\Program Files\Sparx Systems\EA
- Trial version: C:\Program Files\Sparx Systems\EA Trial
- Lite version: C:\Program Files\Sparx Systems\EA Lite

Connecting to a Data Repository

***Note**: This feature is available in the Corporate edition only.*

If you are using the Enterprise Architect Corporate edition, you also have the option to connect to SQL Server 490, MySQL 487, Oracle 9i and 10g 492 and Progress OpenEdge 510 data repositories.

See Also

- Start Page 28
- Connect to a Data Repository 498

6.1.2 Create a New Project

Enterprise Architect projects can be created via the **File | New Project** menu option, which displays the *Save New Enterprise Architect Project* dialog. Select a directory and enter a file name for your project, then click on the **Save** button. Once the project has been saved, the Model Wizard 463 displays. A selection of models are available. Select the models to include and click on the **OK** button.

Alternatively, new projects can be created from the Start Page 28; select the **Create a New Project** option.

The Model Wizard

The Model Wizard is used to add a selection of models to the project.

The EABase Project File

The default model file (EABase.EAP) is supplied when you install Enterprise Architect. By default, the example model file is stored in your Enterprise Architect installation directory. The default installation directories, depending on which version you have installed, are:

- Registered version: C:\Program Files\Sparx Systems\EA
- Trial version: C:\Program Files\Sparx Systems\EA Trial
- Lite version: C:\Program Files\Sparx Systems\EA Lite

Designing a Custom Template

You can customize any Enterprise Architect project and use it as the base for the new project. This enables you or your organization to build a default project with company standards, tutorials, frameworks or any other common piece of modeling already in-built. A model project is no different from an ordinary project; Enterprise Architect simply copies and renames it as a starter for your new project. With careful planning you can save yourself many hours of work at project start-up.

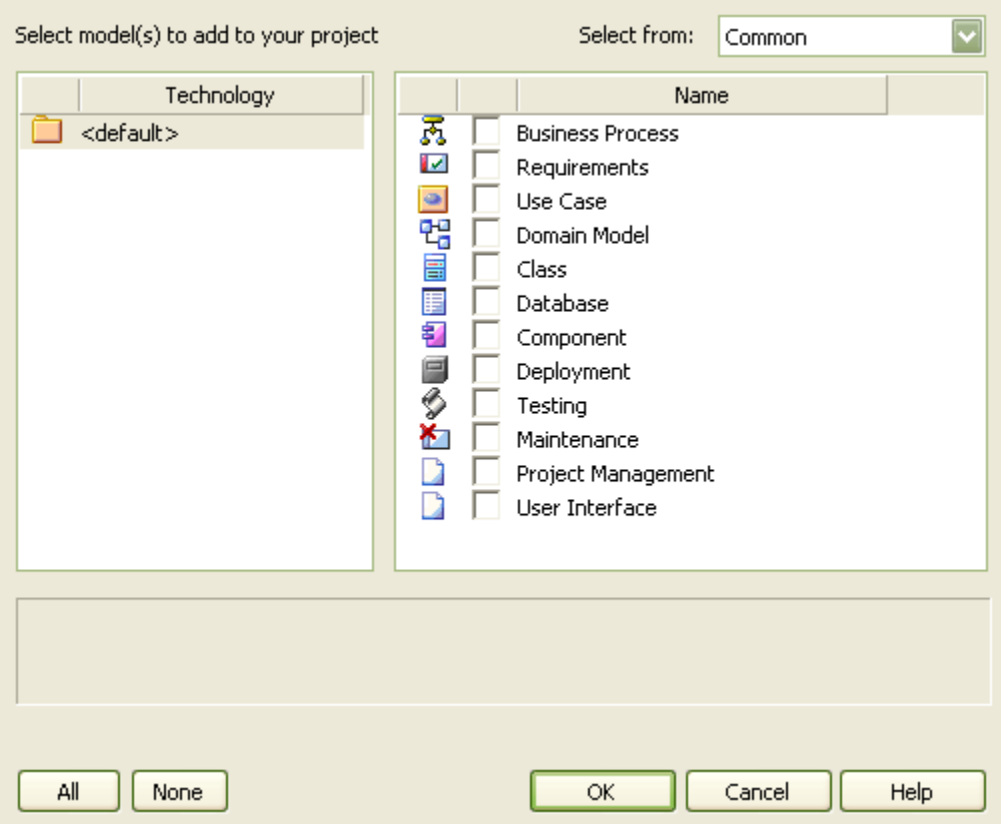
Configure Project

Having created your project, you can set a range of project parameters to define defaults, tailor the project to particular coding languages, and make development and use of the project consistent. See the following topics:

- The Settings Menu 96
- Defaults and User Settings 180

6.1.2.1 Model Wizard

The Model Wizard is available on creating a new project. Once you have created a project, you can also access the Model Wizard from the *Project Browser* window. Right-click on a root node and select the **Add Model using Wizard** menu option.



Field/Button	Description
Select From	Click on the drop-down arrow and select the model category from which to select the model type to create.
Technology	If you have advanced Add-Ins and MDG Technologies, this panel lists them. Select the appropriate technology to list the associated templates in the *Name* panel. To list the standard Enterprise Architect model templates, select **<default>**.
All	Select all of the models.
None	Clear all models selected.
OK	Click on this button to create the Project Tree for your project.
Cancel	Click on this button for a blank project tree.
Help	Displays this help topic.

See Also

- Quick Start 18
- Model Patterns 30

6.1.3 Set Up a Database Repository

Introduction

The Desktop and Professional versions of Enterprise Architect use an MS JET database as the model repository.

If you purchase the *Corporate* edition, you can create and use a SQL Server 490 2000 and 2005, MySQL 487, Oracle 9i and 10g 492, PostgreSQL 493, Adaptive Server Anywhere 497 8 and 9, Progress OpenEdge 466 or MSDE 497 data repository. You *upsize* the Enterprise Architect models (either existing or template) to use your selected DBMS.

The process of upsizing a model is straightforward and comprises the following steps:

1. Install the DBMS software and create a database.
2. Run a script supplied by Sparx Systems 512 to create the required tables.
3. Open Enterprise Architect and use the Project Data Transfer 517 function (select the **Tools | Data Management | Project Transfer** menu option) to move a model from a .EAP file to the DBMS repository.

This topic details how to do this for MySQL 472, SQL Server 471, Oracle 9i and 10g 469, PostgreSQL 468, Adaptive Server Anywhere 465, Progress OpenEdge 466 and MSDE 468.

Note: *You cannot move a model from a source .EAP file of a version earlier than 3.5.0.*

Setting up a database repository is a two- or three-stage process: firstly, you set up an ODBC driver for your database; secondly, you create the repository tables using scripts downloaded from the Sparx Systems web site; and finally, you connect to the repository. Full instructions on all three stages are provided below.

Set Up an ODBC Driver

Setting up an ODBC driver is only necessary for *MySQL*, *PostgreSQL* and *Adaptive Server Anywhere*. The other supported databases connect using OLE DB, so this stage can be skipped. To find out how to set up an ODBC driver, go to:

- Set Up a MySQL ODBC Driver 474
- Set Up a PostgreSQL ODBC Driver 477
- Set Up an Adaptive Server Anywhere ODBC Driver 480
- Set Up a Progress OpenEdge ODBC Driver 485.

Create a Repository

To find out how to download the scripts and create the data repository tables, go to:

- Create a MySQL Data Repository 487
- Create a SQL Server Data Repository 490
- Create an Oracle 9i and 10g Data Repository 492
- Create a PostgreSQL Data Repository 493
- Create an Adaptive Server Anywhere Data Repository 495
- Create an MSDE Server Data Repository 497
- Create a Progress OpenEdge Data Repository 497

Connect to a Repository

Once the repository is created, you can connect to it. To find out how, go to:

- Connect to a MySQL Data Repository 498
- Connect to a SQL Server Data Repository 501
- Connect to an Oracle 9i and 10g Data Repository 504
- Connect to a PostgreSQL Data Repository 506
- Connect to an Adaptive Server Anywhere Data Repository 508
- Connect to an MSDE Server Data Repository 510
- Connect to a Progress OpenEdge Data Repository. 510

6.1.3.1 Upsize to Sybase Adaptive Server Anywhere (ASA)

Before you set up Enterprise Architect for use with ASA, we recommend you run the project integrity check tool (select the **Tools | Data Management | Project Integrity Check** 515 menu option) on the base project to upsize to ASA. This ensures the data is 'clean' before uploading.

Note: *You cannot move a model from a source .EAP file of a version earlier than 3.5.0.*

Warning: *Before proceeding, ensure MDAC 2.6 or 2.7 is installed on your system.*

Upsizing Your Database

There are three stages to upsizing your database for ASA. Work through them in the order defined below:

Stage One: Install ASA Components

1. Install Adaptive Server Anywhere - SQL Anywhere Studio 8 or higher. This also installs the ASA ODBC driver.
2. Create a new database for the Enterprise Architect repository using Sybase Central.
3. Create a suitable ODBC Data Source to point to your new database.
   Note: *See Set up an Adaptive Server Anywhere ODBC Driver* 480

Stage Two: Configure the Database

From Sybase Central:

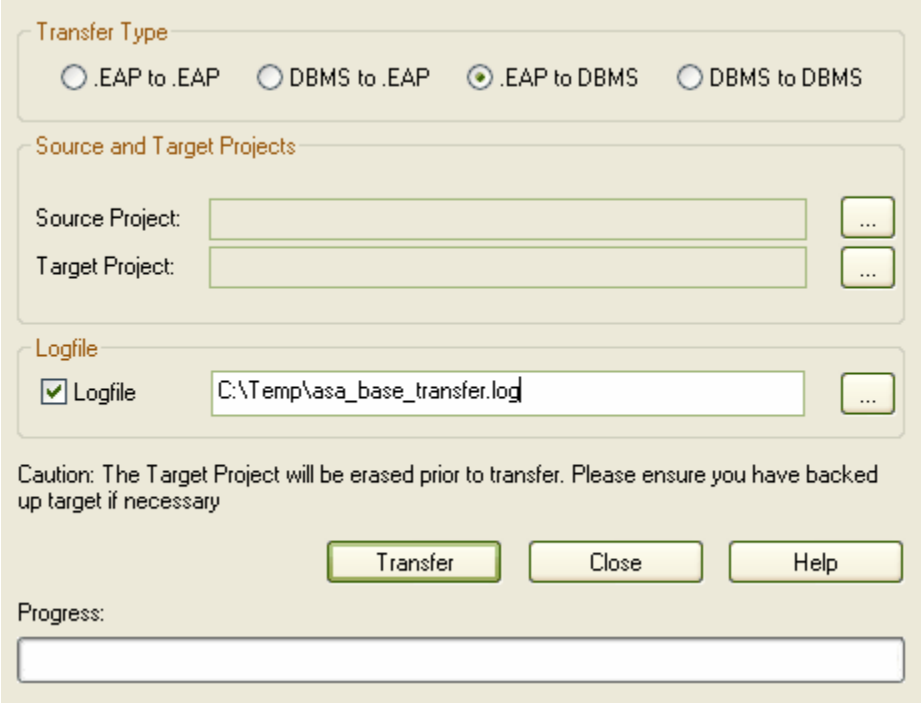
1. Right-click on the newly created database.
2. Open Interactive SQL and load the *ASA_BaseModel.sql* file. This is available to registered users on the Corporate edition *Resources* page of the Sparx website at http://www.sparxsystems.com/registered/reg_ea_corp_ed.html.
3. Run the script to create all required data structures.

   Note: *See Create a New Adaptive Server Anywhere Repository* 495

You now have an empty database, and can transfer an existing model into the server.

Stage Three: Transfer the Data

1. Open Enterprise Architect (click on the **Cancel** button on the *Open Project* screen to open with no project loaded).
2. Select the **Tools | Data Management | Project Transfer** menu option. The *Project Transfer* dialog displays.



3. In the *Transfer Type* panel, select .**EAP to DBMS**.
4. In the **Source Project** field, type the name of the .EAP file to upsize to ASA.
5. At the right of the **Target Project** field, click on the [**...**] (Browse) button. The *Datalink Properties* dialog displays.
6. Select **Microsoft OLE DB Provider for ODBC Drivers** from the list, then click on the **Next** button.
7. In the **Use Data source name** field, click on the drop-down arrow and select the ODBC Data Source you configured to point to your new database.

Note: *See Connect to an Adaptive Server Anywhere Data Repository 508 for more information.*

8. Click on the **OK** button.
9. If required, select the **Logfile** checkbox and enter a path for the data transfer log file.
10. Click on the **Transfer** button to begin the data transfer process.

When the process is complete, you have upsized your model to Adaptive Server Anywhere and can now open it from Enterprise Architect.

6.1.3.2 Upsize to Progress OpenEdge

Before you set up Enterprise Architect for use with OpenEdge, we recommend you run the project integrity check tool (select the **Tools | Data Management | Project Integrity Check** 515 menu option) on the base project to upsize to OpenEdge. This ensures the data is clean before uploading.

Note: *You cannot move a model from a source .EAP file of a version earlier than 3.5.0.*

Warning: *Before proceeding, ensure MDAC 2.6 or 2.7 is installed on your system.*

Upsizing Your Database

There are three stages to upsizing your database for OpenEdge. Work through them in the order defined below:

Stage One: Install OpenEdge Components

1. Install OpenEdge, version 10.0B3 or higher.
2. Install OpenEdge ODBC 10.0B or higher driver.
3. Create a suitable ODBC Data Source to point to your new database.

   Note: *See Setup a Progress OpenEdge ODBC Driver* 485

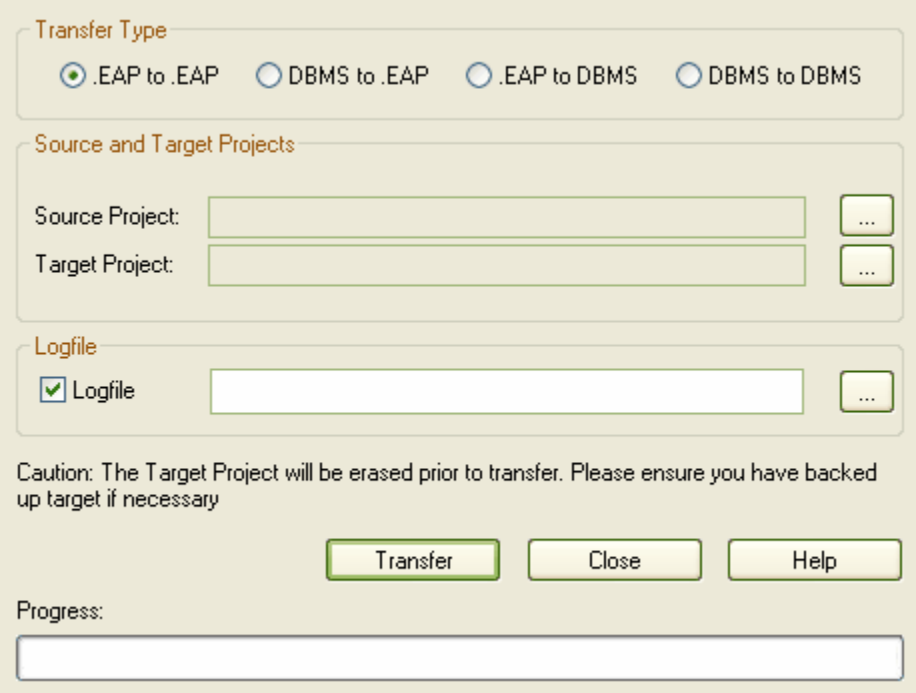
Stage Two: Configure the Database

1. Create an empty OpenEdge database, using the scripts *OpenEdge_BaseModel.sql* file. This is available to registered users on the Corporate edition *Resources* page of the Sparx website at http://www.sparxsystems.com/registered/reg_ea_corp_ed.html.
2. Make sure the new database is selected as the current database.
3. Run the script to create all required data structures.

   Note: *See Create a New OpenEdge Repository* 497

Stage Three: Transfer the Data

1. Open Enterprise Architect (click on the **Cancel** button on the *Open Project* screen to open with no project loaded).
2. Select the **Tools | Data Management | Project Transfer** menu option. The *Project Transfer* dialog displays:



3. In the *Transfer Type* panel, select .**EAP to DBMS**.
4. In the **Source Project** field, type the name of the .EAP file to upsize to OpenEdge.
5. At the right of the **Target Project** field, click on the [**...**] (Browse) button. The *Datalink Properties* dialog displays.
6. Select **Microsoft OLE DB Provider for ODBC Drivers** from the list, then click on the **Next** button.
7. In the **Use Data source name** field, click on the drop-down arrow and select the ODBC Data Source you configured to point to your new database.

   Note: *See Connect to a OpenEdge Data Repository* 510 *for more information.*

8. Click on the **OK** button.
9. If required, select the **Logfile** checkbox and enter a path and filename for the data transfer log file.
10. Click on the **Transfer** button to begin the data transfer process.

When the process is complete, you have upsized your model to OpenEdge and can now open it from Enterprise Architect.

6.1.3.3 Upsize to SQL Server Desktop Engine (MSDE)

Before you set up Enterprise Architect for use with MSDE, we recommend you run the project integrity check tool (select the **Tools | Data Management | Project Integrity Check** 515 menu option) on the base project to upsize to MSDE. This ensures the data is 'clean' before uploading.

Note: *You cannot move a model from a source .EAP file of a version earlier than 3.5.0.*

Warning: *Before proceeding, ensure MDAC 2.6 or 2.7 is installed on your system.*

Upsizing Your Database

Follow the steps in Upsizing to SQL Server 471 to upsize your model to MSDE.

6.1.3.4 Upsize to PostgreSQL

Before you set up Enterprise Architect for use with PostgreSQL, we recommend you run the project integrity check tool (select the **Tools | Data Management | Project Integrity Check** 515 menu option) on the base project to upsize to PostgreSQL. This ensures your data is clean before uploading.

Note: *You cannot move a model from a source .EAP file of a version earlier than 3.5.0.*

Warning: *Before proceeding, ensure MDAC 2.6 or 2.7 is installed on your system.*

Upsizing Your Database

There are three stages to upsizing your database for PostgreSQL. Work through them in the order defined below:

Stage One: Install PostgreSQL Components

1. Install PostgreSQL, version 7.3.2 or higher.
2. Install psqlODBC, version 7.03.01.00 or higher.
3. Create a suitable ODBC Data Source to point to your new database.

   Note: *See Set up a PostgreSQL ODBC Driver* 477.

Stage Two: Configure the Database

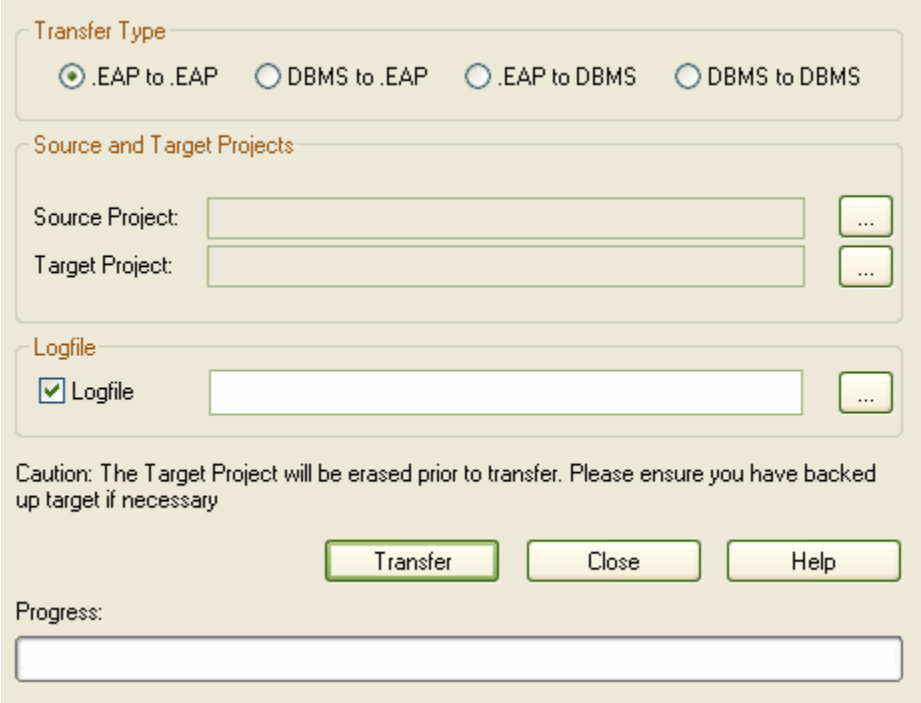
1. From the PSQL command line, or using a tool such as EMS PostgreSQL Manager, load the *Postgres_Basemodel.sql* file. This is available to registered users on the Corporate edition *Resources* page of the Sparx Systems website.
2. Run the script to create all required data structures.

   Note: *See Create a New PostgreSQL Repository* 493.

You now have an empty database and can transfer an existing model into the server.

Stage Three: Transfer the Data

1. Open Enterprise Architect (click on the **Cancel** button on the *Open Project* screen to open with no project loaded).
2. Select the **Tools | Data Management | Project Transfer** menu option. The *Project Transfer* dialog displays.



3. In the *Transfer Type* panel, select **.EAP to DBMS**.
4. In the **Source Project** field, type or select .EAP file to upsize to PostgreSQL.
5. At the right of the **Target Project** field, click on the [**...**] (Browse) button. The *Datalink Properties* dialog displays.
6. Select **Microsoft OLE DB Provider for ODBC Drivers** from the list, then click on the **Next** button.
7. In the **Use data source name** field, click on the drop-down arrow and select the ODBC Data Source you configured to point to your new database.

   Note: *See Connect to a PostgreSQL Data Repository 506 for more information.*
8. Click on the **OK** button.
9. If required, select the **Logfile** checkbox and type a path and filename for the data transfer log file.
10. Click on the **Transfer** button to begin the data transfer process.

When the process is complete, you have upsized your model to PostgreSQL and can now open it from Enterprise Architect.

6.1.3.5 Upsize to Oracle

Before you set up Enterprise Architect for use with Oracle, we recommend you run the project integrity check tool (select the **Tools | Data Management | Project Integrity Check** 515 menu option) on the base project to upsize to Oracle. This ensures your data is clean before uploading.

Note: *You cannot move a model from a source .EAP file of a version earlier than 3.5.0.*

Warning: *Before proceeding, ensure MDAC 2.6 or 2.7 is installed on your system.*

Upsizing Your Database

There are three stages to upsizing your database for Oracle. Work through them in the order defined below:

Stage One: Create an Empty Database

1. Install Oracle.
2. Create an empty database.

   Note: *See* *Create a New Oracle Repository* 492.

Stage Two: Configure the Database

1. Using a tool such as the SQL*Plus or SQL Plus Worksheet, load the *Oracle_BaseModel.sql* file. This is available to registered users on the Corporate edition *Resources* page of the Sparx Systems website.
2. Make sure the new database is selected as the current database.
3. Run the script to create all required data structures.

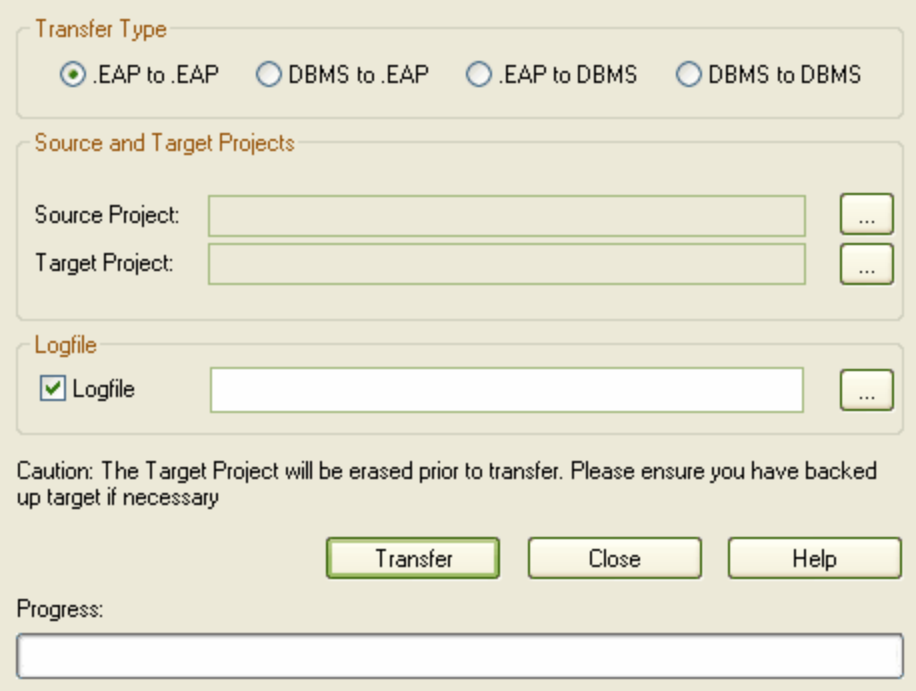
   Note: *See* *Create a New Oracle Repository* 492.

You now have an empty database and can transfer an existing model into the server.

Stage Three: Transfer the Data

Note: *When transferring a project you must have permission to execute the CREATE SEQUENCE command.*

1. Open Enterprise Architect (click on the **Cancel** button on the *Open Project* screen to open with no project loaded).
2. Select the **Tools | Data Management | Project Transfer** menu option. The *Project Transfer* dialog displays:



3. In the *Transfer Type* panel, select **.EAP to DBMS**.
4. In the **Source Project** field, type the name of the .EAP file to upsize to Oracle.
5. At the right of the **Target Project** field, click on the [**...**] (Browse) button. The *Datalink Properties* dialog displays.
6. Select **Oracle Provider for OLE DB** from the list, then click on the **Next** button.
7. On the *Data Source details* page of the *Connection* dialog, type in the database name and security details as required.

Note: *See Connect to an Oracle Data Repository 504 for more information.*

8. Click on the **OK** button.
9. If required, select the **Logfile** checkbox and type a path and file name for the data transfer log file.
10. Click on the **Transfer** button to begin the data transfer process.

Once the process is complete, you have upsized your model to Oracle and can now open it from Enterprise Architect.

6.1.3.6 Upsize to SQL Server

Before you set up Enterprise Architect for use with SQL Server, we recommend you run the project integrity check tool (select the **Tools | Data Management | Project Integrity Check** 515 menu option) on the base project to upsize to SQL Server. This ensure the project data is 'clean' before uploading.

Note: *You cannot move a model from a source .EAP file of a version earlier than 3.5.0.*

Warning*: Before proceeding, ensure MDAC 2.6 or 2.7 is installed on your system.*

Upsizing Your Database

There are three stages to upsizing your database for SQL Server. Work through them in the order defined below:

Stage One: Create an Empty Database

1. Install SQL Server.
2. Create an empty database.

   Note: *See Create a New SQL Server Repository 490.*

Stage Two: Configure the Database

1. Using a tool such as the SQL Query Analyser, load the *SQL Server - Base Model.sql* file. This is available to registered users on the Corporate edition *Resources* page of the Sparx Systems Website.
2. Make sure the new database is the currently active database.
3. Run the script to create all required data structures.

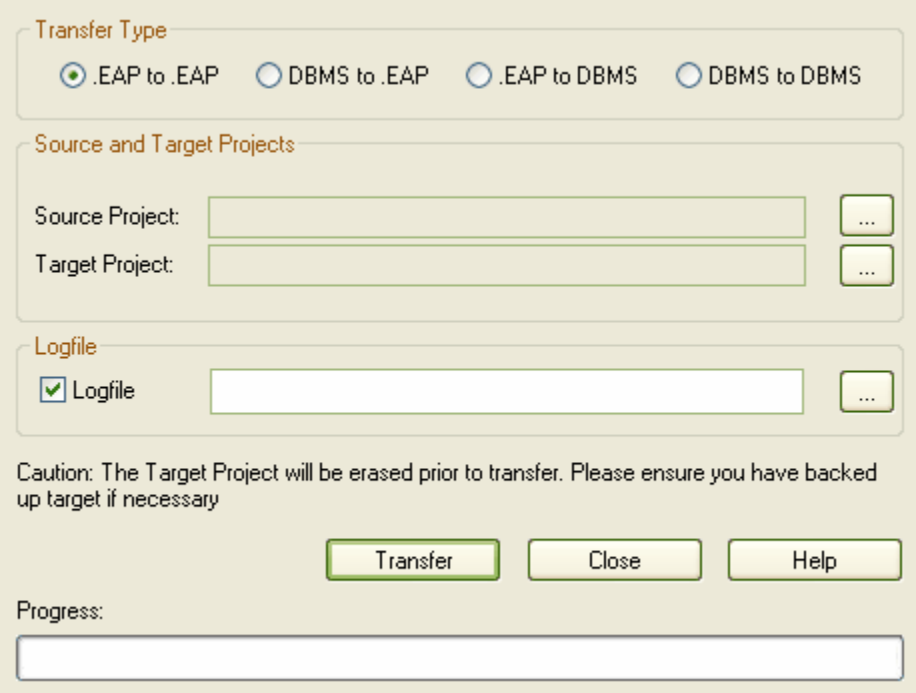
   Note: *See Create a New SQL Server Repository 490.*

You now have an empty database, and can transfer an existing model into the server.

Stage Three: Transfer the Data

Note: *When transferring a project you must have permission to execute the SET IDENTITY_INSERT [table] {ON | OFF} command.*

1. Open Enterprise Architect (click on the **Cancel** button on the *Open Project* screen to open with no project loaded).
2. Select the **Tools | Data Management | Project Transfer** menu option. The *Project Transfer* dialog displays.



3. In the *Transfer Type* panel, select **.EAP to DBMS**.
4. In the **Source Project** field, type the name of the .EAP file to upsize to SQL Server.
5. At the right of the **Target Project** field, click on the [**...**] (Browse) button. The *Datalink Properties* dialog displays.
6. Select **Microsoft OLE DB Provider for SQL Server** from the list, then click on the **Next** button.
7. On the *Data Source Details* page of the Connection dialog, type in the server name, database name and security details as required.

   Note: *See Connect to a SQL Server Data Repository 501 for more information.*
8. Click on the **OK** button.
9. If required, select the **Logfile** checkbox and type in a path and filename for the data transfer log file.
10. Click on the **Transfer** button to begin the data transfer process.

When the process is complete, you have upsized your model to SQL Server and can now open it from Enterprise Architect.

6.1.3.7 Upsize to MySQL

Before you set up Enterprise Architect for use with MySQL, we recommend you run the project integrity check tool (the **Tools | Data Management | Project Integrity Check** 515 menu option) on the base project to upsize to MySQL. This ensures data is 'clean' before uploading.

Note: *You cannot move a model from a source .EAP file of a version earlier than 3.5.0.*

Warning: *Before proceeding, ensure MDAC 2.6 or 2.7 is installed on your system.*

Upsizing Your Database

There are four stages to upsizing your database for MySQL. Work through them in the order defined below:

Stage One: Install MySQL Components

1. Install MySQL version 4.0.3 or higher.
2. Install MySQL ODBC 3.51 or higher.
3. Create a suitable ODBC Data Source to point to your new database.

   Note: *There are two critical non-default settings required; see Set up a MySQL ODBC Driver 474 and ensure you select the checkboxes in step 7.*

Stage Two: Select Table Type

1. If you are using *InnoDB* tables, set up the *MySQL .ini* file as required and run the *MySQL - InnoDB BaseModel* script.
2. If you are using *MyISAM* tables, set up the *MySQL .ini* file as required and run the *MySQL - MyISAM BaseModel* script.

   Note: *See the discussion on MySQL limitations 512.*

   Note: *The scripts are available to registered users on the Corporate edition Resources page of the Sparx Systems website.*

Stage Three: Create the Database

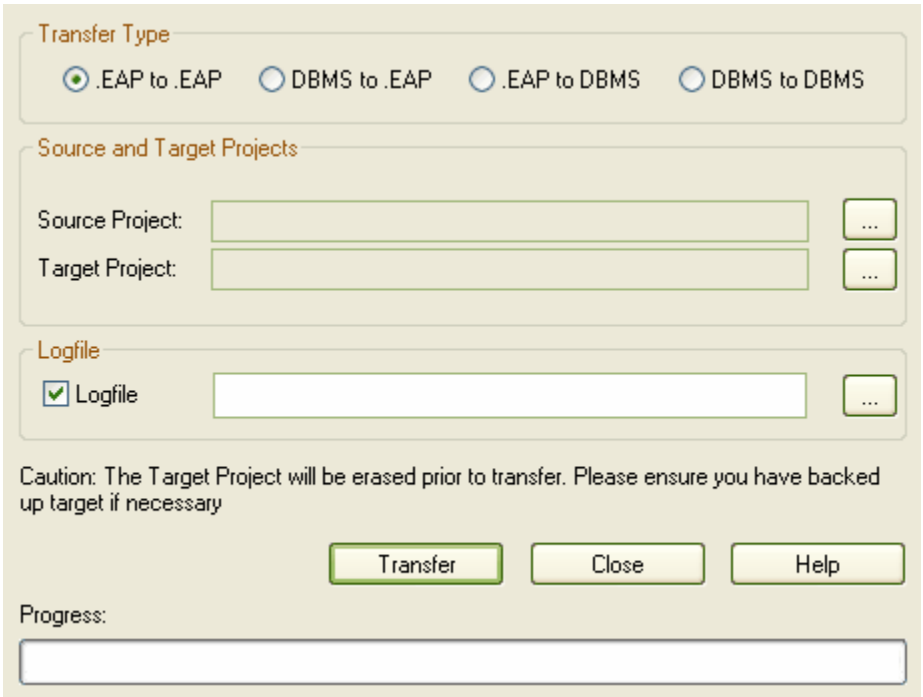
1. Create an empty database.

   Note: *See Create a New MySQL Repository 487.*

You now have an empty database, and can transfer an existing model into the server as described below.

Stage Four: Transfer the Data

1. Open Enterprise Architect (click on the **Cancel** button on the *Open Project* screen to open with no project loaded).
2. Select the **Tools | Data Management | Project Transfer** menu option. The *Project Transfer* dialog displays:



3. In the *Transfer Type* panel, select **.EAP to DBMS**.

4. In the **Source Project** field, type the name of the .EAP file to upsize to MySQL.
5. At the right of the **Target Project** field, click on the [**...**] (Browse) button. The *Datalink Properties* dialog displays.
6. Select **Microsoft OLE DB Provider for ODBC Drivers** from the list, then click on the **Next** button.
7. In the **Use Data source name** field, click on the drop-down arrow and select the ODBC Data Source you configured to point to your new database.

   Note: *See Connect to a MySQL Data Repository 498 for more information.*
8. Click on the **OK** button.
9. If required, select the **Logfile** checkbox and type a path and filename for the data transfer log file.
10. Click on the **Transfer** button to begin the data transfer process.

When the process is complete, you have upsized your model to MySQL and can now open it from Enterprise Architect.

6.1.3.8 Set Up an ODBC Driver

This topic details how to set up the following ODBC drivers:

- MySQL ODBC Driver 474
- PostgreSQL ODBC Driver 477
- Adaptive Server Anywhere ODBC Driver 480
- Progress OpenEdge ODBC Driver 485

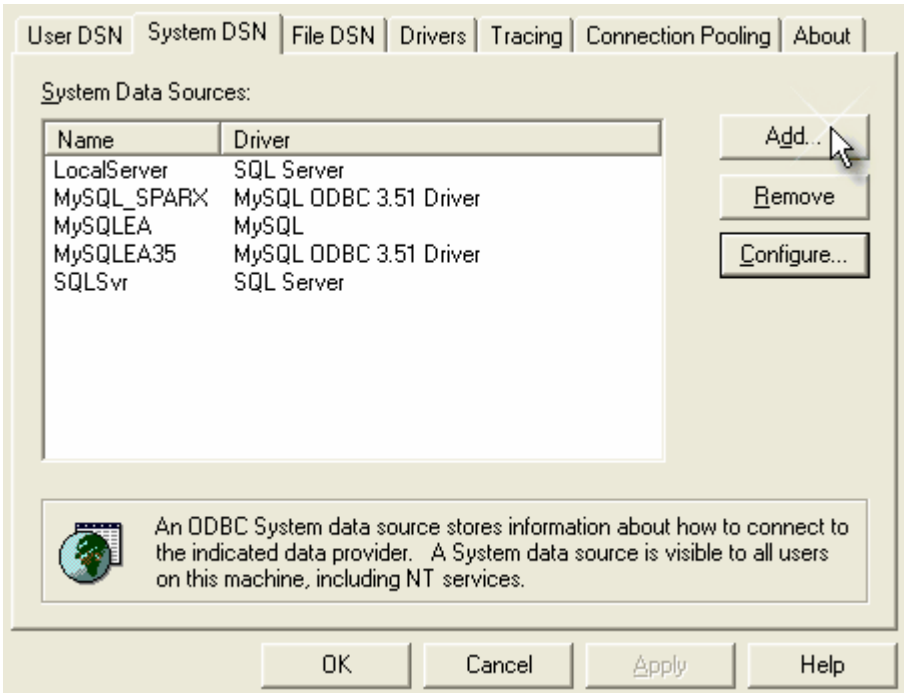
6.1.3.8.1 Set up a MySQL ODBC Driver

Before you can connect to a MySQL data repository, you must first set up a MySQL ODBC driver for which, in turn, you must first have installed Microsoft MDAC components, a MySQL DBMS system and a MySQL ODBC driver.

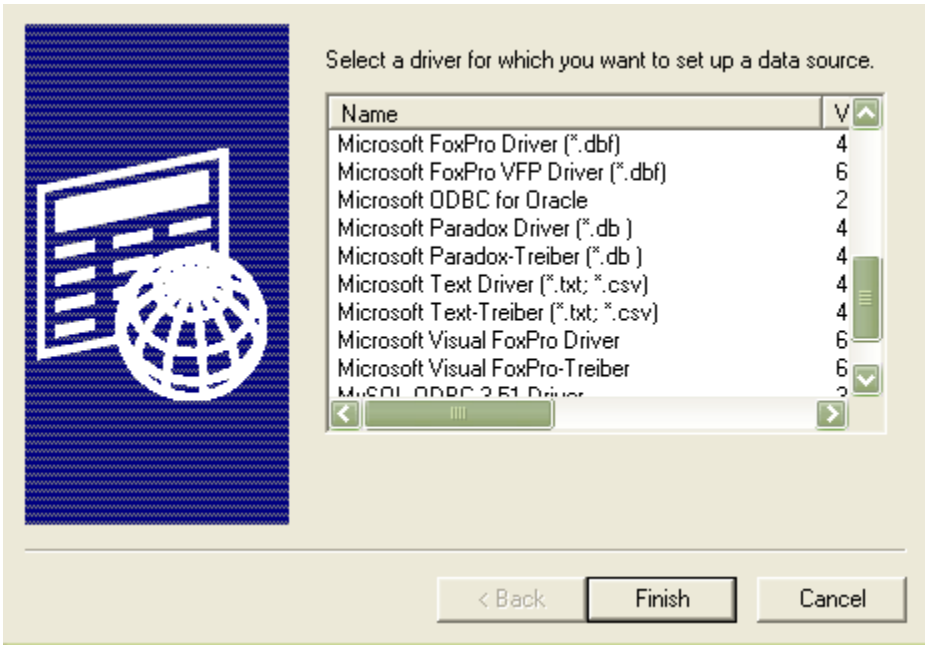
Note: *The MySQL ODBC driver version 3.51.14 creates problems in incorporating tests in elements. Use a different version, such as 3.51.12.*

To set up your MySQL ODBC Driver, follow the steps below :

1. Select the Windows™ **Control Panel | Administrative Tools | Data Sources (ODBC)** option. The *ODBC Data Sources Administrator* window displays.



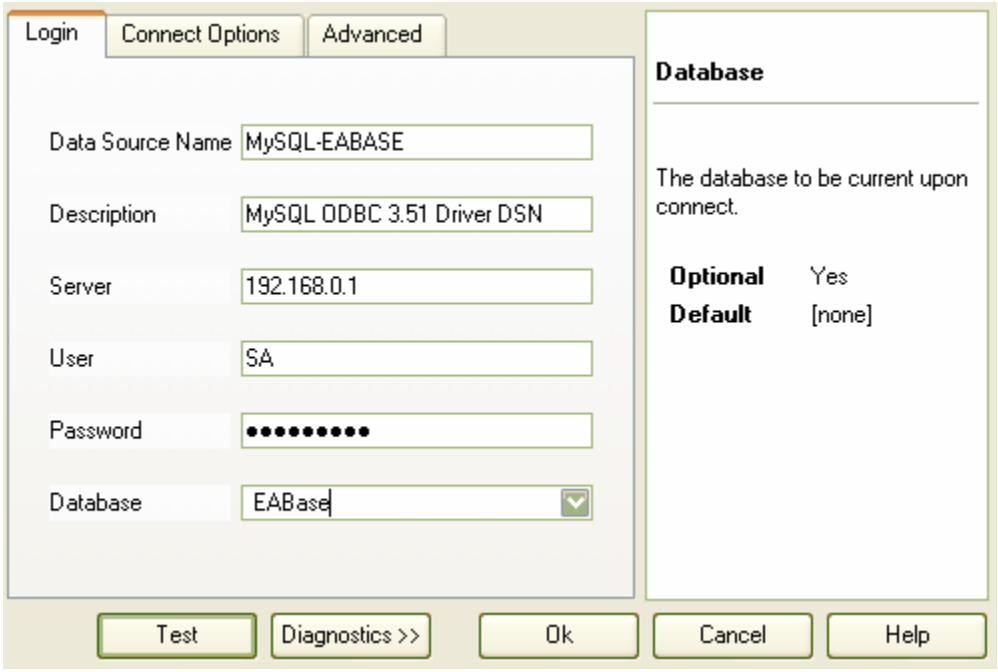
2. Click on the **Add** button. The *Create New Data Source* dialog displays, enabling you to add a new DSN.



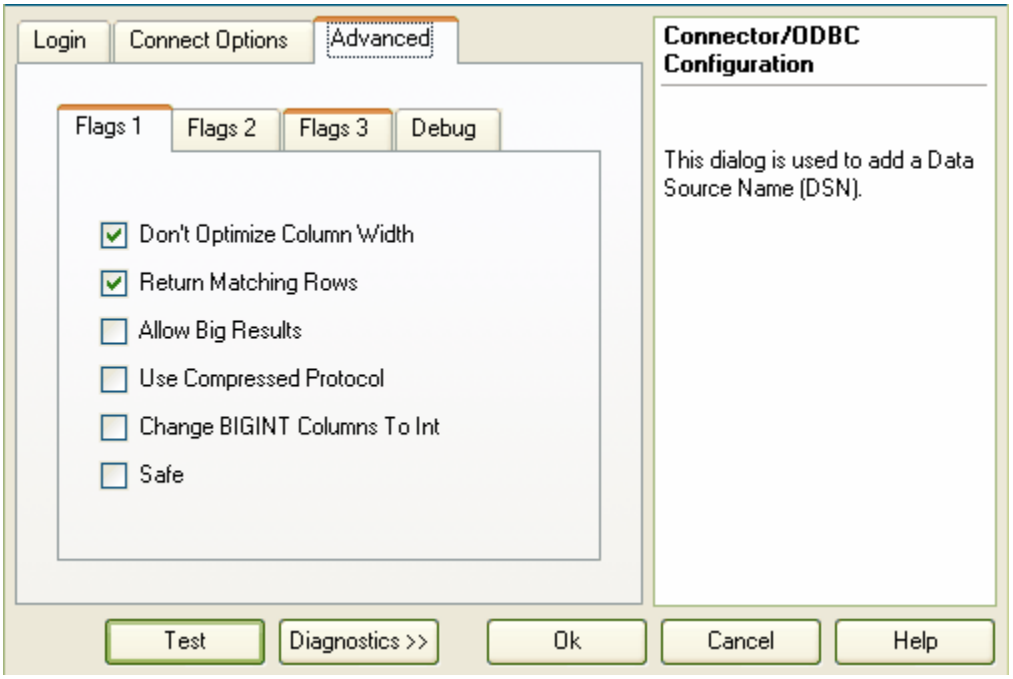
3. Select **MySQL ODBC 3.51 Driver** from the list.
4. Click on the **Finish** button. The *Connector/ODBC 3.51.12 - Add Data Source Name* dialog displays.
5. Enter the following configuration details:
   - A data source name for the connection
   - A description (optional)
   - The host address of the DBMS server

- User name and password
- The database name on the selected server.

See the example below



6. Click on the *Advanced* tab and *Flags 1* tab to set the advanced options.



7. Select the **Don't Optimize Column Width** and **Return Matching Rows** checkboxes, then click on the **OK** button.
8. Click on the **Test** button to confirm that the details are correct.

9. If the test succeeds, click on the **OK** button to complete the configuration.
10. If the test does not succeed, review your settings.

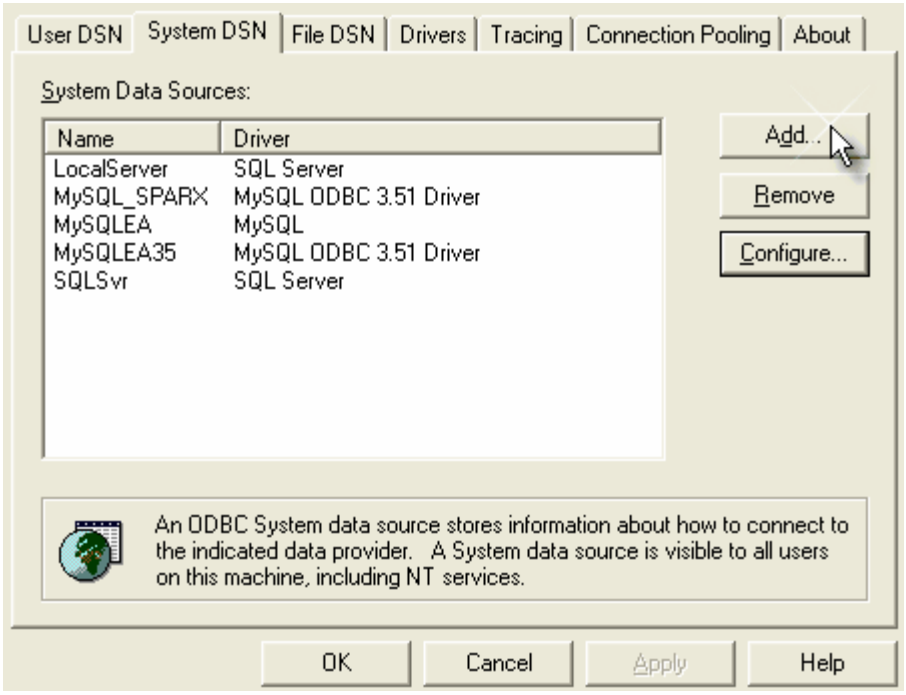
Your MySQL connection is now available to use in Enterprise Architect.

6.1.3.8.2 Set up a PostgreSQL ODBC Driver

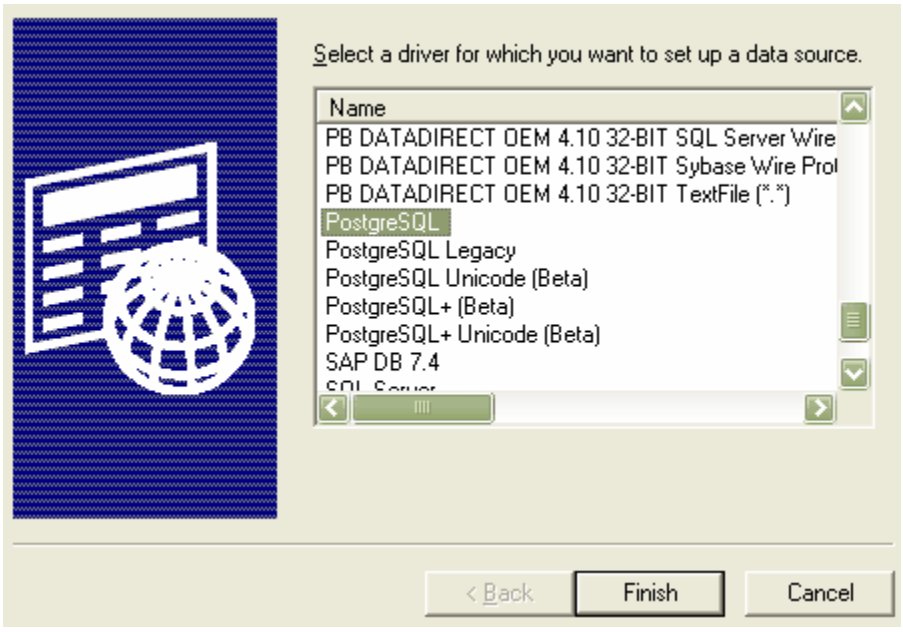
Before you can connect to a PostgreSQL data repository, you must first set up a PostgreSQL ODBC driver. To do this, you must have Microsoft MDAC components, PostgreSQL DBMS system and PostgreSQL ODBC driver (version 7.03.01.00 minimum) installed.

To set up your PostgreSQL ODBC driver, follow the steps below:

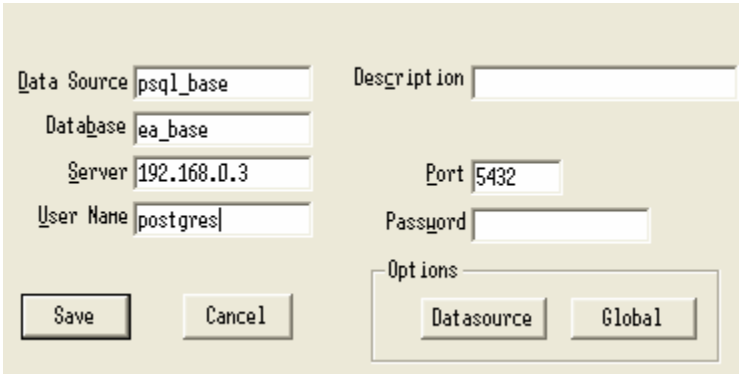
1. Select the Windows™ **Control Panel | Administrative Tools | Data Sources (ODBC)** option. The *ODBC Data Sources Administrator* window displays.



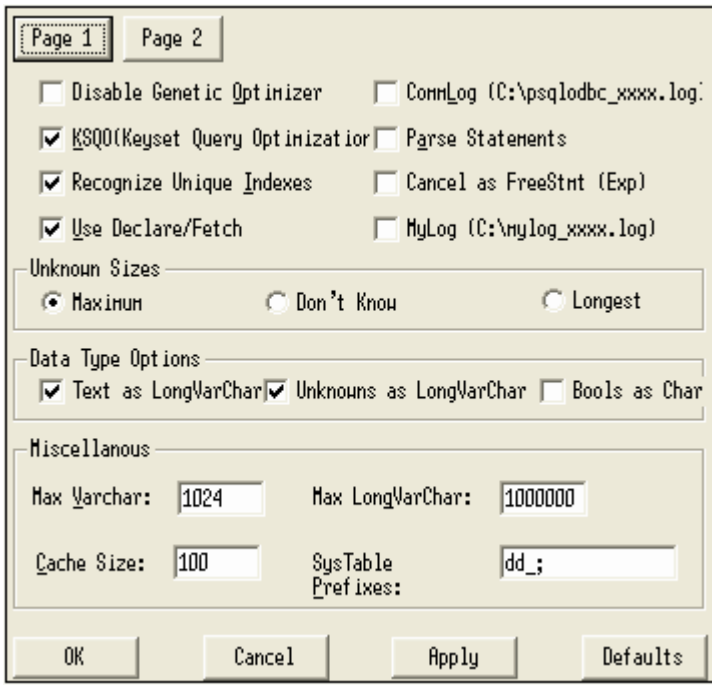
2. Click on the **Add** button. The *Create New Data Source* dialog displays, enabling you to add a new DSN.

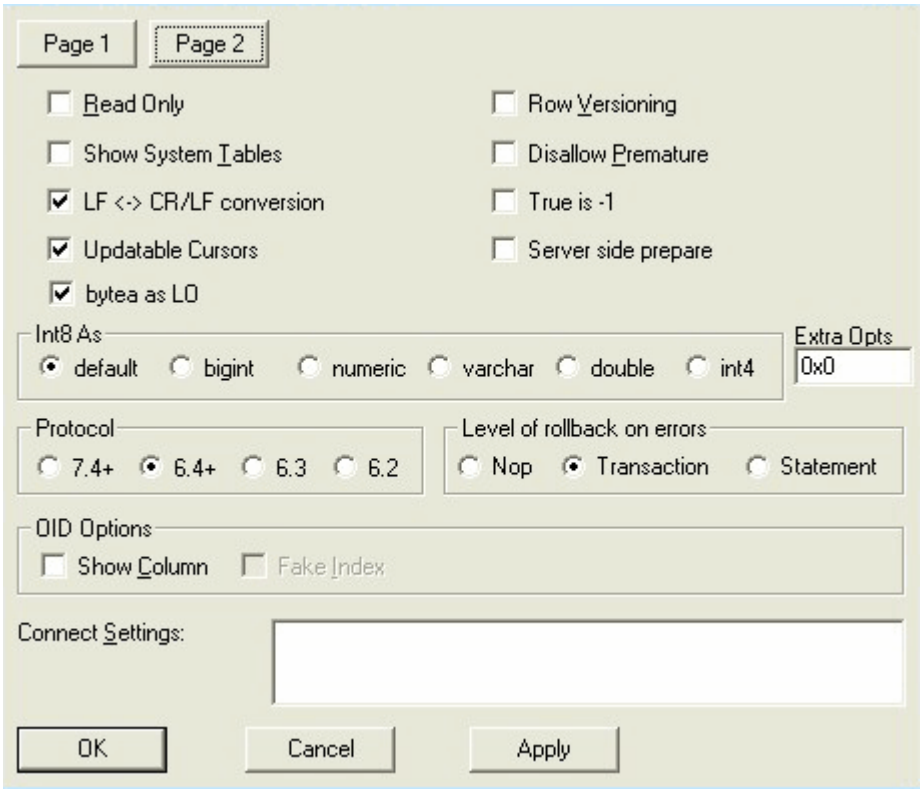


3. Select **PostgreSQL** from the list.
4. Click on the **Finish** button.
5. Enter the following configuration details:
   - A name for the connection
   - The actual name of the database.
   - Description (optional)
   - The host address of the PostgreSQL server.
   - User name and password.



6. Click on the **Datasource** button and set the options on Page 1 and Page 2 as shown on the examples below:





Note: *On Page 2, For PostgreSQL version 8+ select the* **Disallow Premature** *checkbox and, in the Protocol panel, select the* **7.4+** *radio button.*

7. Click on the **OK** button to complete the configuration.

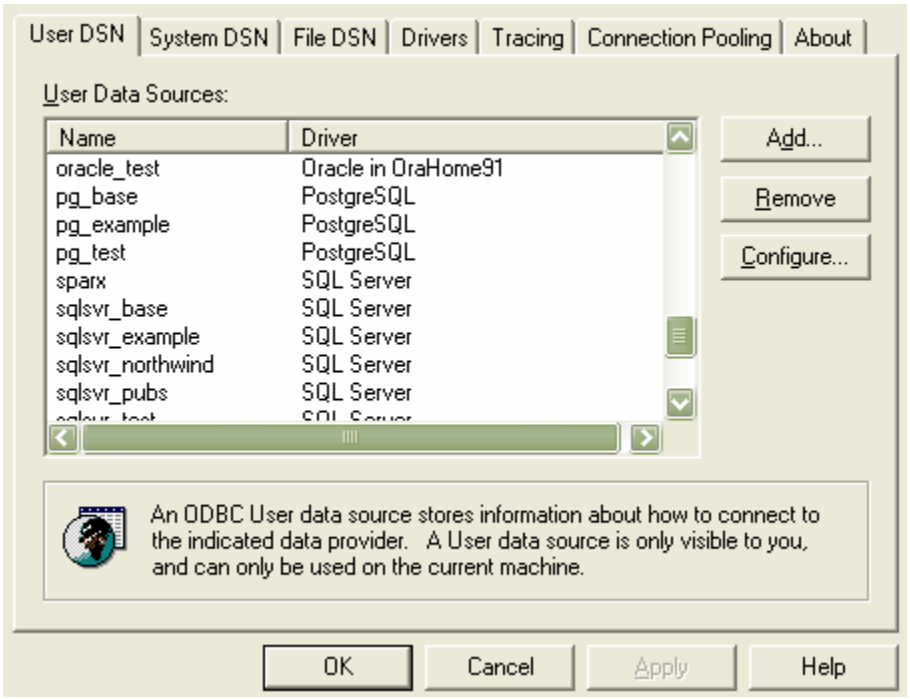
Your PostgreSQL connection is now available to use in Enterprise Architect.

6.1.3.8.3 Set up an Adaptive Server Anywhere ODBC Driver

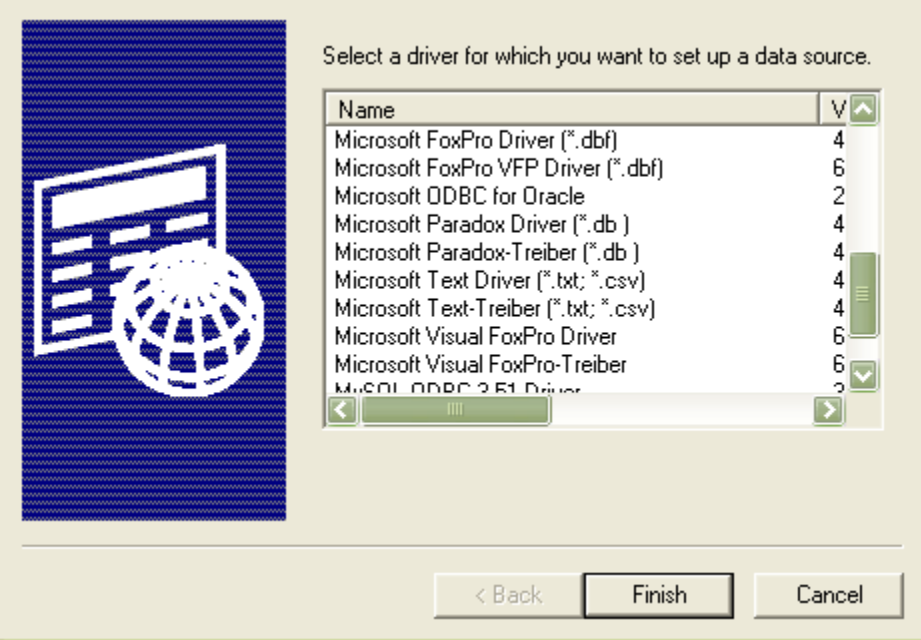
Before you can connect to a ASA data repository, you must first set up a ASA ODBC driver. To do this, you must have Microsoft MDAC components, the ASA DBMS system and the ASA ODBC driver (installed with the ASA DBMS) installed.

To set up your ASA ODBC Driver, follow the steps below:

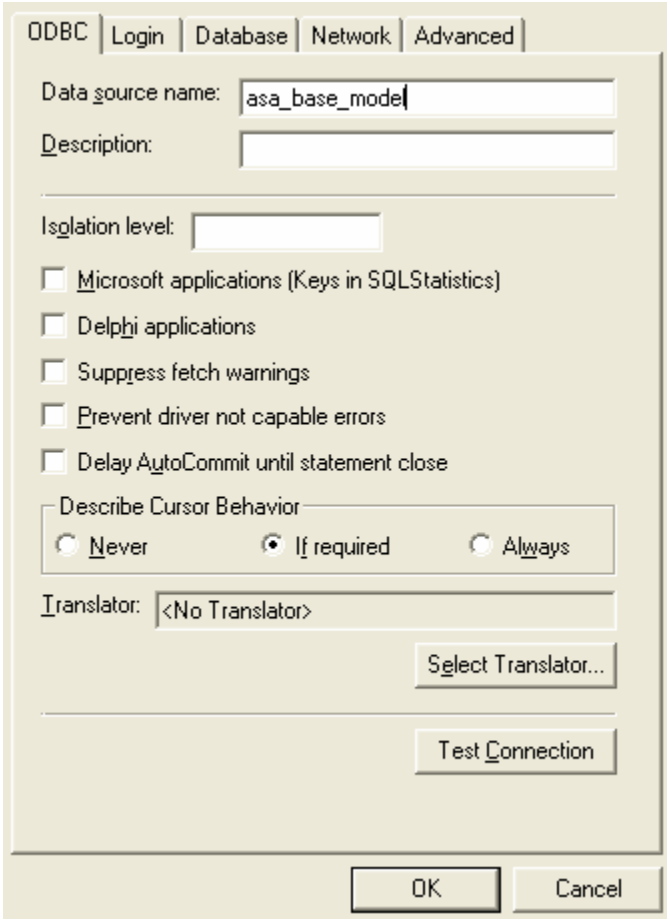
1. Select the Windows™ **Control Panel | Administrative Tools | Data Sources (ODBC)** option. The *ODBC Data Sources Administrator* window displays.



2. Click on the **Add** button. The *Create New Data Source* dialog displays, enabling you to add a new DSN.

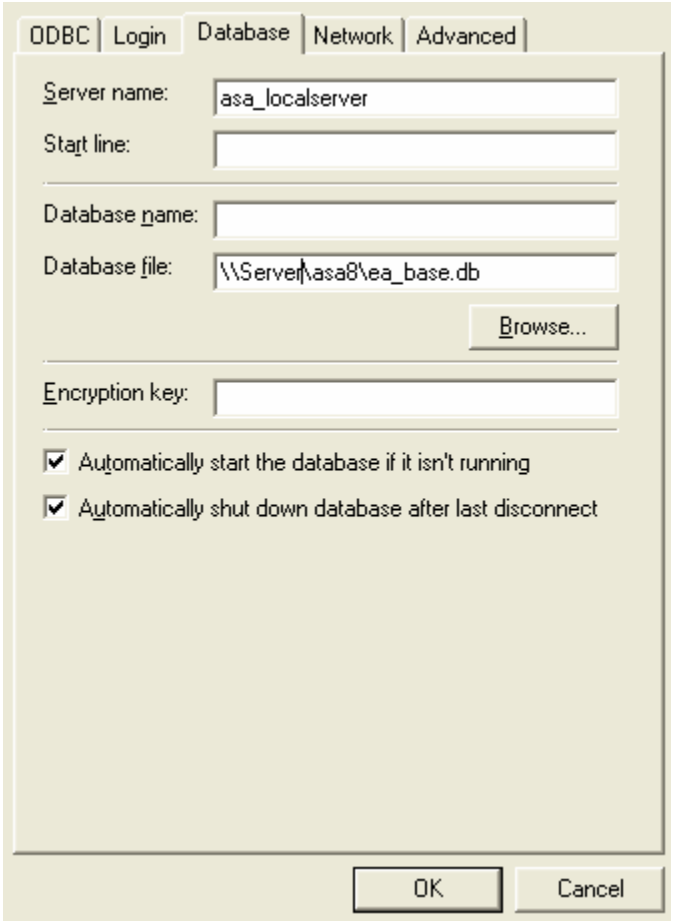


3. Select **Adaptive Server Anywhere 8.0** from the list.
4. Click on the **Finish** button.
5. Enter the following configuration details:
   - A name for the connection on the *ODBC* tab.

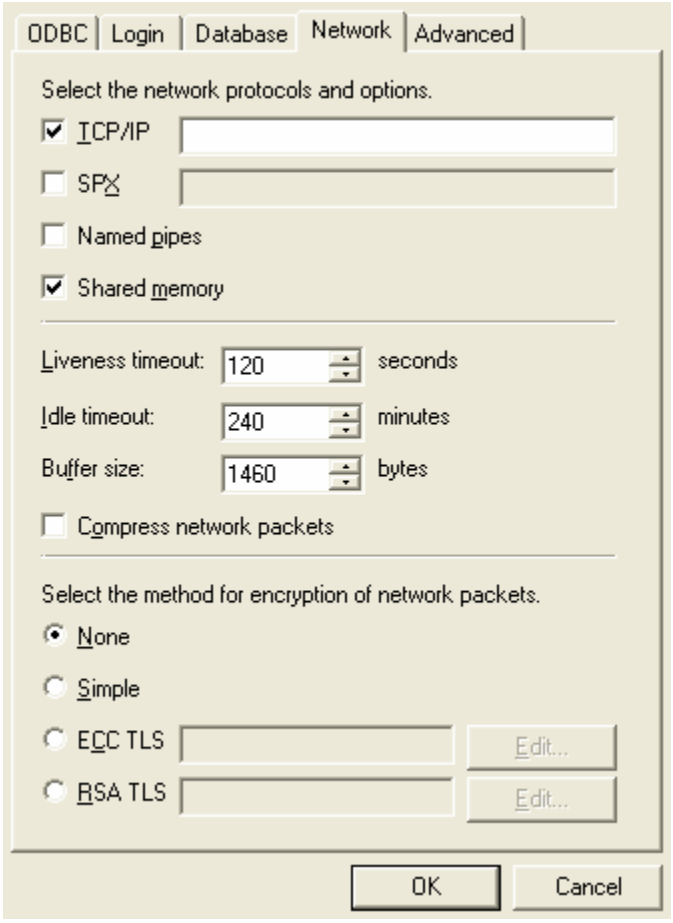


- The username and password on the *Login* tab (**dba**, **sql** are the defaults when ASA is installed).

- The server name and the path to the database, on the *Database* tab.



- The network protocol on the *Network* tab (if the database is on a network location).



6. You can now return to the *ODBC* tab and test the connection.
7. Click on the **OK** button to complete the configuration.

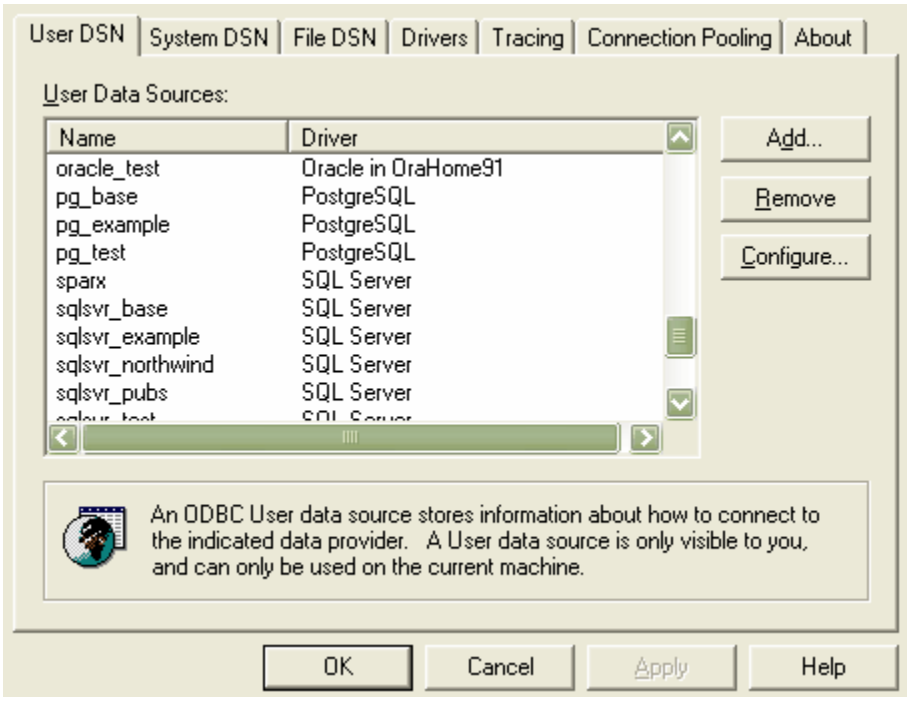
Your Adaptive Server Anywhere connection is now available to use in Enterprise Architect.

6.1.3.8.4 Set up a Progress OpenEdge ODBC Driver

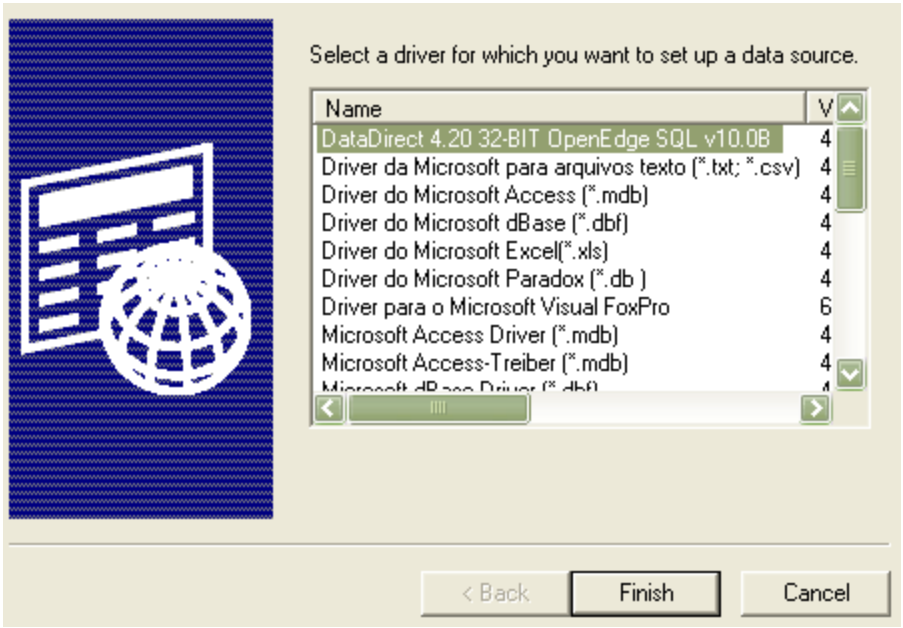
Before you can connect to an OpenEdge data repository, you must first set up an OpenEdge ODBC driver. To do this, you must have Microsoft MDAC components, OpenEdge DBMS system and DataDirect ODBC driver for OpenEdge (version 4.20 minimum) installed.

To set up the ODBC Driver, follow the steps below:

1. Select the Windows™ **Control Panel | Administrative Tools | Data Sources (ODBC)** option. The *ODBC Data Sources Administrator* window displays.



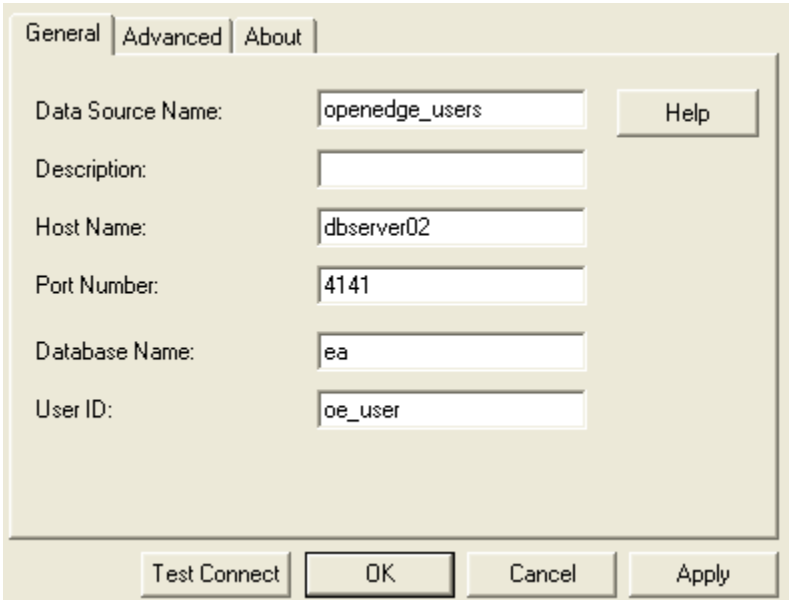
2. Click on the **Add** button. The *Create New Data Source* dialog displays, enabling you to add a new DSN.



3. Select the **DataDirect/OpenEdge SQL** driver from the list.
4. Click on the **Finish** button. The *DSN Configuration* dialog displays.
5. Enter the following configuration details:
   - The **Data Source Name**
   - The **Description** (optional)
   - The **Host Name** and **Port Number** of the DBMS server

- The **Database Name** on the selected server
- The **User ID**.

See the example below:



6. Click on the **Test Connect** button to confirm that the details are correct.
7. If the test succeeds, click on the **OK** button to complete the configuration.
8. If the test does not succeed, review your settings.

Your OpenEdge connection is now available to use in Enterprise Architect.

6.1.3.9 Create a Repository

This topic details how to create the following data repositories:

- MySQL 487
- SQL Server 490
- Oracle 9i and 10g 492
- PostgreSQL 493
- Adaptive Server Anywhere (ASA) 495
- MSDE Server 497

6.1.3.9.1 Create a MySQL Repository

Note: *This feature is available in the Corporate edition only.*

Before creating a MySQL data repository in Enterprise Architect, you must set up the MySQL and MySQL ODBC drivers. For further information on setting these up, see Setup a MySQL ODBC Driver 474.

To create a new MySQL repository, you must first create a database into which to import the table definitions for Enterprise Architect. Sparx Systems provide SQL scripts to create the required tables; how you create the database and execute that script are up to you.

- Registered users can obtain the scripts from the Registered Corporate edition *Resources* page of the Sparx Systems website at www.sparxsystems.com/registered/reg_ea_corp_ed.html.
- Trial users can obtain the scripts from the Corporate edition *Resources* page of the Sparx Systems website

at http://www.sparxsystems.com/resources/corporate/

Creating the Data Repository

Once you have created the database and executed the script, you should have an empty Enterprise Architect project to begin working with. You can transfer data from an existing .EAP file or simply start from scratch.

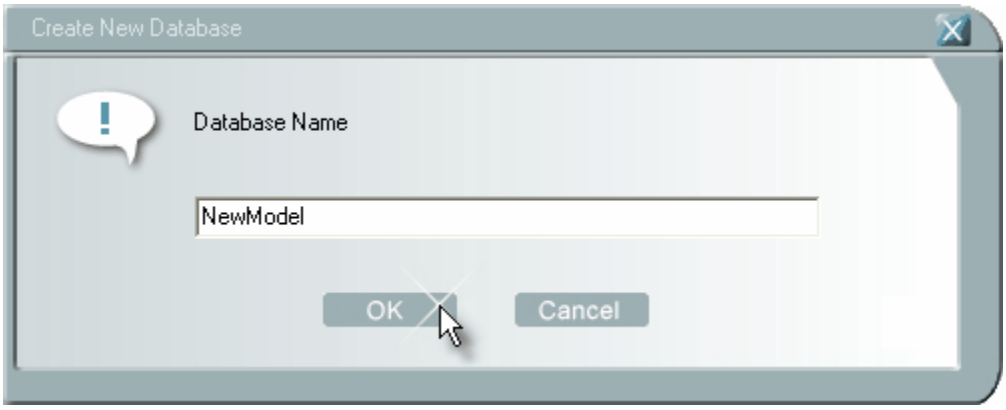
Third Party Tools

If you are unfamiliar with MySQL and DBMS systems in general, you might want to consider a suitable front end tool.

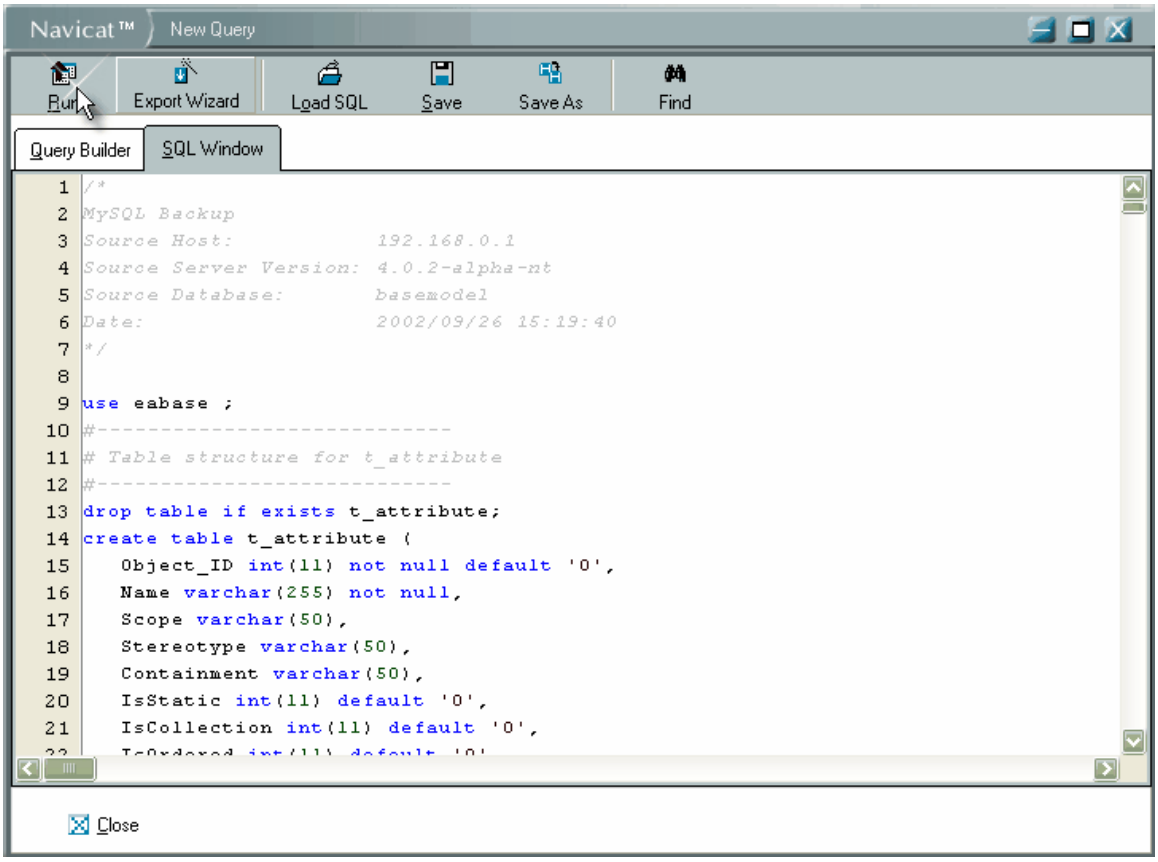
PremiumSoft Navicat (formerly *PremiumSoft MySQLStudio*) is one such tool, and is available at www.navicat.com. Navicat provides a convenient graphical user interface to enable the creation of databases, execution of scripts, backups, restores and more.

To get started with Navicat, follow the steps below:

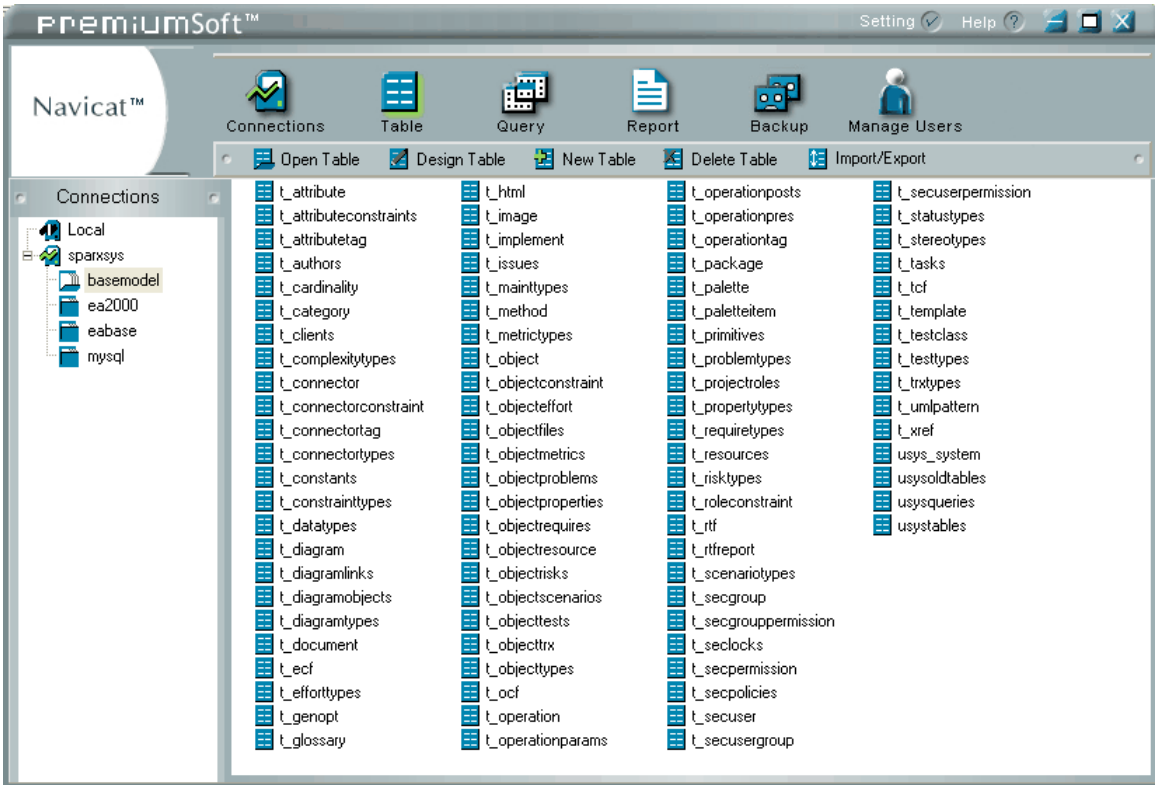
1. Create a new database.



2. Open and execute the MySQL script.



3. Below is an example showing the tables created in the MySQL repository after running the script in Navicat.



6.1.3.9.2 Create a SQL Server Repository

Note: *This feature is available in the Corporate edition only.*

Before creating a SQL Server data repository, you must have SQL Server and MDAC 2.6 or 2.7 installed, and access permission to create a new database. Please note that setting up SQL Server and the issues involved are beyond the scope of this user guide. Consult your program's documentation for a guide to this.

Sparx Systems provide SQL scripts to create the required tables; how you create the database and execute that script are up to you.

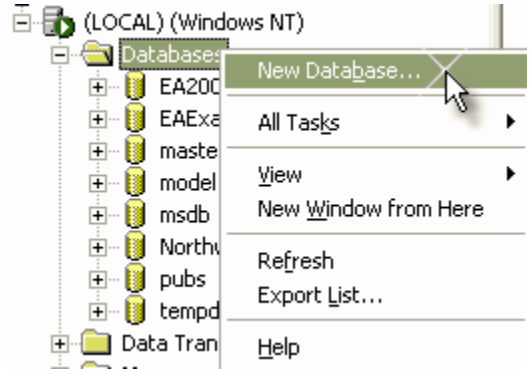
- Registered users can obtain the scripts from the Registered Corporate edition *Resources* page of the Sparx Systems website at www.sparxsystems.com/registered/reg_ea_corp_ed.html.
- Trial users can obtain the scripts from the Corporate edition *Resources* page of the Sparx Systems website at http://www.sparxsystems.com/resources/corporate/

Create a SQL Server Repository

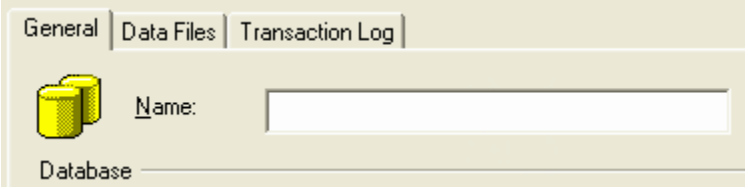
SQL Server repositories are created without any data, so you must perform a project data transfer 517 in Enterprise Architect to copy a suitable starter project. If you are starting from scratch, EABase.EAP 460 is a good starting point. If you are using an existing .EAP model, you can upsize 464 it.

To use SQL Enterprise Manager to create a SQL Server repository, follow the steps below:

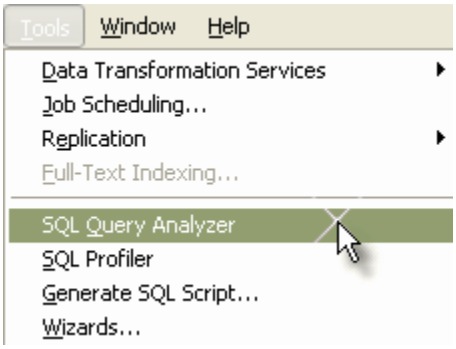
1. In SQL Enterprise Manager, locate the server on which to create your new Enterprise Architect model; in the example below this is (LOCAL).



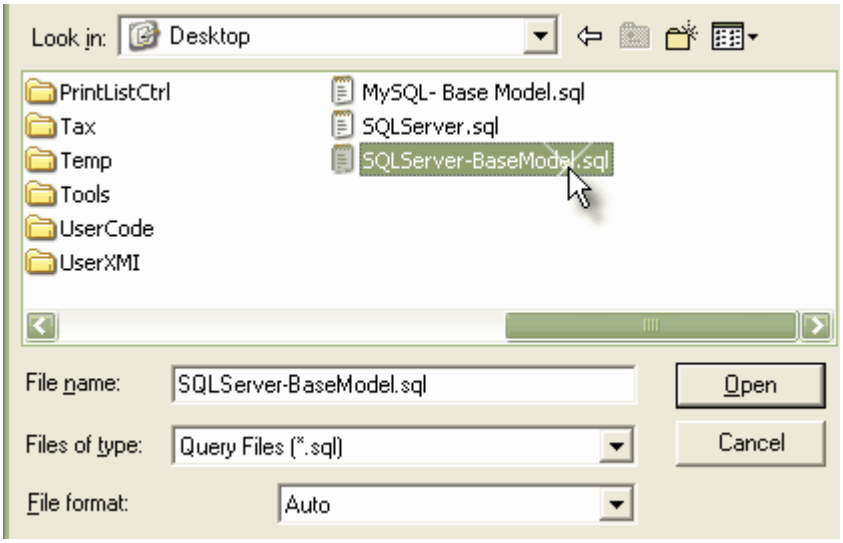
2. Right-click and choose **New Database** from the context menu.
3. Enter a suitable name for the database. Set any file options as required.



4. Click on the database to select it, then select the **Tools | SQL Query Analyzer** menu option.



5. In Query Analyzer, use the *File Find* dialog to locate the supplied Enterprise Architect SQL Server Model script file. Click on the **Open** button.



6. Check that you have selected the correct database to run the script in. In this example the tables are being added to the *Base Model* database as shown in the drop-down menu below.

7. Click on the **Run** button; SQL Server executes the script, which creates the base model for an Enterprise Architect Project.

***Tip**: Use the Project Data Transfer 517 function to upload a basic model into the repository.*

6.1.3.9.3 Create an Oracle9i or 10g Server Repository

***Note:** This feature is available in the Corporate edition only.*

Before creating an Oracle 9i or 10g data repository, you must have Oracle 9i or 10g and MDAC 2.6 or 2.7 installed, and access access permission to create a new database. Please note that setting up Oracle and the issues involved are beyond the scope of this manual. Consult your program documentation for guidance.

Sparx Systems provide SQL scripts to create the required tables; how you create the database and execute that script are up to you.

- Registered users can obtain the scripts from the Registered Corporate edition *Resources* page of the Sparx Systems website at http://www.sparxsystems.com/registered/reg_ea_oracle_instructions.html.
- Trial users can obtain the scripts from the Corporate edition *Resources* page of the Sparx Systems website at http://www.sparxsystems.com/resources/corporate/

Create the Data Repository

Oracle 9i and 10g repositories are created without any data, so you must perform a project data transfer 517 in Enterprise Architect to copy a suitable starter project. If you are starting from scratch, EABase.EAP 462 is a good starting point. If you want to use an existing .EAP model, you can upsize 469 it; follow the steps below:

1. Create a new database on the Oracle 9i or 10g server.
2. Connect to the newly created database with a program such as Oracle SQL*Plus or SQL Plus Worksheet.
3. Execute the script Oracle_BaseModel.sql, which creates the base model tables and indexes for an Enterprise Architect Project.

***Tip:** Use the Project Data Transfer 517 function to upload a basic model into the repository.*

6.1.3.9.4 Create a PostgreSQL Repository

Note: *This feature is available in the Corporate edition only.*

Before creating a PostgreSQL data repository in Enterprise Architect, you must set up PostgreSQL and PostgreSQL ODBC drivers. For further information on setting these up, see Set up a PostgreSQL ODBC Driver 477.

To create a new PostgreSQL repository, you must first create a database into which to import the table definitions for Enterprise Architect. Sparx Systems provide SQL scripts to create the required tables; how you create the database and execute that script are up to you.

- Registered users can obtain the scripts from the Registered Corporate edition *Resources* page of the Sparx Systems website at www.sparxsystems.com/registered/reg_ea_corp_ed.html.
- Trial users can obtain the scripts from the Corporate edition *Resources* page of the Sparx Systems website at http://www.sparxsystems.com/resources/corporate/

Create the Data Repository

After you create the database and execute the script, the result should be an empty Enterprise Architect project to begin working with. You can transfer data from an existing .EAP file or simply start from scratch.

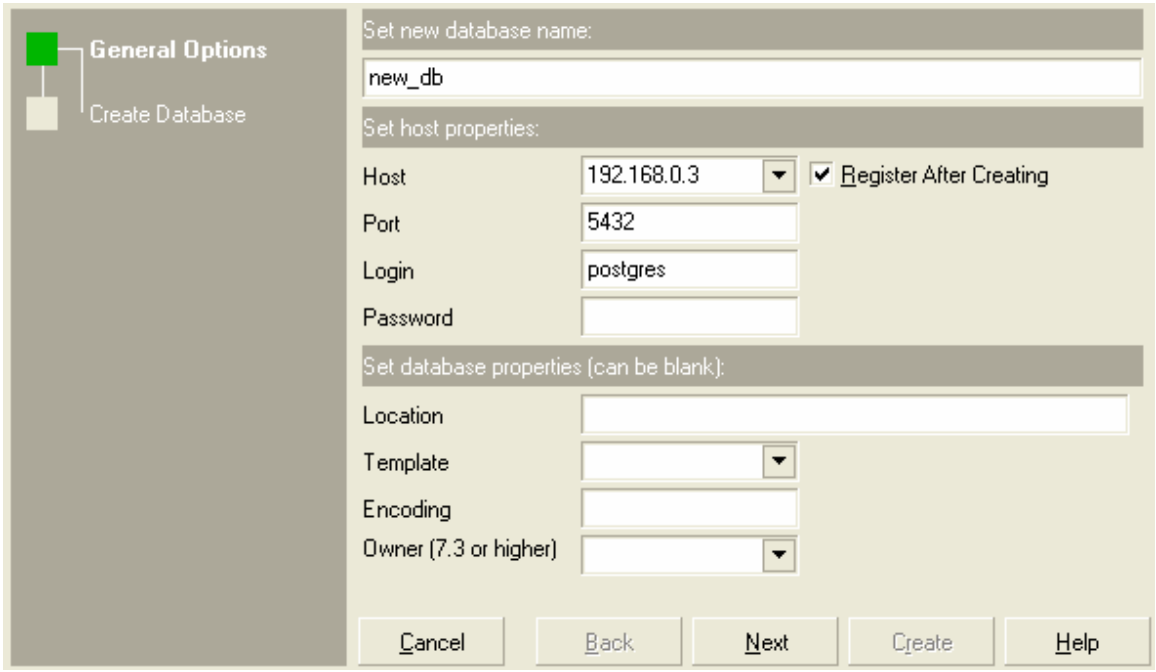
Third Party Tools

If you are unfamiliar with PostgreSQL and DBMS systems in general, you might want to consider a suitable front end tool.

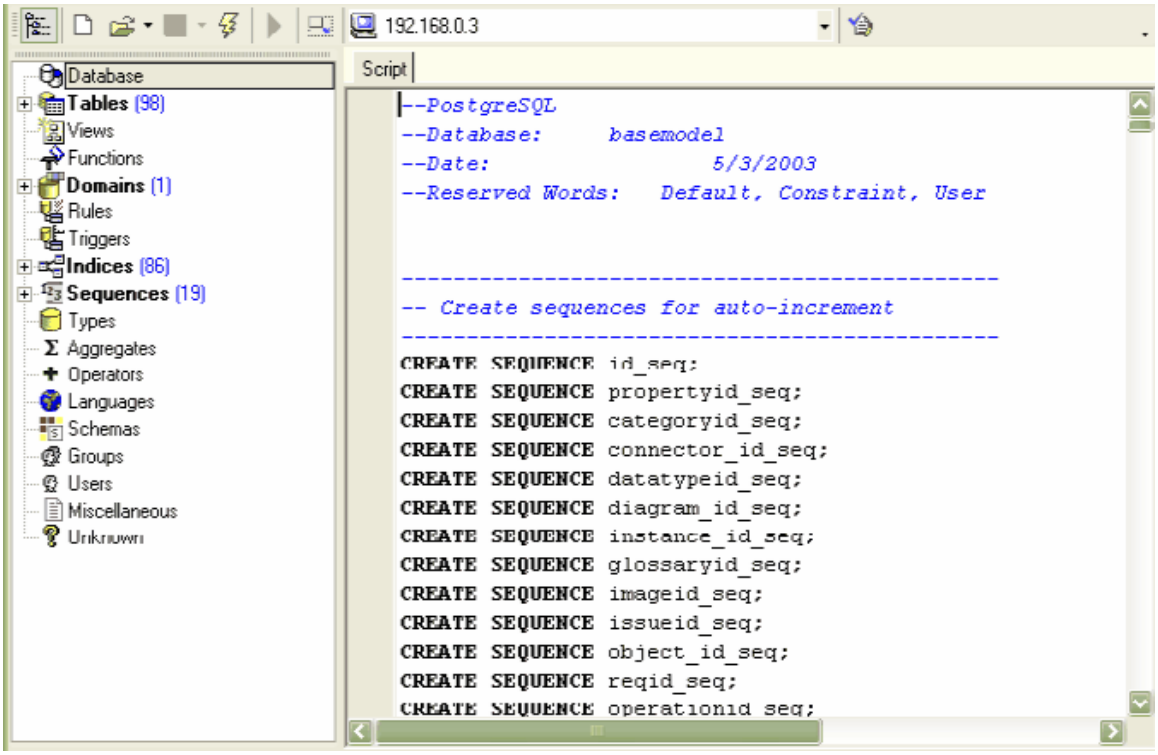
EMS PostgreSQL Manager is one such tool, and is available at www.sqlmanager.net/products/postgresql/manager. It provides a convenient graphical user interface to enable creation of databases, execution of scripts, restores and more.

To get started with EMS PostgreSQL Manager, follow the steps below:

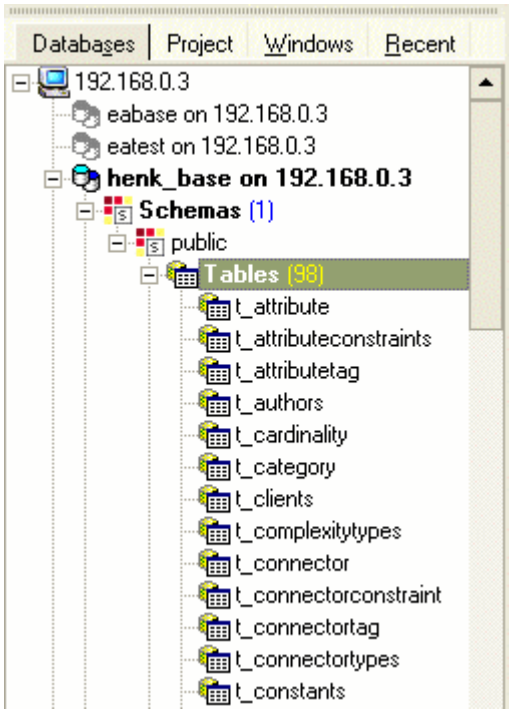
1. Create a new database.



2. Open and execute the PostgreSQL sql script.



3. Below is an example showing the tables created in the PostgreSQL repository after running the script in EMS PostgreSQL Manager.



6.1.3.9.5 Create an Adaptive Server Anywhere Repository

Note: *This feature is available in the Corporate edition only.*

Before creating an ASA data repository in Enterprise Architect, you must set up ASA and ASA ODBC drivers. For further information on setting these up, see Setup an Adaptive Server Anywhere ODBC Driver 480.

To create a new ASA repository, you must first create a database into which to import the table definitions for Enterprise Architect. Sparx Systems provide SQL scripts to create the required tables - how you create the database and execute that script are up to you.

- Registered users can obtain the scripts from the Registered Corporate edition *Resources* page of the Sparx Systems website at www.sparxsystems.com/registered/reg_ea_corp_ed.html.
- Trial users can obtain the scripts from the Corporate edition *Resources* page of the Sparx Systems website at http://www.sparxsystems.com/resources/corporate/

Create the Data Repository

After you create the database and execute the script, the result should be an empty Enterprise Architect project to begin working with. You can transfer data from an existing .EAP file or simply start from scratch.

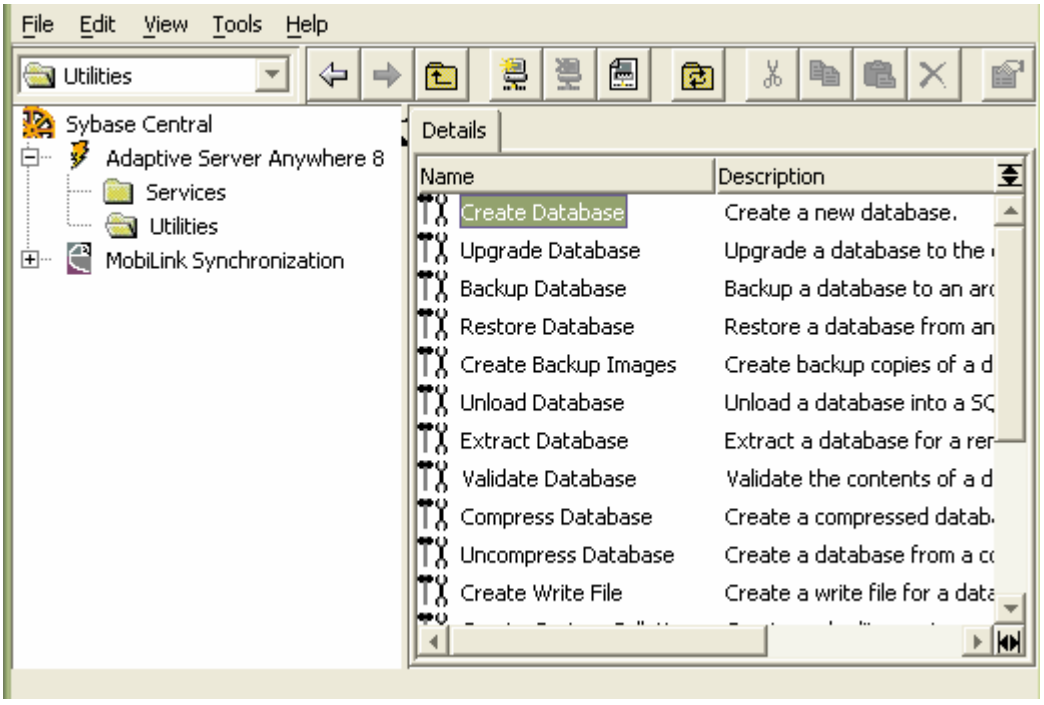
Third Party Tools

If you are unfamiliar with ASA and DBMS systems in general, you might want to consider a suitable front end tool.

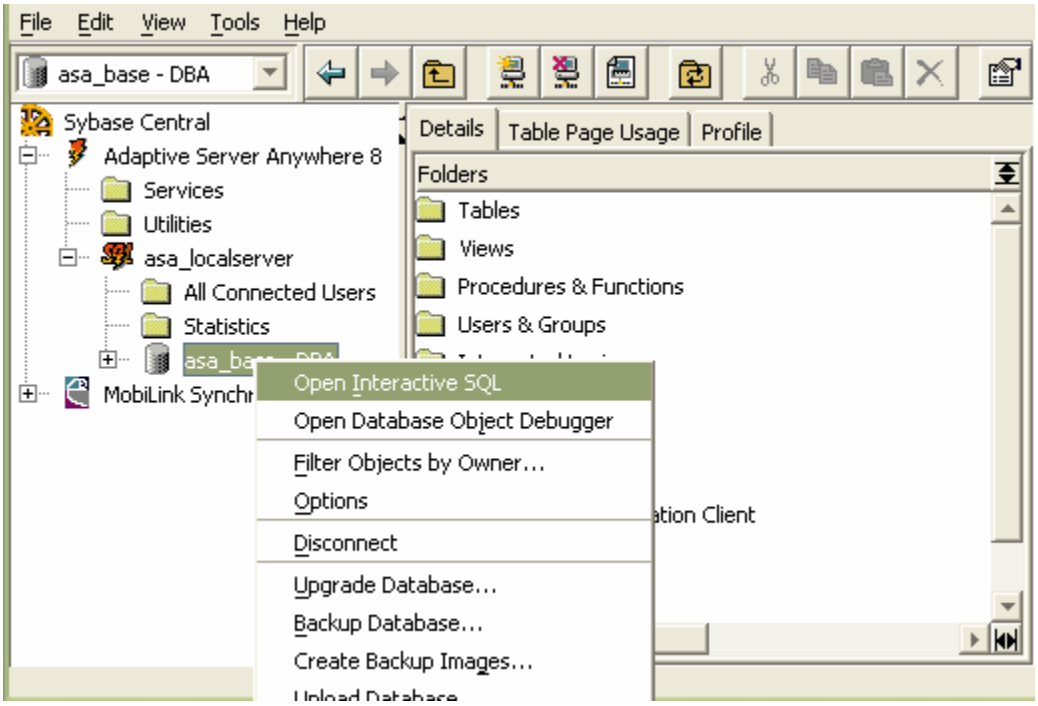
Sybase Central is one such tool, that can be installed along with the DBMS. It provides a convenient graphical user interface to enable creation of databases, execution of scripts, restores and more.

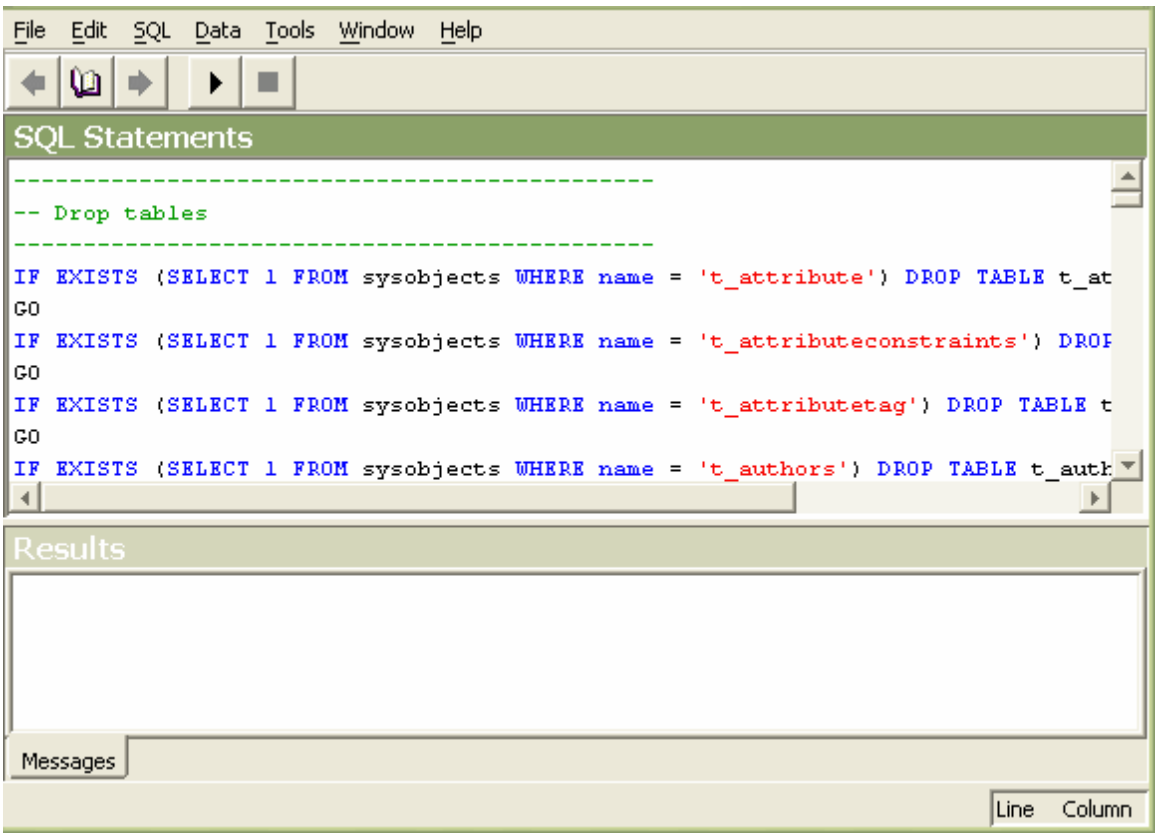
To get started with Sybase Central, follow the steps below:

1. Create a new database.

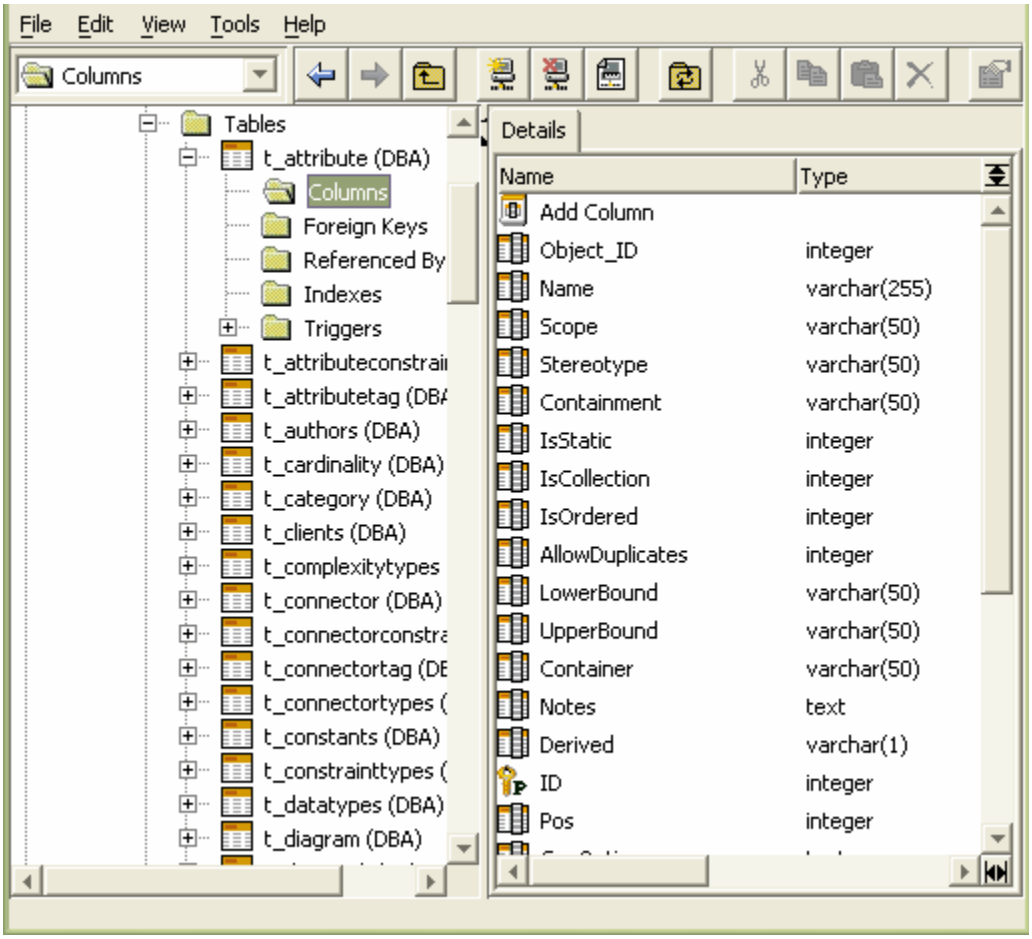


2. Open and execute the ASA SQL script.





Below is an example showing the tables created in the ASA repository after running the script in EMS ASA Manager.



6.1.3.9.6 Create an MSDE Server Repository

Note: *This feature is available in the Corporate edition only.*

Before creating a SQL Server MSDE data repository, you must have MSDE Server and MDAC 2.6 or 2.7 installed. Please note that setting up MSDE Server and the issues involved are beyond the scope of this user guide. Consult your program documentation for guidance.

Sparx Systems provide SQL scripts to create the required tables; how you create the database and execute that script are up to you.

- Registered users can obtain the scripts from the Registered Corporate edition *Resources* page of the Sparx Systems website at www.sparxsystems.com/registered/reg_ea_corp_ed.html.
- Trial users can obtain the scripts from the Corporate edition *Resources* page of the Sparx Systems website at http://www.sparxsystems.com/resources/corporate/

Use the SQL Server 2000 and 2005 script for MSDE, and follow the steps to Create a New SQL Server Data Repository 490.

6.1.3.9.7 Create a Progress OpenEdge Repository

Note: *This feature is available in the Corporate edition only.*

Before creating a Progress OpenEdge data repository, you must have OpenEdge and MDAC 2.6 or 2.7 installed, and access permission to create a new database. Please note that setting up OpenEdge and the

issues involved are beyond the scope of this manual. Consult your OpenEdge documentation for guidance.

Sparx Systems provide SQL scripts to create the required tables; how you create the database and execute that script is up to you.

- Registered users can obtain the scripts from the Registered Corporate edition *Resources* page of the Sparx Systems website at http://www.sparxsystems.com/registered/reg_ea_openedge_instructions.html
- Trial users can obtain the scripts from the Corporate edition *Resources* page of the Sparx Systems website at http://www.sparxsystems.com/resources/corporate/.

Create the Data Repository

OpenEdge repositories are created without any data, so you must perform a project data transfer 517 in Enterprise Architect to copy a suitable starter project. If you are starting from scratch, EABase.EAP 462 is a good starting point. If you want to use an existing .EAP model, you can upsize 466 it.

1. Run proenv from the **OpenEdge** menu: **Start->Programs->OpenEdge->proenv**.
2. Create database: *prodb <database_name>* empty.
3. Start database server: **proserve <database_name> -S <port_number>**
4. Open Data Administration to add a user:

```
prowin32 -db <database_name> -S <port_number> -p _admin -rx
```

5. Open **Admin->Security->Edit User List**.
6. Close Data Administration.
7. Open SQL Explorer Tool, connect as 'sysprogress'.
8. Add user:

```
create user 'user','password';
commit;
```

9. Grant privileges:

```
grant dba, resource to <user>;
commit;
```

Tip: *Use the Project Data Transfer 517 function to upload a basic model into the repository.*

6.1.3.10 Connect to a Data Repository

This topic describes how to connect to the following data repositories:

- MySQL Data Repository 498
- SQL Server Data Repository 501
- Oracle 9i and 10g Data Repository 504
- PostgreSQL Data Repository 506
- Adaptive Server Anywhere Data Repository 508
- MSDE Server Data Repository 510
- Progress OpenEdge 510

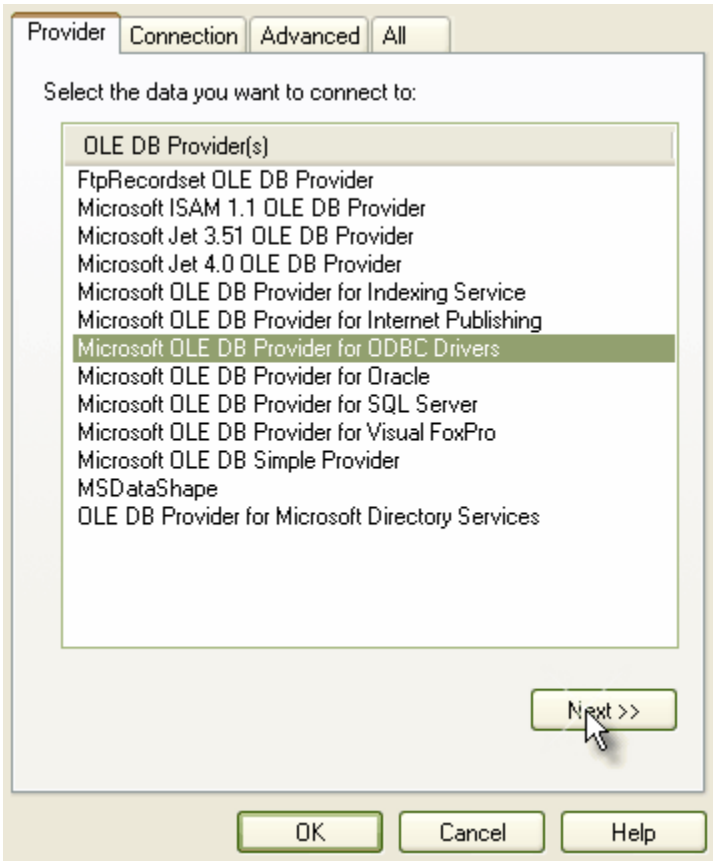
6.1.3.10.1 Connect to a MySQL Data Repository

Note: *This feature is available in the Corporate edition only.*

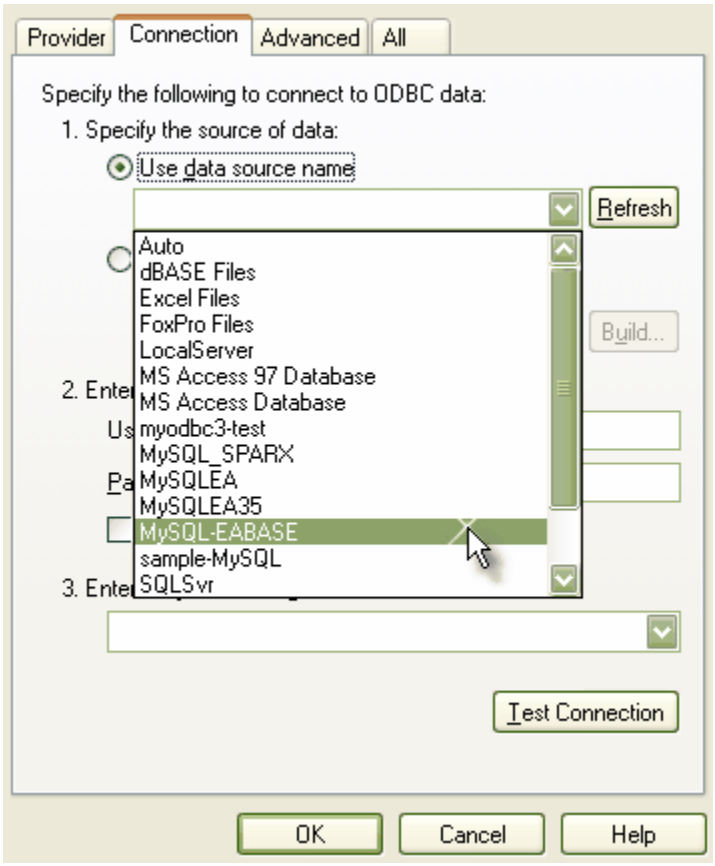
In order to use a MySQL data repository, you must connect to it in Enterprise Architect first. Before connecting to the repository, you must set up a MySQL ODBC driver 474. Be aware, there are some limitations with using MySQL 512 with Enterprise Architect.

To connect to a MySQL data repository in Enterprise Architect, follow the steps below:

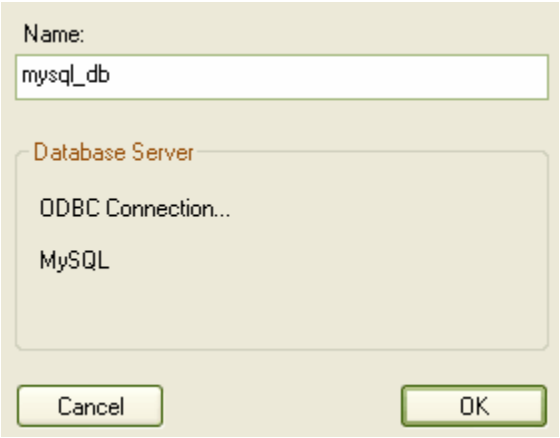
1. In the *Open Project* dialog, select the **Connect to Server** checkbox.
2. Click on the **[...]** (Browse) button, as you normally would to browse for a project. As you have selected the **Connect to Server** checkbox, the *Data Link Properties* dialog displays instead of the *Browse Directories* dialog.



3. Select **Microsoft OLE DB Provider for ODBC Drivers** from the list.
4. Click on the **Next** button. The *Connection* tab displays.



5. Click on the **Use data source name** radio button and on the drop-down arrow in its field. Select the ODBC driver you have set up to connect to your MySQL repository from the list. In the setup example 474 the driver title is **MySQL-EABASE**.
6. If required, type in a **User name** and **Password**.
7. If required, type in an initial catalog.
8. Click on the **Test Connection** button to confirm that the details are correct.
9. If the test succeeds, click on the **OK** button.
10. If the test does not succeed, revise your settings.
11. After you have clicked on the **OK** button, the *Connection Name* dialog displays. Give the connection a suitable name so that you can recognize it in the *Recently Opened Project* list on the open project dialog 461.



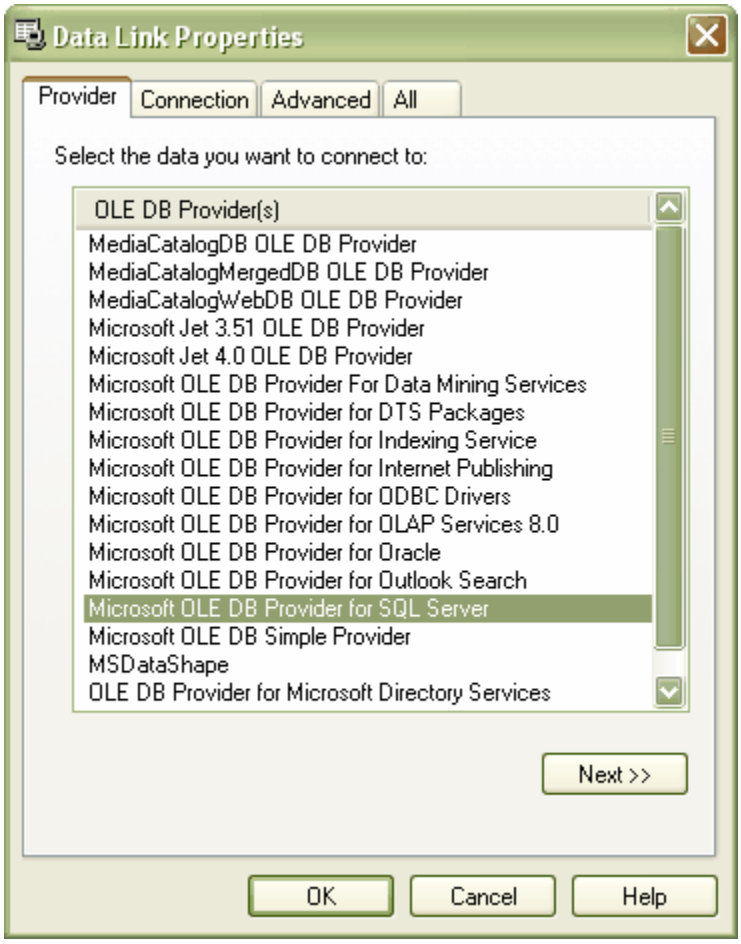
12. Click on the **OK** button to complete the configuration.

6.1.3.10.2 Connect to a SQL Server Data Repository

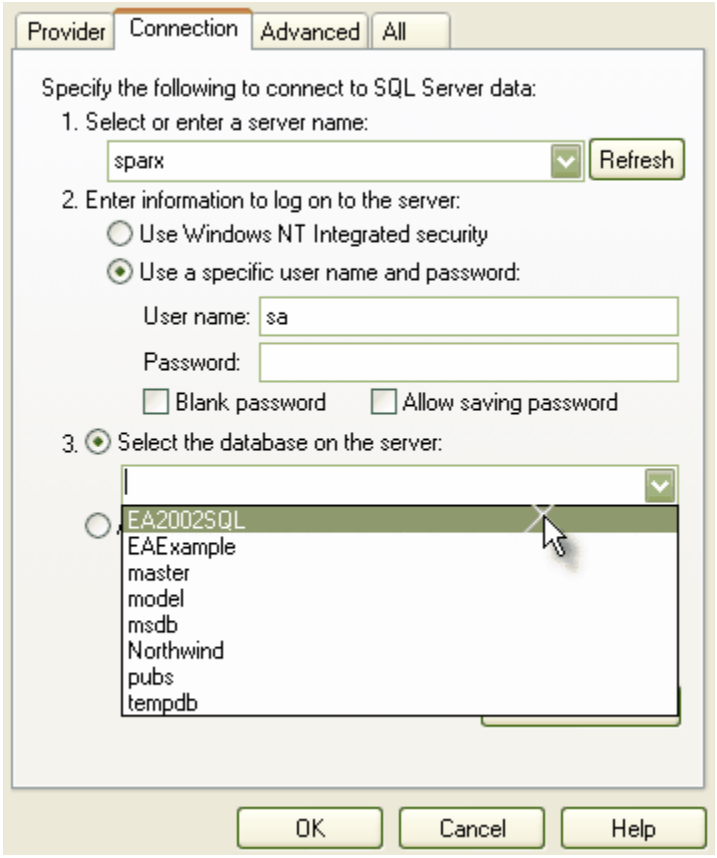
Note: *This feature is available in the Corporate edition only.*

Before you can use a SQL Server data repository, you must connect to it in Enterprise Architect. To connect to your SQL Server data repository in Enterprise Architect, follow the steps below:

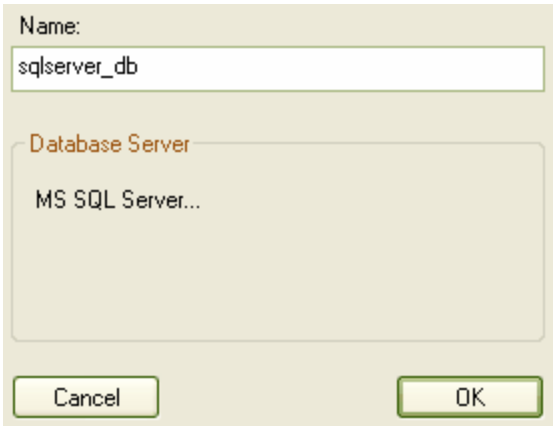
1. In the *Open Project* 461 dialog 461, select the **Connect to Server** checkbox.
2. Click on the [**...**] (Browse) button, as you normally would to browse for a project. As you have selected the **Connect to Server** checkbox, the *Data Link Properties* dialog displays instead of the *Select Enterprise Architect Project to Open* dialog.



3. Select **Microsoft OLE DB Provider for SQL Server** from the list.
4. Click on the **Next>>** button. The *Connection* tab displays.



5. Type in the server details, including **Server Name**, **User Name** and **Password**.
6. Click on the **Select the database on the server**option and on the drop-down arrow. From the list, select the model to connect to.
7. Click on the **Test Connection** button to confirm that the details are correct.
8. If the test succeeds, click on the **OK** button. If the test does not succeed, revise your settings.
9. When you click on the **OK** button, the *Connection Name* dialog displays.



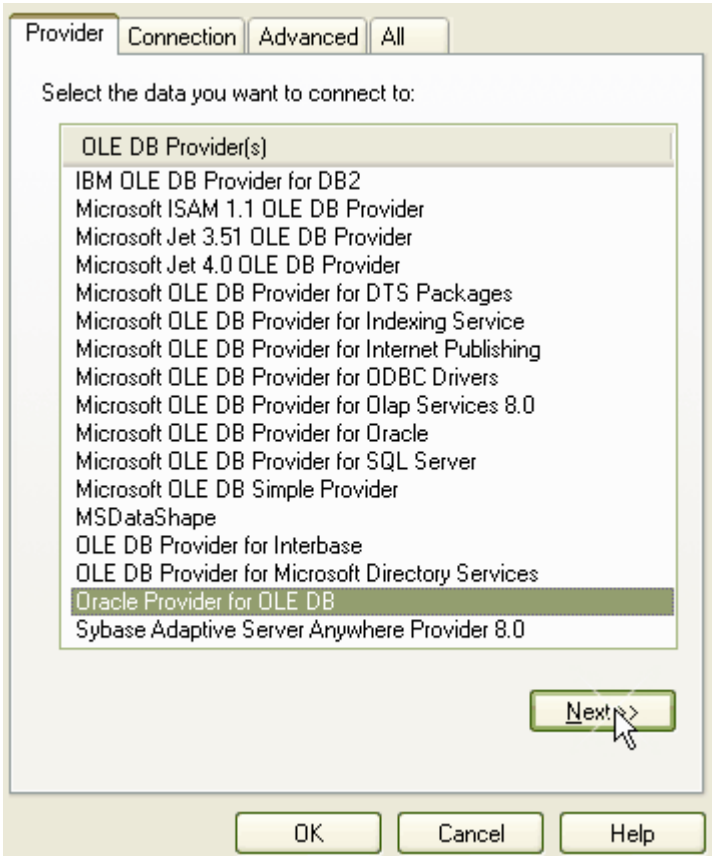
10. In the **Name** field, type a suitable name for the connection so that you can recognize it in the **Recently Opened Projects** list on the *Open Project* 461 dialog 461.
11. Click on the **OK** button to complete the configuration.

6.1.3.10.3 Connect to an Oracle9i Data Repository

Note: *This feature is available in the Corporate edition only.*

In order to use a Oracle 9i and 10g data repository, you must connect to it in Enterprise Architect first. To connect to your Oracle 9i and 10g data repository in Enterprise Architect, follow the steps below:

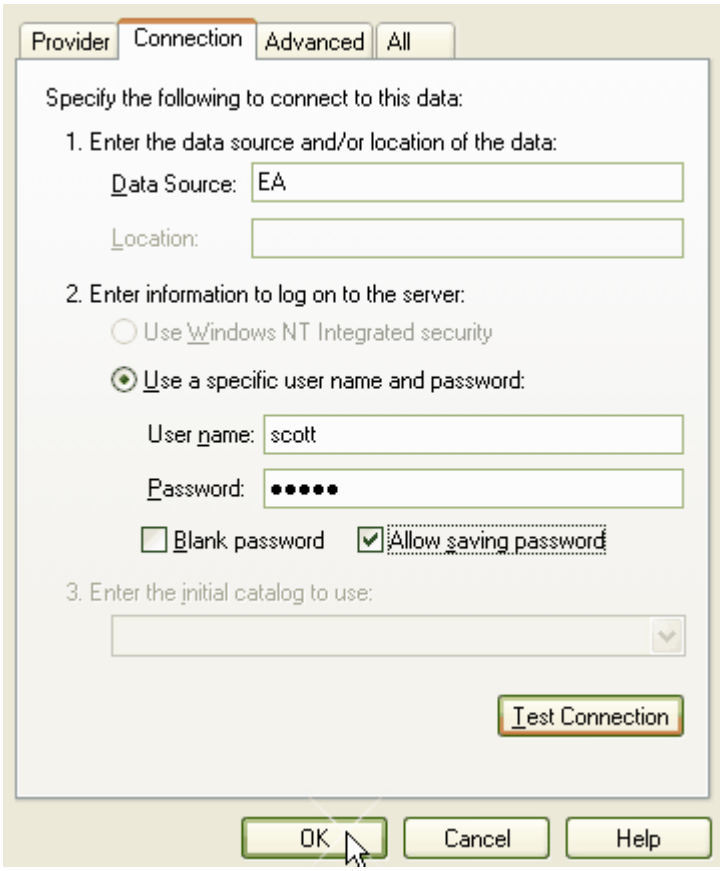
1. In the *Open Project* 461 dialog 461, select the **Connect to Server** checkbox.
2. Click on the **[...]** (Browse) button, as you normally would to browse for a project. As you have selected the **Connect to Server** checkbox, the *Data Link Properties* dialog displays instead of the *Browse Directories* dialog.



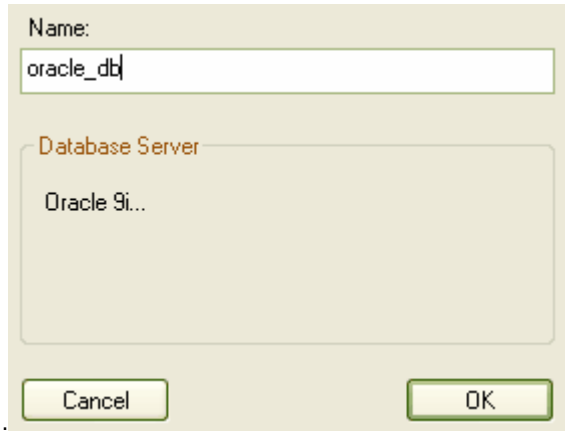
3. Select **Oracle Provider for OLE DB** from the list.

   Note: *Do not select* **Microsoft OLE DB Provider for Oracle***; Enterprise Architect might not work as expected.*

4. Click on the **Next** button. The *Connection* tab displays.



5. Enter the **Data Source** name, **User Name** and **Password**.
6. Click on the **Test Connection** button to confirm that the details are correct.
7. If your test succeeded, click on the **OK** button.
8. If your test did not succeed, revise your settings.
9. After you have clicked on the **OK** button, the *Connection Name* dialog displays



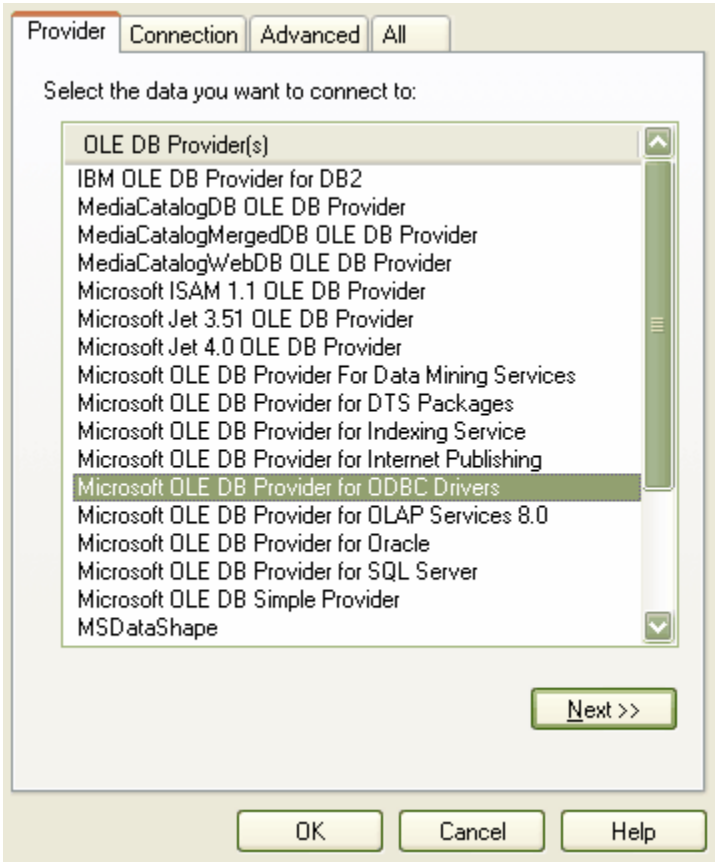
10. Give the connection a suitable name so that you can recognize it in the *Recently Opened Projects* list on the Open Project dialog 461.
11. Click on the **OK** button to complete the configuration.

6.1.3.10.4 Connect to a PostgreSQL Data Repository

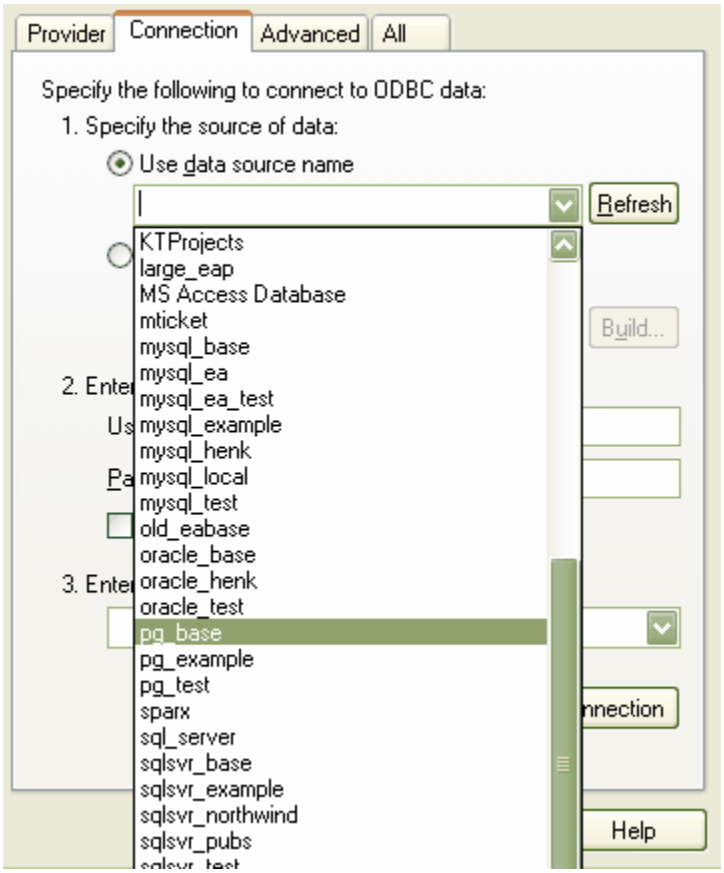
Note: *This feature is available in the Corporate edition only.*

In order to use a PostgreSQL data repository, you must connect to it in Enterprise Architect first. Before connecting to the repository, you must have set up a PostgreSQL ODBC driver 477. To connect to a PostgreSQL data repository in Enterprise Architect, follow the steps below:

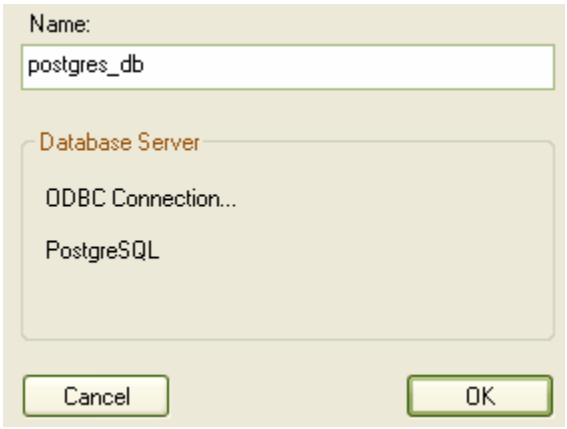
1. In the Open Project dialog 461, select the **Connect to Server** checkbox, or on the *Start Page*, click on the **Connect to Server Repository** link.
2. Click on the **[...]** (Browse) button, as you normally would to browse for a project. As you have selected the **Connect to Server** checkbox, the *Data Link Properties* dialog displays instead of the *Browse Directories* dialog.



3. Select **Microsoft OLE DB Provider for ODBC Drivers** from the list.
4. Click on the **Next** button. The *Connection* tab displays.



5. Click on the **Use data source name** drop-down arrow and, from the list, select the ODBC driver you have set up to connect to your PostgreSQL repository.
6. Click on the **Test Connection** button to confirm that the details are correct.
7. If your test succeeded, click on the **OK** button.
8. If your test did not succeed, revise your settings.
9. After you have clicked on the **OK** button, the *Connection Name* dialog displays. Give the connection a suitable name so that you can recognize it in the *Recently Opened Projects* list on the Open Project dialog 461.



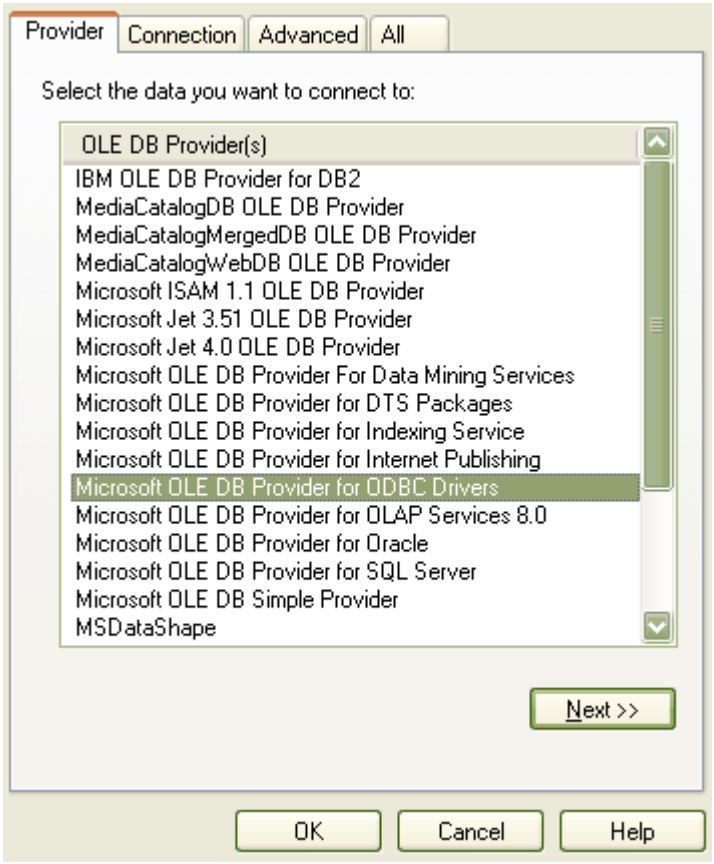
10. Click on the **OK** button to complete the configuration.

6.1.3.10.5 Connect to an Adaptive Server Anywhere Data Repository

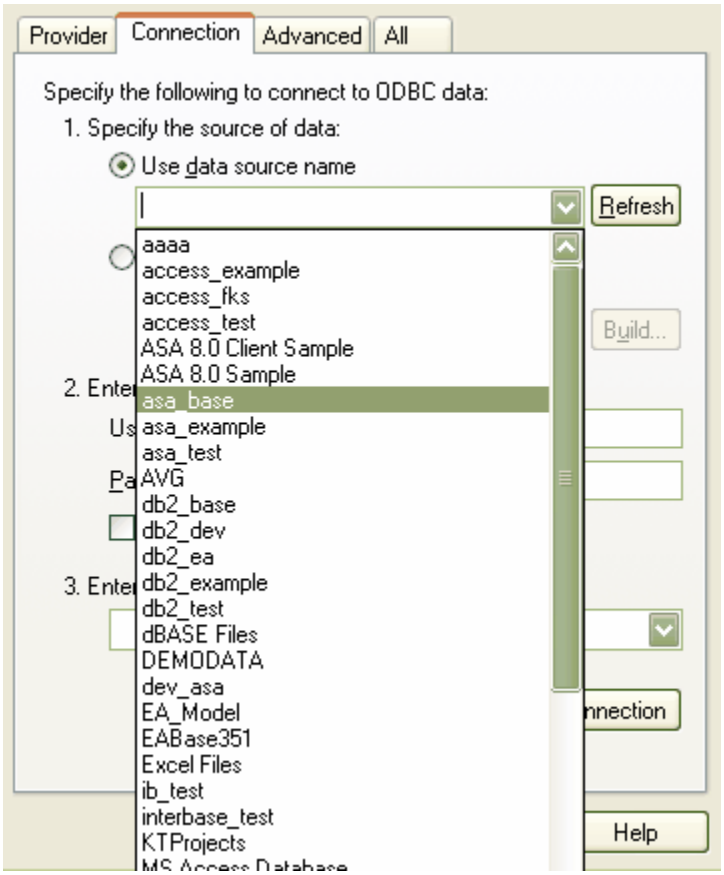
Note: *This feature is available in the Corporate edition only.*

In order to use an ASA data repository, you must connect to it in Enterprise Architect first. Before connecting to the repository, you must have set up an ASA ODBC driver 480. To connect to an ASA data repository in Enterprise Architect, follow the steps below:

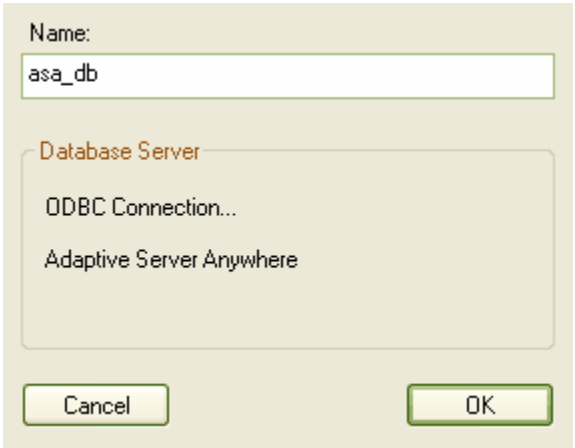
1. In the *Open Project* 461 dialog 461, select the **Connect to Server** checkbox or, on the *Start Page*, click on the **Connect to Server Repository...** link.
2. Click on the **[...]** (Browse) button, as you normally would to browse for a project. As you have selected the **Connect to Server** checkbox, the *Data Link Properties* dialog displays instead of the browse directories dialog.



3. Select **Microsoft OLE DB Provider for ODBC Drivers** from the list.
4. Click on the **Next** button. The *Connection* tab displays.



5. In the **Use data source name** field, click on the drop-down arrow and select the ODBC driver you set up to connect to your ASA repository.
6. Click on the **Test Connection** button to confirm that the details are correct.
7. If your test succeeded, click on the **OK** button.
8. If your test did not succeed, revise your settings.
9. After you have clicked on the **OK** button, the *Connection Name* dialog displays.



10. Give the connection a suitable name so you can recognize it in the *Recently Opened Projects* list on the Open Project dialog 461.

11. Click on the **OK** button to complete the configuration.

6.1.3.10.6 Connect to an MSDE Server Data Repository

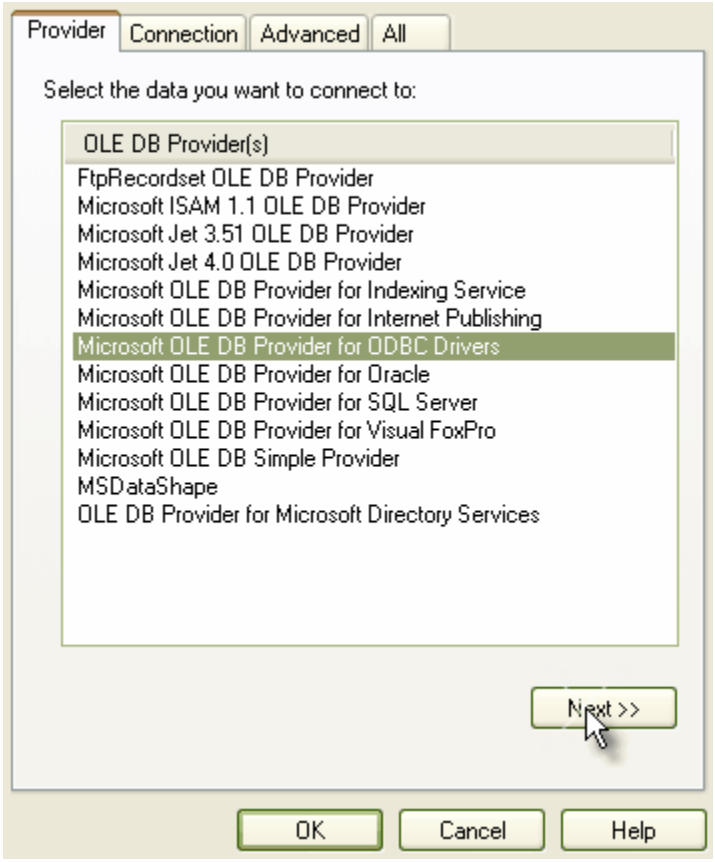
Follow the steps in Connect to a SQL Server Repository 501.

6.1.3.10.7 Connect to a Progress OpenEdge Repository

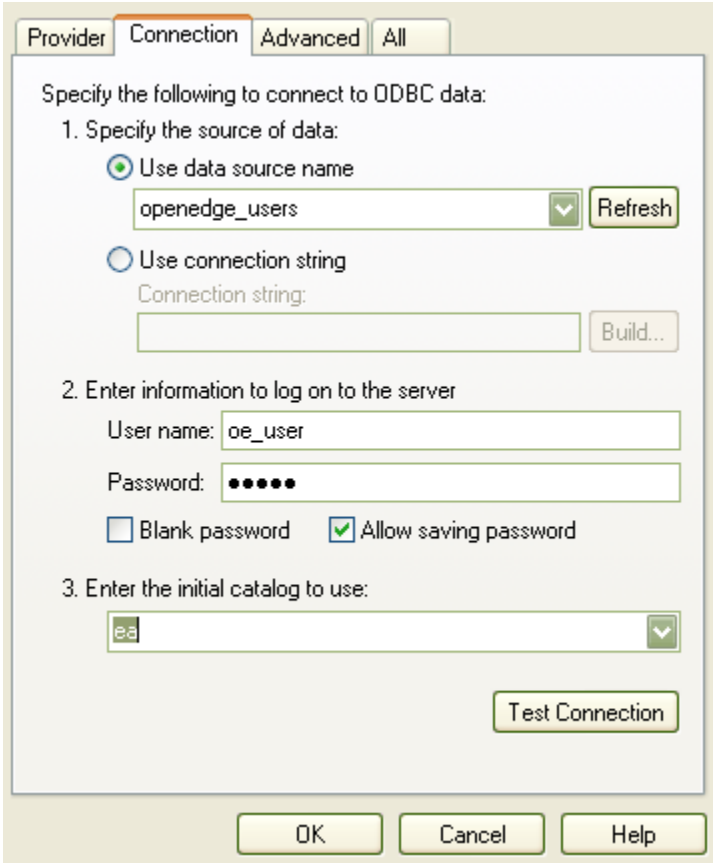
Note: *This feature is available in the Corporate edition only.*

In order to use an OpenEdge data repository, you must connect to it in Enterprise Architect first; follow the steps below:

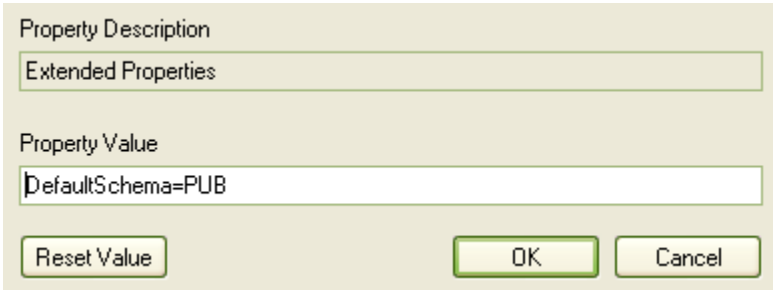
1. In the *Open Project* 461 dialog 461, select the **Connect to Server** checkbox.
2. Click on the **[...]** (Browse) button, as you normally would to browse for a project. As you have selected **Connect to Server**, the *Data Link Properties* dialog displays instead of the *Browse Directories* dialog.



3. Select **Microsoft OLE DB Provider for ODBC Drivers** from the list.
4. Click on the **Next** button. The *Connection* tab displays.

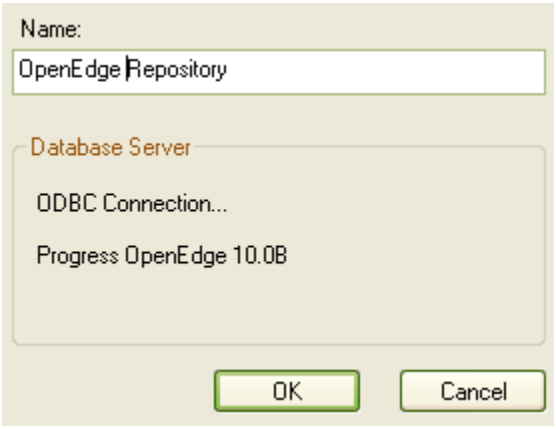


5. In the **Use data source name** field, click on the drop-down arrow and select the ODBC driver you have set up to connect to your OpenEdge repository. In the setup example 474 the driver title is **openedge_users**.
6. Enter the **User name** and **Password**.
7. Enter the initial catalog.
8. Click on the *All* tab.
9. In the **Property Value** field, edit the Extended Properties value to: **DefaultSchema=PUB**.



10. Click on the **Test Connection** button to confirm that the details are correct.
11. If the test succeeds, click on the **OK** button. If the test does not succeed, revise your settings.
12. After you have clicked on the **OK** button, the *Logon to Progress* dialog displays.

13. Give the connection a suitable name so you can recognize it in the Recently panel on the openStart Page dialog 461.



14. Click on the OK button to complete the configuration.

6.1.4 Create and Open Model Files Discussion

MySQL Limitations

Note that use of MySQL has the following limitations:

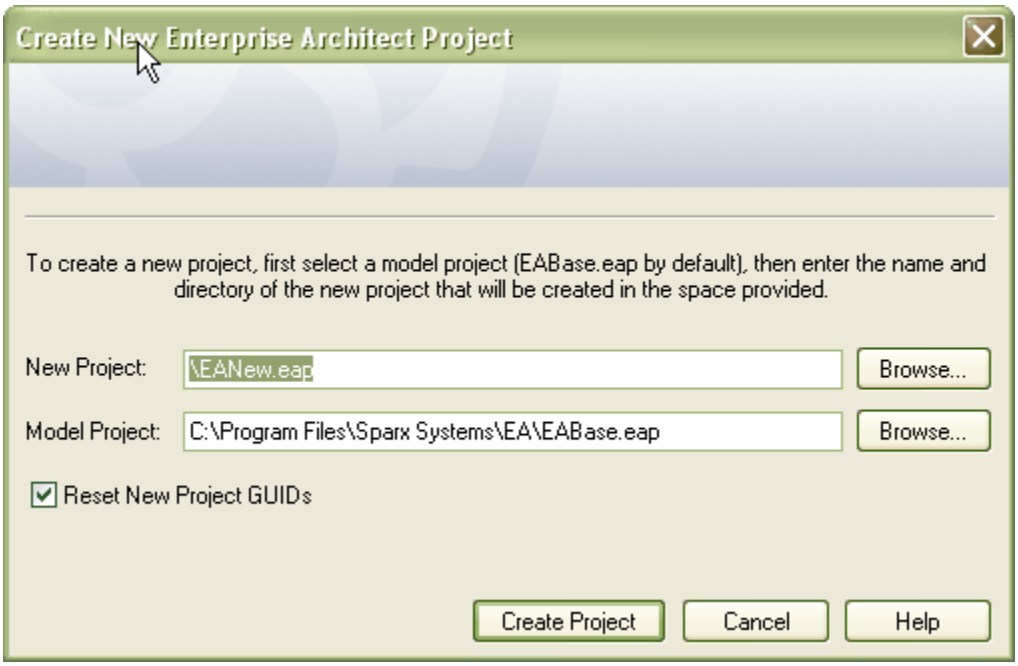
1. If MyISAM table types are used (default), transactional support is disabled. To enable transactions you must set up MySQL to use InnoDB tables and create the database tables as InnoDB type. Sparx provide a suitable script to create InnoDB based repository tables, as well as the more common MyISAM. These are available to registered users on the Corporate edition *Resources* page of the Sparx website at www.sparxsystems.com/registered/reg_ea_corp_ed.html.
2. Due to limitations of the SQL query engine, some advanced search capabilities in the *Search* dialog are disabled.
3. Only MySQL 4.0.10 or later is supported.
4. MySQL ODBC Driver 3.50 or higher is required. This is the development version, but again the earlier version does not provide sufficient support to run Enterprise Architect.

SQL Scripts

Sparx Systems provide various SQL scripts to assist with creating data repositories. These are available to registered users on the Corporate edition *Resources* page of the Sparx website at www.sparxsystems.com/registered/reg_ea_corp_ed.html.

6.1.5 Copy a Base Project

To copy an existing Base Project, from the Start Page 28 select the **Copy a Base Project..** option. The *Create New Enterprise Architect Project* dialog displays.



To create a new Enterprise Architect project, you must select a project template to form the base model for the new project. When you install Enterprise Architect a default model is installed called *EABase.eap*

- To select the file path for saving your project, click on the **Browse** button after the **New Project** field. If this is to be a shared project, store the file on a shared network resource such as a Network Server or Workgroup Server.
- To replace all GUIDs in the source model with fresh GUIDs, select the **Reset New Projects GUIDs** checkbox.

  Note: *If the new project is based on one that is already under version control, it is recommended that the* **Reset New Projects GUIDs** *checkbox be deselected. This prevents duplication of packages when the* **Get Latest** *facility is used.*

- To select the base model for your project 462, click on the **Browse** button after the **Model Project** field. The field defaults to *EABase.eap*; however you can select any existing model file (see Design a Custom Template 462).

When you have entered the filenames, click on the **Create Project** button to create your project. Click on the **Cancel** button to close the dialog without creating a new project.

Tip: *You can copy any Enterprise Architect project using Windows Explorer, and open the copied project as a new project.*

6.2 Upgrade Models

The structure of Enterprise Architect project files is occasionally changed to support more features. When this happens, existing project files must be upgraded to the new format to ensure correct operation and to take advantage of all the new features.

Upgrading is a simple and quick process. You can use the Upgrade Wizard 514, which alerts you to the

upgrade required and takes you through the upgrade process. This brings your project to the current level to support all the latest Enterprise Architect features.

See Also

- Upgrade Replicas 514

6.2.1 The Upgrade Wizard

When you try to load a project that has to be updated to the latest format, the Upgrade Wizard opens and guides you through the required steps. You cannot load a previous Enterprise Architect version model without upgrading.

Note: *Upgrading is essential when a new major version is released. Once upgraded, the project cannot be opened with earlier versions of Enterprise Architect.*

The Wizard:

- Advises you of the necessity to upgrade
- Advises you to back up the current project; backing up before any changes are made is essential
- Checks that the current project can be upgraded; all projects can be upgraded, except replicas that are not Design Masters
- Performs the upgrade
- Opens the newly converted project.

Note for replicated models*: If the wizard detects the project you are opening is a replica and not a Design Master, a different upgrade path is required.*

6.2.2 Upgrade Replicas

Models that have replication features added might have to be handled differently from regular projects.

If the model is a Design Master 559 (the root model of all other replicas) then you can upgrade the model to the

current version. After upgrading a Design Master you should re-create the replicas, rather than synchronizing.

If the model is not a Design Master, the model cannot be upgraded in the normal manner. First Enterprise Architect must remove the replication features, then upgrade the project in the normal manner. Use the Upgrade Wizard 514 to guide you through the steps.

The Upgrade Wizard should handle the upgrade process for you, and detect which upgrade method is the best.

6.3 Project Data Integrity

If you have a failed XMI import, network crash or other unforeseen event that could disrupt the integrity of information in the model, it is recommended to run the Project Integrity Check function 515. This examines all database records and ensures there are no 'orphaned' records or inaccurate or unset identifiers. You can run the integrity checker first in report mode to discover if anything should be corrected, and then run it again in repair mode.

When Enterprise Architect checks the model, it attempts to recover lost packages and elements, and generates a new package at the model root level called *_recovered_*. Check through any elements that are found and, if required, drag them into the model proper. If they are not required, delete them.

Note: *This function does NOT check UML conformance, only the data relationships and repository structure.*

You can select a variety of items to check, and select either to just report on the state of your model, or to try and repair any inconsistencies. The recovery process tries to restore elements where possible, but in some cases simply deletes the lost records.

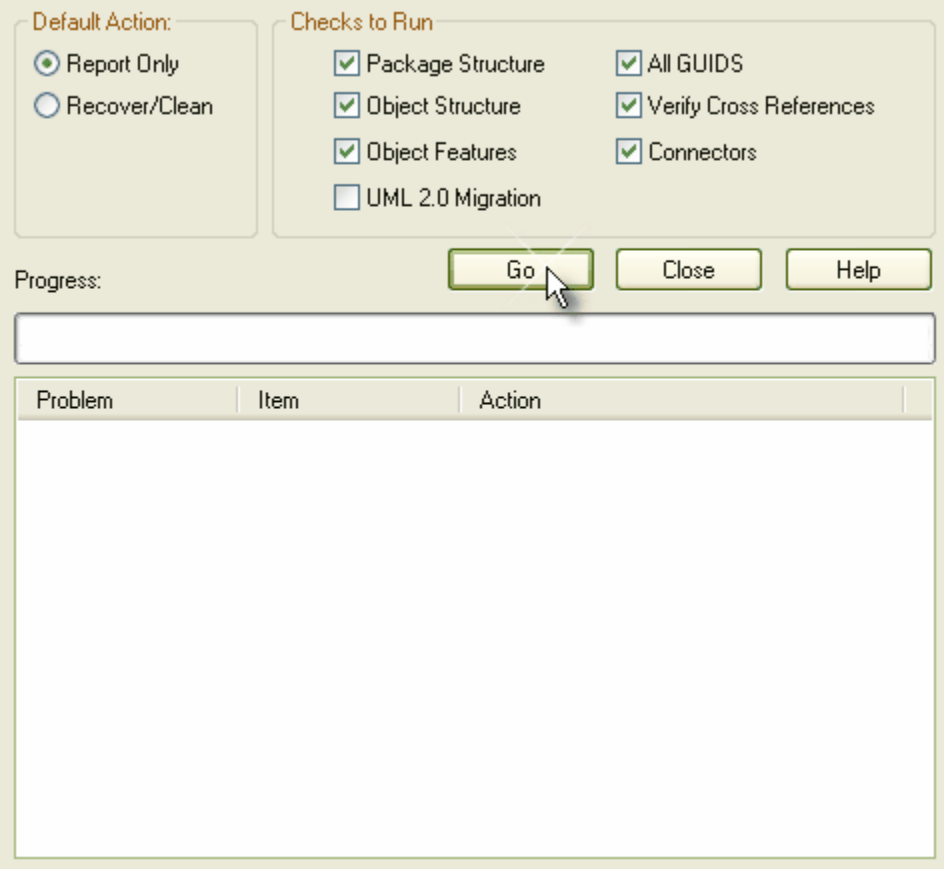
See Also

- Run SQL Patches 517

6.3.1 Check Project Data Integrity

To check the data integrity of your project, follow the steps below:

1. Select the **Tools | Data Management | Project Integrity Check** menu option. The *Project Integrity Check* dialog displays.



2. Select the checks to run; the basic checks available are:
   - Package Structure
   - Object Structure
   - Object Features
   - GUIDs
   - Cross References
   - Connectors
   - UML 2.0 Migration
3. Select either:
   - the **Report Only** option to just view a report on the state of your model, or
   - the **Recover/Clean** option to attempt to recover and clean your project.

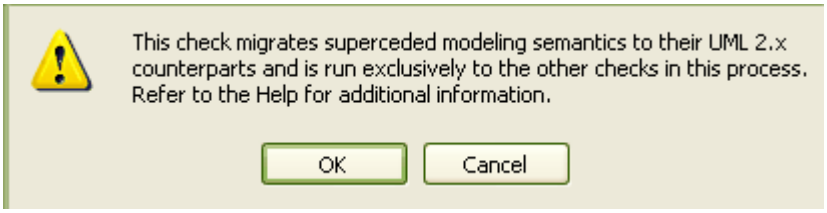
   Warning: *If you intend to select the* **Recover/Clean** *option, you should back up your project file first .*
4. Click on the **Go** button to run the check.

UML 2.0 Migration

The UML 2.0 Migration check enables you to migrate the project from UML 1.3 semantics to UML 2.0 semantics. The migration process currently converts activities that are invocations of operations into called operation actions as per the UML 2.0 specification. The UML 2.0 Migration option is an exclusive process that does not enable any of the other checks to be selected. To perform the UML 2.0 migration follow the steps below:

1. Select the **Tools | Data Management | Project Integrity Check** menu option. The *Project Integrity Check* dialog displays.
2. Select the **UML 2.0 Migration** checkbox and click on the **Go** button. The following message box

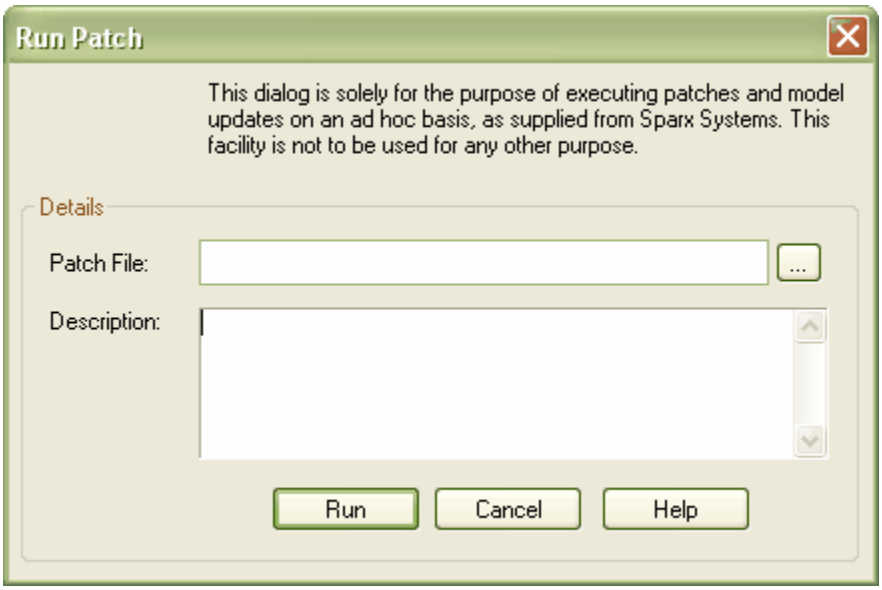
displays:



3. To proceed, click on the **OK** button, or to cancel the migration click on the **Cancel** button.
4. If you are proceeding, click on the **Go** button to perform the migration.

6.3.2 Run SQL Patches

Occasionally, Sparx Systems might release a patch to correct a model fault. To load such patches and run them, select the Tools | Run Patch menu option. The patch generally checks how many records are to be updated, and reports on what is to be done.



6.4 Project Data Transfer

The Corporate edition of Enterprise Architect supports SQL Server 490, MySQL 487 and Oracle 9i and 10g 492 data repositories. At some point, it might become necessary to move a complete model from one repository to another, row by row, table by table.

The project data transfer function enables you to perform the following tasks:

- Upload an existing EAP file to SQL Server or MySQL
- Download a repository in MySQL or SQL Server to an EAP file
- Move a repository from SQL Server to MySQL or from one server to another
- Move all records from an EAP file with replication to a model with none (Remove Replication)
- Copy all records from an EAP file to another (recommended after serious network crash or repeated database corruption)

- Copy all records from a JET 3.5 to JET 4 (Access 2000 or XP) - or back the other way.

See the Perform a Project Data Transfer 518 topic for instructions.

Note: *You cannot move a model from a source .EAP file of a version earlier than 3.5.0.*

Warning: ***All records in the target repository are overwritten.***

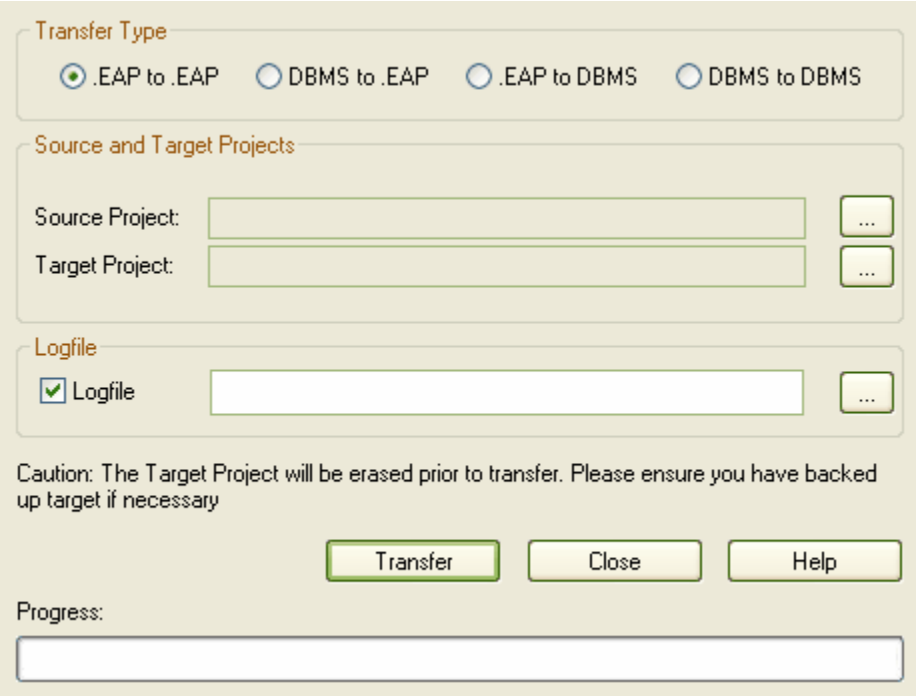
6.4.1 Perform a Project Data Transfer

WARNING: *During a project data transfer, all records in the target project are overwritten. Before performing the transfer, take a backup of the target project to ensure that you can recover any important information it contains.*

Note: *You cannot move a model from a source .EAP file of a version earlier than 3.5.0.*

To perform a project data transfer, follow the steps below:

1. Select the **Tools | Data Management | Project Transfer** menu option. The *Project Transfer* dialog displays.



2. Click on the option for the required transfer type. You can choose from:
   - **.EAP to .EAP**
   - **DBMS to .EAP**
   - **.EAP to DBMS**
   - **DBMS to DBMS**
3. In the **Source Project** and **Target Project** fields, type or select the name or connection string for the Source and Target projects.
4. Click on the **Transfer** button.

It is good practise to do a Project Compare 519 after this process to verify that all records are written.

6.4.2 Why Compare Projects?

It is sometimes useful to compare the size and row counts of two projects; for example, after a database crash, after import from XMI or after performing a deletion of model elements.

You can compare EAP files to other EAP files or to DBMS based repositories, or compare two DBMS repositories. Enterprise Architect examines the number of rows in each database and produces a report indicating the total records in each and the difference between the two. No examination is made of the data in the table, just the record count.

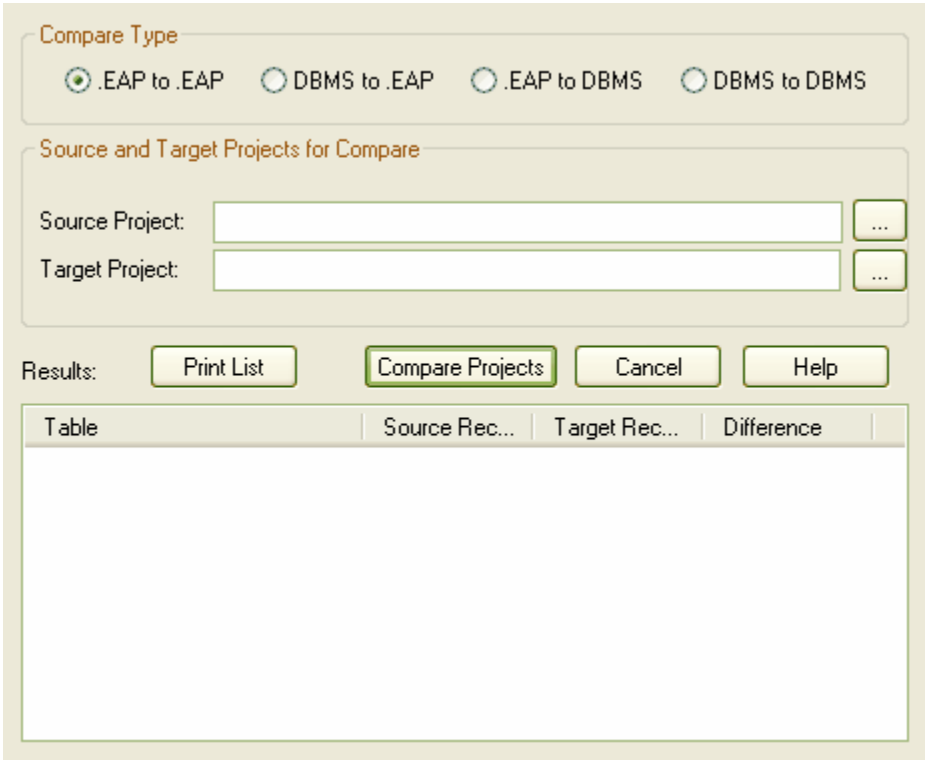
Comparing projects this way is a convenient 'sanity check' after restoring a backup or doing a project data transfer. If discrepancies are found, you must investigate further manually.

See the Compare Projects 519 topic for instructions.

6.4.3 Compare Projects

To compare projects, follow the steps below:

1. Select the **Tools | Data Management | Project Compare** menu option. The *Project Compare* dialog displays:



2. Select the option for the required comparison type. You can choose from:
   - **.EAP to .EAP**
   - **DBMS to .EAP**
   - **.EAP to DBMS**
   - **DBMS to DBMS**
3. In the **Source Project** and **Target Project** fields, type the name or connection string for the Source and Target projects.
4. Click on the **Compare Projects** button. The results of the comparison display in the panel at the bottom

of the dialog.

5. If required, click on the **Print List** button to print the results.

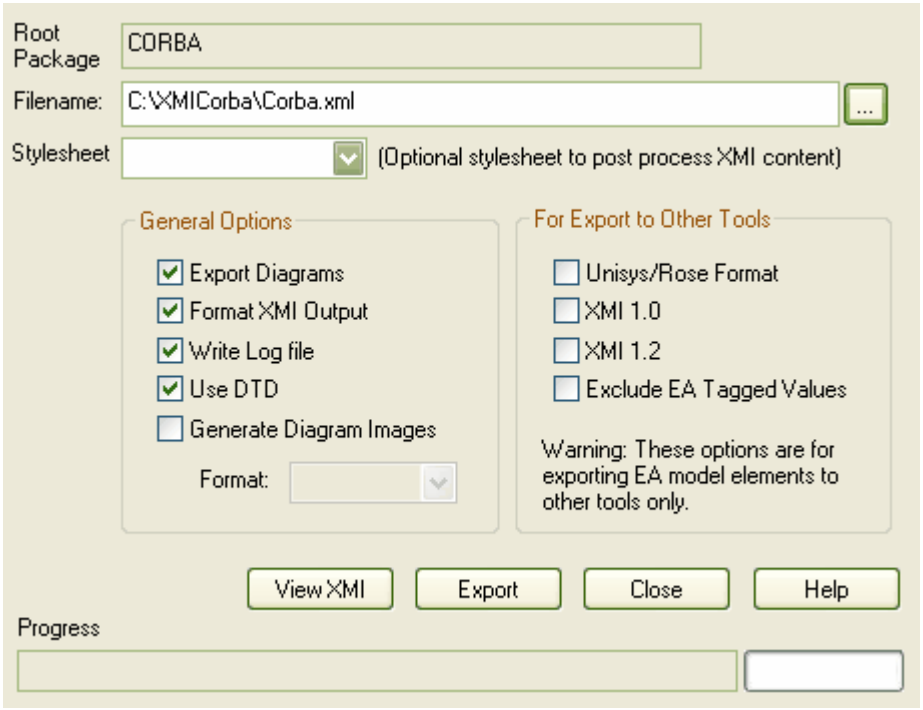
6.4.4 Copy Packages from One Project to Another

Using the XML import/export capabilities of Enterprise Architect, you can copy and move packages between Enterprise Architect models. This gives you a high level of flexibility in building a model from re-usable parts and from elements produced in widely-dispersed geographic regions.

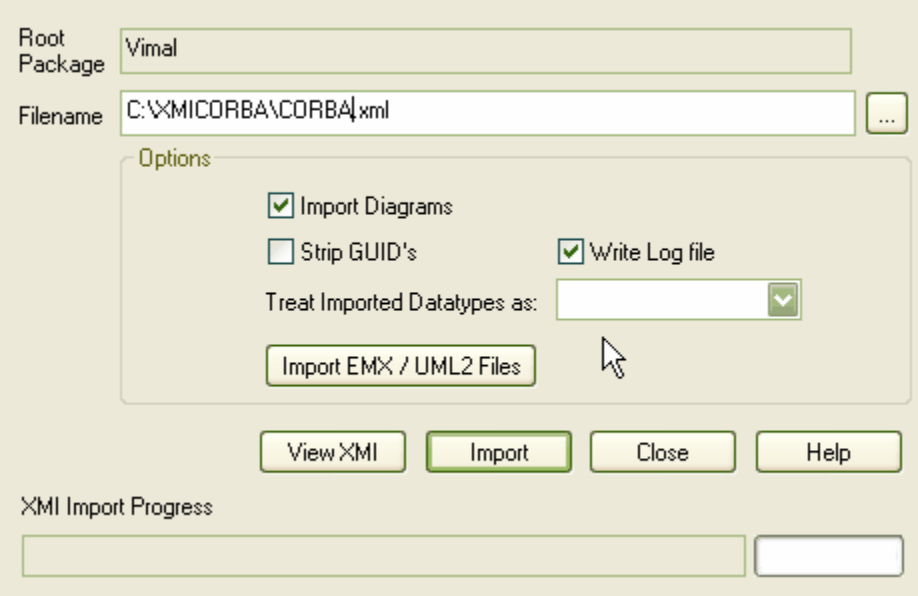
Copy a Package from One Enterprise Architect Model to Another

To copy a package from one Enterprise Architect model to another, follow the steps below:

1. Open the Enterprise Architect model to copy from.
2. In the *Project Browser* window, right-click on the package to copy. The context menu displays.
3. Select the **Import/Export | Export package to XMI file** menu option. The *Export Package to XMI* dialog displays.



4. Select the appropriate options and filename (see Export Package to XMI 563 for further information).
5. Click on the **Export** button to begin the export process.
6. When the export is complete, open the recipient Enterprise Architect model. In the *Project Browser* window, navigate to the location to import the package into.
7. Right-click to display the context menu, and select the **Import/Export | Import package from XMI file** menu option. The *Import Package from XMI* dialog displays.



8. Select the appropriate options and filename (see Import Package from XMI 564 for further information).
9. Click on the **Import** button. The package is copied from the source project to the destination project.

Note: *If the package you are importing already exists in the target model (that is, it has been imported previously), you must either import over the existing package or select the* **Strip GUIDs** *option, in which case Enterprise Architect creates a replica of the original package. You can also use this technique to copy an entire package within the same model.*

6.5 Model Maintenance

This topic highlights some of the administrative functions you might have to carry out to maintain your model.

See Also

- Rename a Project 521
- Compact a Project 522
- Repair a Project 522

6.5.1 Rename a Project

Important: *The only way to rename an Enterprise Architect project is at the Windows file system level.*

To rename an Enterprise Architect project, follow these steps.

1. If you have the project open, shut it down.
2. Ensure no other users have the file open.
3. Open Windows Explorer and navigate to the project.
4. Rename the project file using Windows Explorer.
5. You should keep the *.EAP* extension the same to preserve compatibility with the default project type, as installed in the registry at installation time.

See Also

- Model Maintenance 521

- Compact a Project 522
- Repair a Project 522

6.5.2 Compact a Project

After some time, a project might benefit from compacting to conserve space.

Note: *Compacting shuffles the contents of the model around, eliminating unused space and generally reducing the size of your model file.*

To compact a project, follow the steps below:

1. Ensure that no users have the target project open.
2. Select the **Tools | Manage .EAP File | Compact .EAP File** menu option.
3. Follow the on-screen instructions to complete the process.

Warning: *Always compact and repair projects on a local drive, never on a network drive.*

See Also

- Model Maintenance 521
- Rename a Project 521
- Repair a Project 522

6.5.3 Repair a Project

If a project has not been closed properly, such as during system or network outages, on rare occasions the .EAP file does not open correctly. In this case a message displays informing you the model is of an unknown database format or is not a database file.

Note: *Poor network connections can also cause this symptom.*

Repair a Project That Has Not Closed Correctly

To repair a project that was not closed properly, follow the steps below:

1. Copy the project file to a local drive on your PC.
2. In Enterprise Architect, select the **Tools | Options** menu option and on the *General* page deselect the **Use Jet 4.0 - requires restart** checkbox.
3. Close and restart Enterprise Architect and open a place holder model to enable access to the **Repair .EAP File** facility.

   Note: *This is NOT the model you intend to repair, it is a copy of it.*
4. Select the **Tools | Manage .EAP File | Repair .EAP File** menu option.
5. Follow the on-screen instructions.

Note: *All users must be logged off the project you are attempting to repair.*

Warning: *Never attempt to repair a project over a network connection; copy it to a local drive first.*

Ensure Integrity of the Repaired Project

An additional step you can use to ensure the integrity of your model is to use the **Remove Replication** feature.

1. Open Enterprise Architect, but when you are prompted to open a project, click on the **Cancel** button.
2. Select the **Tools | Manage .EAP File | Remove Replication** menu option.
3. Follow the prompts. When you are prompted for the *Replica Project Browser* window for your problem project, you might be given a warning about the project not being the *Design Master*, accept this

warning. Click on the **Next** button.

4. Browse for the clean project (e.g. *EABase.eap*). Click on the **Next** button.
5. Enter the path and name of the new project to created, then click on the **Next** button.
6. Click on the **Run** button to run the removal process.
7. Once the removal process has been completed, open the project and do a check of the project contents. If the data is intact, backup the old project and replace it with the new version.

See Also

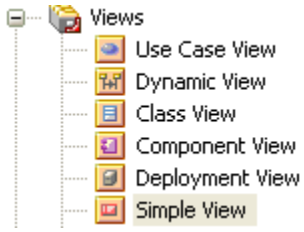
- Model Maintenance 521
- Rename a Project 521
- Compact a Project 522

6.6 Manage Views

The top level packages in Enterprise Architect are referred to as *Views*. This terminology is used simply to designate that the package is at the top level and can be used to subdivide a project into partitions such as Business Process, Logical Model or Dynamic View.

There are 6 main views:

- Use Case 1158 View - eg. Use Case diagram 1011, Analysis diagram 1069, Robustness diagram 1078
- Dynamic View - eg. Activity diagram 1009, Communication diagram 1052, Sequence diagram 1042, State diagram 1013
- Class View - eg. Class Model 1060, Code Engineering 720, Data Model 1077
- Component View - eg. Component diagram 1066
- Deployment View - eg. Deployment diagram 1068
- Simple View 1071



You can rename these views, move them into a different order, or delete the provided views and create your own. Do this by right-clicking the mouse on the selected View to open the context menu, and choose whether to rename, move or delete the view.

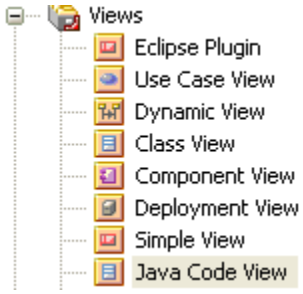
See Also

- Add Views 523
- Rename Views 524
- Delete Views 525

6.6.1 Add Views

You can add packages at the View level. These appear at the end of the standard views and are displayed in creation order. The icon for user-created views is the same as for the Custom View. User views are a good way to extend the standard model on a per project basis depending on specific requirements and modeling techniques.

The example below shows an additional view called *Java Code View*, which has been appended to the main Views list.

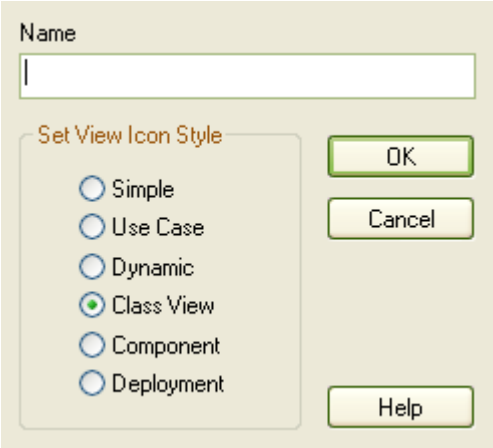


Note: *You can delete a user created view. If you do so, ALL contents of the view are deleted as well, so take care.*

Create a User View

To create a user view, follow the steps below:

1. Right-click on the root element of the *Project Browser* window (named Views). The context menu displays.
2. Select the **New View** menu option. The *Create New View* dialog displays.



3. In the **Name** field, type the name of the View.
4. In the Set View Icon Style panel, click on the radio button for the required View icon,
5. Click on the **OK** button.

6.6.2 Rename Views

You can rename a view if required.

Procedure

To rename a view, follow the steps below:

1. Right-click on the view in the *Project Browser* window. The context menu displays.
2. Select the **Properties** menu option. The *Package Properties* dialog displays.

3. In the **Name** field, type the new name and click on the **OK** button.

6.6.3 Delete Views

You can delete a view if necessary.

Warning: *If you delete a view, all its contents are deleted at the same time. It CANNOT be restored.*

Delete a View

To delete a view, follow the steps below:

1. In the *Project Browser* window, right-click on the view to delete. The context menu displays.
2. Select the **Delete <viewname>** option. The following warning displays:

3. To delete the view and its contents, click on the **Yes** button. To cancel the deletion, click on the **No** button.

6.7 Model Validation

You use Model Validation to check UML models against known UML rules, as well as any constraints defined within the model, using the Object Constraint Language (OCL). You can run Model Validation against a single UML element, a diagram or an entire package, as described below.

Validating a UML:

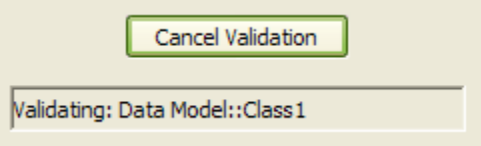
- **Element** validates the element and its children, features (attributes and operations) and relationships (connectors and links)
- **Diagram** validates the diagram itself (for correctness) as well as any elements and connectors within the diagram
- **Package** validates the package and all subpackages, elements, connectors and diagrams within it.

To use Model Validation, follow the steps below:

1. Select the package, diagram or element either from the *Project Browser* window or within an open diagram.
2. Select the **Project | Model Validation | Validate Selected** menu option, or press **[Ctrl]**+**[Alt]**+**[V]**.

Enterprise Architect performs the validation, and displays the results in the *Output* window. To display the *Output* window, select the **View | Output** menu option.

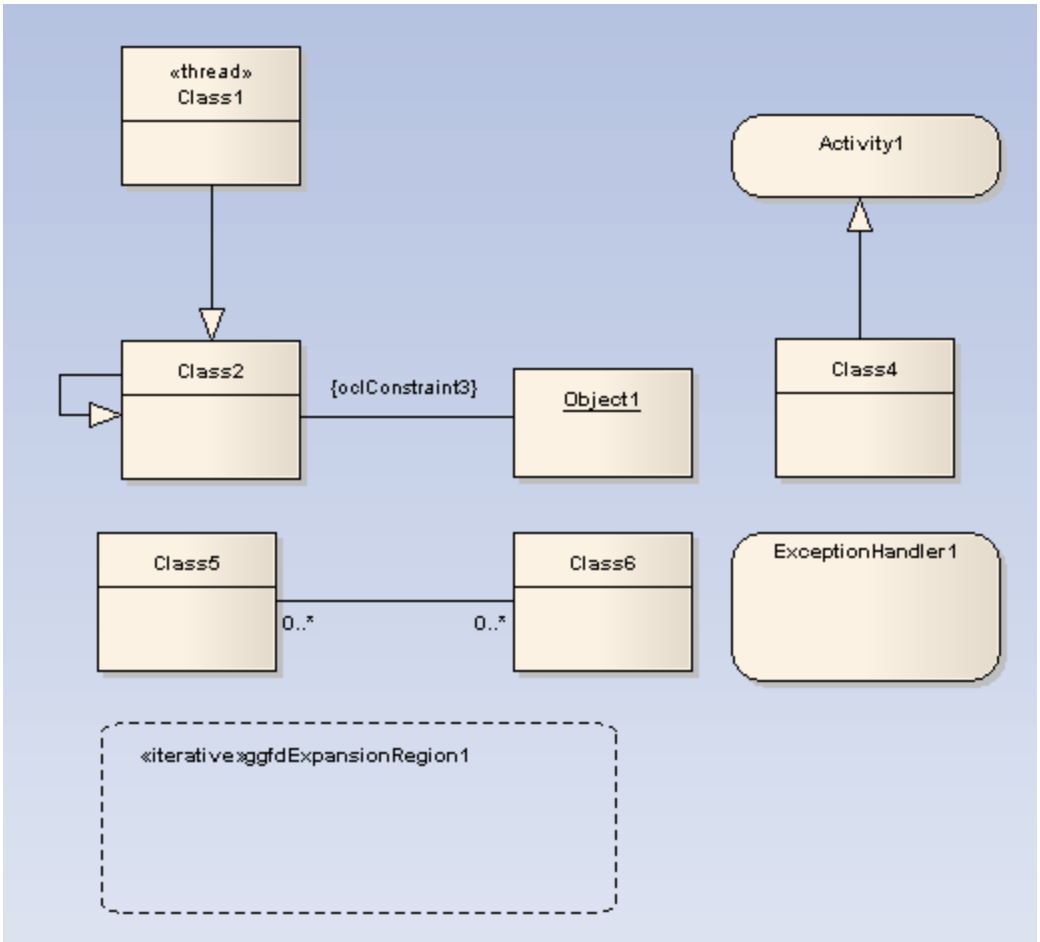
While performing the validation, Enterprise Architect also displays a progress window containing the **Cancel Validation** button, which enables you to cancel the validation process at any time.



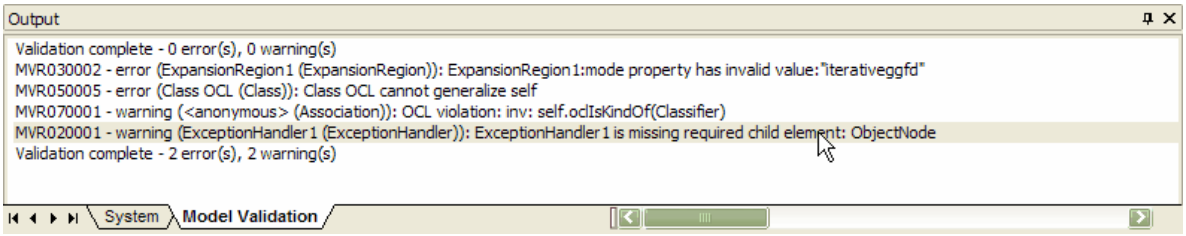
Alternatively, select the **Project | Model Validation | Cancel Validation** menu option.

Example Model Violations.

The following UML diagram contains several basic violations.



If you run Model Validation on this diagram, Enterprise Architect displays the following violations in the *Output* window:



The validation results show that the diagram:

- Contains a UML ExpansionRegion (*ExpansionRegion1*) with an invalid value for its 'mode' property (in this case, the valid values are *iterative*, *parallel* or *stream*)
- Contains an invalid self-generalization on *Class2* (UML elements cannot be self-generalized)
- Contains an OCL violation for the anonymous Association (between *Class2* and *Object1*)
- Contains a UML ExceptionHandler (*ExceptionHandler1*) that is missing its child input ObjectNode

Note: *If you double-click on an error in the Output window, you select the diagram element that the error message refers to.*

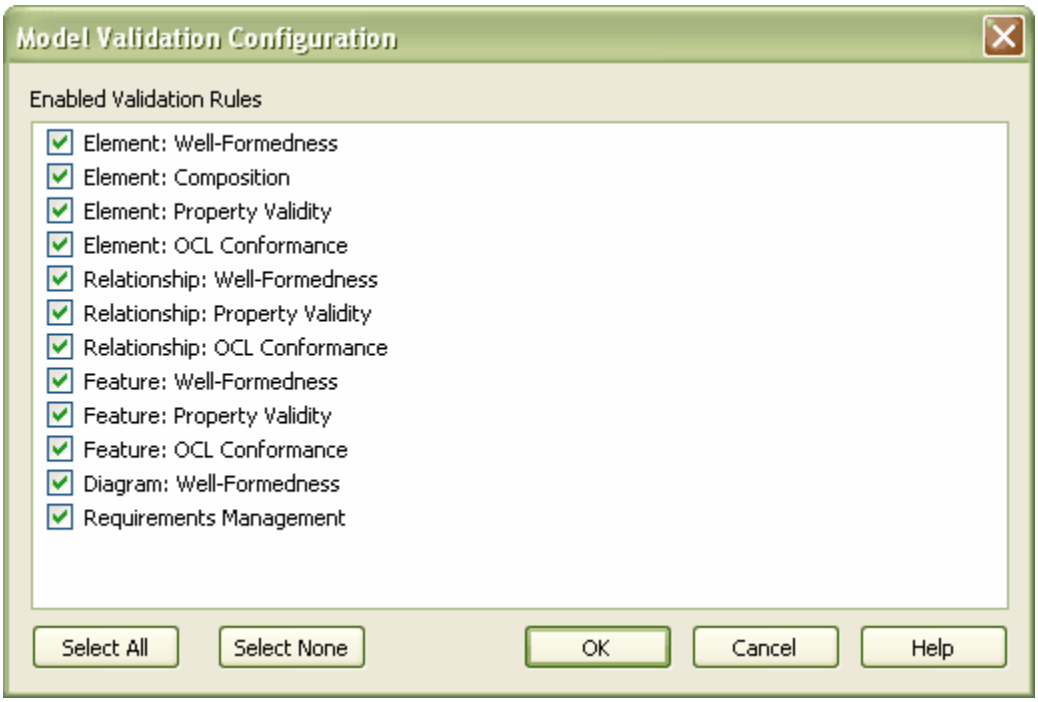
See Also

- Configure Model Validation 528
- Rules Reference 529

6.7.1 Configure Model Validation

Use the *Model Validation Configuration* dialog to enable and disable the rules that are run with the model validator. You can define additional rules in this dialog from any additional addins that might be installed beside Enterprise Architect.

To display the *Model Validation Configuration* dialog, select the **Project | Model Validation | Configure** menu option.



Click on the checkbox against each Validation Rule to apply in performing a model validation.

Tip: *To disable UML syntax ("The requested connection is not UML compliant"), select the* **Tools | Options** *menu option, click on* **Diagram** *in the hierarchy, and in the General panel deselect the* **Strict UML Syntax** *checkbox.*

When you perform a validation, each violation listed on the *Output* window has a violation ID of the format *MVRxxnnnn*, where:

- *MVR* stands for Model Validation Rule
- *xx* is a hexadecimal number corresponding to the position of the validation rule in the *Model Validation Configuration* dialog, thus indicating which rule is applied and violated
- *nnnn* is the number of the violation message.

Therefore, messages with the ID *MVR01nnnn* indicate that the **Element: Well-Formedness** checkbox is selected and a violation of that rule has been detected. Messages with the ID *MVR0Annnn* indicate that the **Feature: OCL Conformance** checkbox (10^{th} in order on the dialog, or A^{th} in hexadecimal) is selected and a violation of that rule has been detected.

See Also

- Model Validation 526
- Rules Reference 529

6.7.2 Rules Reference

Model Validation works against a set of validation rules, arranged in the following groups:

- (Element, Relationship, Feature, Diagram): Well-Formedness 529
  Checks whether or not an Element, Relationship, Feature or Diagram is well-formed. This group of rules includes checks such as whether the item is a valid UML item and whether a diagram contains valid elements within it
- Element: Composition 530
  Checks whether or not a UML Element contains valid children, whether it contains the right number of valid children, and whether or not the element is missing any required children
- (Element, Relationship, Feature): Property Validity 530
  Checks whether or not the item has the correct UML properties defined, and whether the properties contain incorrect or conflicting values; for more information on these properties see the Custom Properties 285 topic
- (Element, Relationship, Feature): OCL Conformance 531
  Validates an item against any defined constraints in OCL.

6.7.2.1 Well-Formedness (Element, Relationship, Feature, Diagram)

This group of rules checks whether or not an element, relationship, feature or diagram is well-formed. The rules includes checks such as whether the item is a valid UML item and whether a diagram contains valid elements within it. Reported violations include:

Violation ID	Description	Information
MVR010001	<<Element>> is not a valid UML Element	The element is not a recognized UML 2.1.1 element.
MVR050001	<<Relationship>> is not a valid UML Relationship	The relationship is not a recognized UML 2.1.1 relationship.
MVR050002	<<Relationship>> is not legal for <<Start Element>> --> <<End Element>>	The relationship between the given start and end elements is not valid for those elements.
MVR050003	<<Parent Element>>:isLeaf=true and cannot be generalized by <<Child Element>>	The generalization relationship cannot exist between parent and child elements because the parent element is defined as a Leaf element.
MVR050004	<<Child Element>>:isRoot=true and cannot generalize <<Parent Element>>	The generalization relationship cannot exist between parent and child elements because the child element is defined as a Root element.
MVR050005	<<Element>> cannot generalize self	The element cannot be self-generalized.
MVR0B0001	Statechart violation: <<extended information>>	The state diagram contains a UML violation; see the extended information for more information about the detected violation.

See Also

- Model Validation 526
- Configuring Model Validation 528
- Rules Reference 529

6.7.2.2 Element Composition

This group of rules checks whether or not a UML Element contains valid children, whether it contains the right number of valid children, and whether or not the element is missing any required children.

Error ID	Description	Information
MVR020001	<<Element>> is missing required child element <<Child Element>>	The element is missing a child element of type *Child Element*.
MVR020002	Invalid UML package child.	The element cannot be a direct package child and must be a child of another element (for example: Ports must be children of other elements, and not direct UML package members).
MVR020003	Invalid child <<Child Element name>> (<<Child Element Type>>).	The child element is invalid on the tested parent element.

See Also

- Model Validation 526
- Configuring Model Validation 528
- Rules Reference 529

6.7.2.3 Property Validity (Element, Relationship, Feature)

This group checks whether or not the item has the correct UML properties defined for it and whether they contain incorrect or conflicting values. For more information about these properties see *Custom Properties* 1429 in the *Enterprise Architect Software Developers' Kit (SDK)*.

Error ID	Description	Information
MVR030001	<<Element>>:<<Property>> property is undefined	The element property contains no value.
MVR030002	<<Element>>:<<Property>> property has invalid value: "<<Value>>"	The element property contains an invalid value.
MVR030003	<<Element>>:isLeaf=true and cannot be abstract	The element's isLeaft and isAbstract properties are both set to true, which is invalid.
MVR060001	<<Relationship>>:<<Property>> property is undefined	The relationship property contains no value.
MVR060002	<<Relationship>>:<<Property>> property has invalid value: " <<Value>>"	The relationship property contains an invalid value.

MVR090001	Attribute/AssociationEnd mismatch, <<Attribute>>: <<Mismatch description>>,...	The given attribute has an associationEnd of the same name but they differ in the listed details.

See Also

- Model Validation 526
- Configuring Model Validation 528
- Rules Reference 529

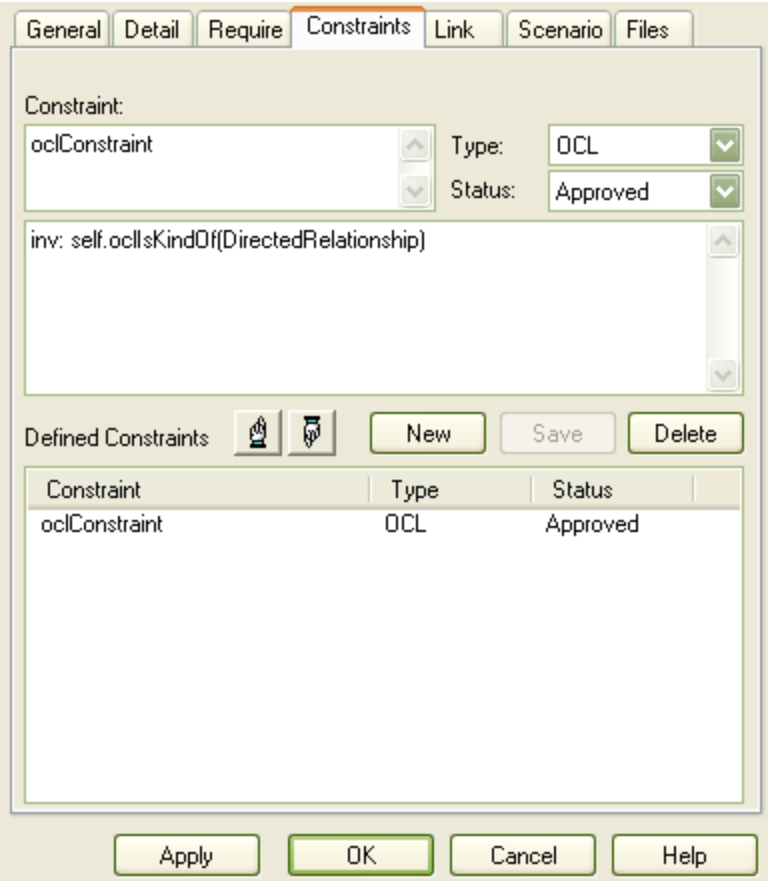
6.7.2.4 OCL Conformance (Element, Relationship, Feature)

This group validates an item against any defined constraints in the Object Constraint Language (OCL). OCL is used to describe expressions on UML models, and to express side-effect free constraints. You can add OCL constraints to any element, relationship or attribute in Enterprise Architect.

Error ID	Description	Information
MVR040001	OCL violation: <<violated OCL>>	The element violates the OCL constraint specified.
MVR070001	OCL violation: <<violated OCL>>	The relationship violates the OCL constraint specified.
MVR0A0001	OCL violation: <<violated OCL>>	The attribute violates the OCL constraint specified.

Defining OCL Constraints for an Element

You can add OCL constraints to an element using the *Properties* dialog (**Element | Properties**). Select the *Constraints* tab, click on the **Type** drop-down arrow and select **OCL**.

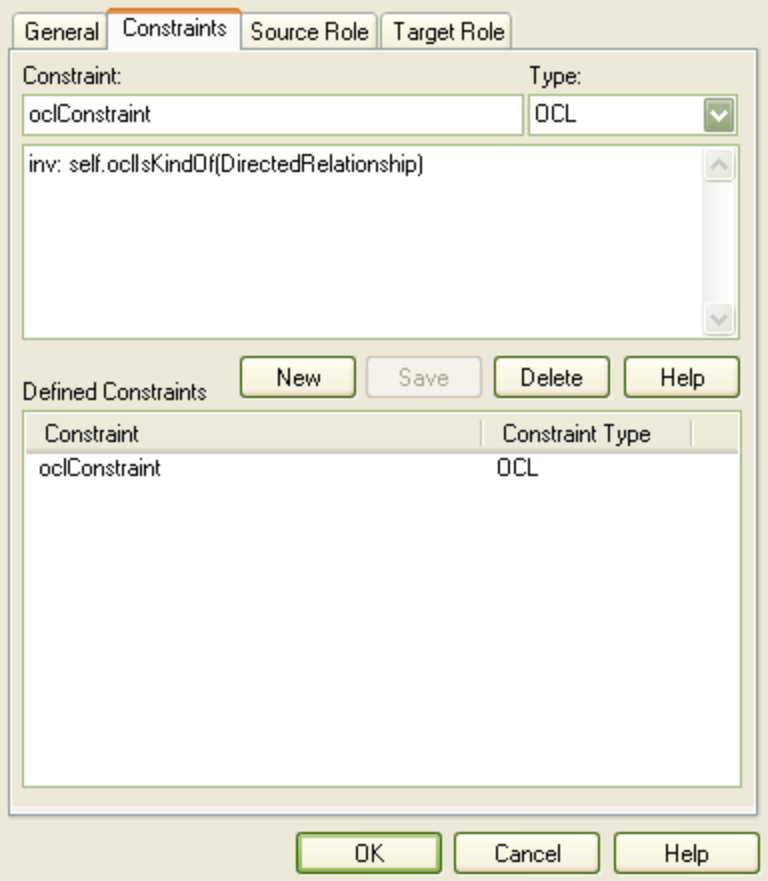


Important: *To have a valid OCL constraint, the syntax must be correctly formed. If the expression is not correct, Enterprise Architect displays a message stating that the OCL constraint is not valid.*

To perform an OCL Validation, display the Model Validation Configuration 528 dialog and select the Element: (OCL) Conformance checkbox. Any OCL violations are recorded in the Model Validation 527 Output 527 window 527.

Defining OCL Constraints for a Relationship

You can add OCL constraints to a Relationship using the *Properties* dialog (**Element | Properties**). Select the *Constraints* tab, click on the **Type** drop-down arrow and select **OCL**.

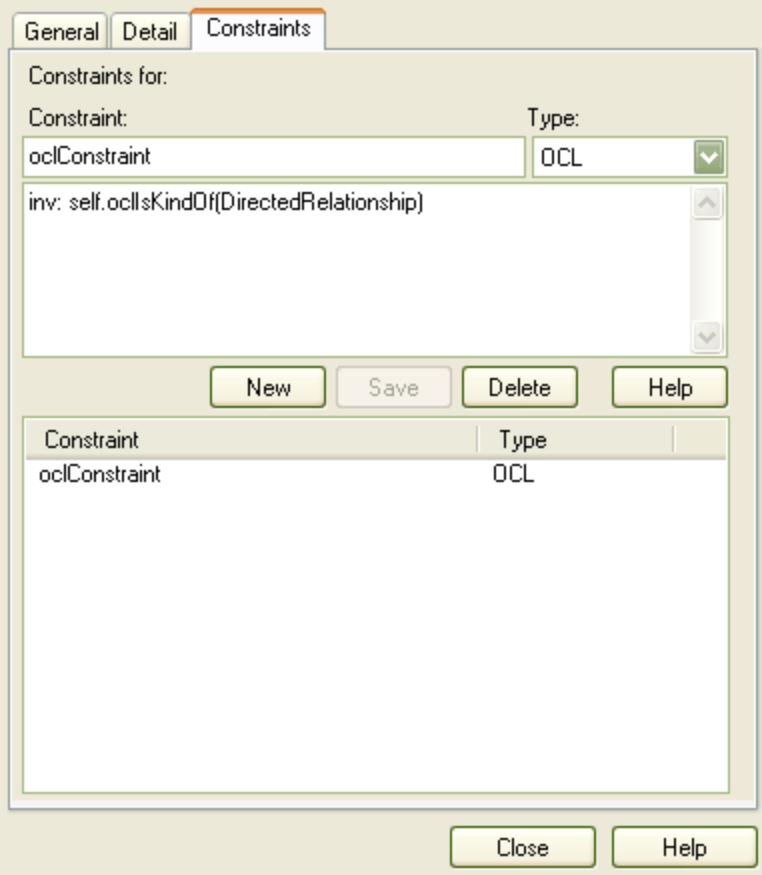


Important: *To have a valid OCL constraint, the syntax must be correctly formed. If the expression is not correct, Enterprise Architect displays a message stating that the OCL constraint is not valid.*

To perform an OCL Validation, display the Model Validation Configuration 528 dialog and select the **Relationship: (OCL) Conformance** checkbox. Any OCL violations are recorded in the Model Validation Output 527 window 527.

Defining OCL Constraints for a Feature (Attribute)

You can add OCL constraints to a Feature using the *Properties* dialog (**Element | Properties**). Select the *Constraints* tab, click on the **Type** drop-down arrow and select **OCL**.



Important: *To have a valid OCL constraint, the syntax must be correctly formed. If the expression is not correct, Enterprise Architect displays a message stating that the OCL constraint is not valid.*

To perform an OCL Validation, display the Model Validation Configuration 528 dialog and select the **Feature: (OCL) Conformance** checkbox. Any OCL violations are recorded in the Model Validation 527 Output 527 window 527.

See Also

- Model Validation 526
- Configuring Model Validation 528
- Rules Reference 529

6.8 Model Sharing and Team Deployment

Introducing Team Development

Enterprise Architect offers a diverse set of functionality designed specifically for sharing projects in team-based and distributed development environments. Project sharing can be achieved through network deployment of model repositories, replication, XMI Import/Export, Version Control, Package Control and User Security.

Network deployment can be undertaken using two different schemas for deployment, using either:

- .EAP based repositories or
- DBMS server based repositories.

Replication requires the use .EAP based repositories, and cannot be performed on repositories stored on a DBMS server. DBMS server based repositories offer better response times than .EAP files on networks due to the inherent structure of the DBMS. DBMS also offers a better solution when networking problems are encountered, as they have the ability to backtrack transactions caused by external breakdowns.

Replication

Replication is a simple process that enables data interchange between .EAP based repositories (not DBMS) and is suitable for use in situations where many different users work independently. Modelers merge their changes into a Design Master only as required. It is recommended that a backup is carried out prior to replication.

XMI Import Export

XMI Import/Export can be used to model discrete packages that can be exported and shared between developers. XMI enables the export of packages into XML files which can then be imported into any model.

Package control can be used to set up packages for version control and to enable batch export of packages using XMI. Version Control enables a repository to be maintained by a third-party source code control application that is used to control access and record revisions.

Security

User security is used to limit the update access to model elements. It provides control over who in a project can make changes to model elements.

Further Information

For more information regarding the use of Enterprise Architect with shared models and team deployment please see the *Deployment of Enterprise Architect* white paper available from: www.sparxsystems.com/downloads/whitepapers/EA_Deployment.pdf.

Note: *DBMS Repository support and User Security are only available with the Corporate edition of Enterprise Architect.*

See Also

- Distributed Development 536
- Project Sharing 535
- XMI Import/Export 536
- Replication 558
- Package Control 567
- Version Control 584
- User Security 538

6.8.1 Share an Enterprise Architect Project

Note: *Project Sharing and Replication are only enabled in the Professional and Corporate versions of Enterprise Architect*

Sharing a project among a team of designers, developers and analysts is the most efficient way of using Enterprise Architect to manage a team development. Many people can work on the model at the same time and contribute their particular skill. Team members can always see what the latest changes are, keeping the team informed and up to date with the project status.

You can share an Enterprise Architect project in three ways:

1. Using a shared network directory 536. In this scenario you place the project file on a shared network drive. Individual developers and analysts can then open and work on the project concurrently. Note that some project views (especially the *Project Browser* window) require occasional refreshing to see changes made by other users.

2. Using replication. Replication 558 is a powerful means of sharing projects between isolated or mobile users. In the replication scenario a project is converted to a design master, then replicas made of the master. Users take the replicas away, modify the project, then bring their replicas back to be synchronized with the master file.
3. Using a shared DBMS-based repository (Corporate edition only).

6.8.2 Share a Project on Shared Network Drive

The easiest way to share a project amongst a work group of developers and analysts is to place the project file on a shared network drive and have people connect concurrently from their Workstation.

Note: *Enterprise Architect accepts a number of concurrent connections without issue, although there can be occasional 'lock-outs' when one user tries to access or update something another user is in the process of modifying.*

Network Issues

The main issues with shared network access are:

- Changes to the *Project Browser* window are not automatically updated. To compensate for this, users must occasionally reload their project to view any project changes at this level.
- If two or more people work on the same diagram concurrently, unexpected results can occur. It is best to enable only one analyst to work on a diagram at a time.
- If a user's machine crashes, the network suffers an outage or a machine is turned off unexpectedly, the project file might require repair to compensate for the sudden inconsistency. A repair 522 facility is provided (select the **Tools | Manage .EAP File | Repair .EAP File** menu option) to carry out this task. This only applies to the file-based version of Enterprise Architect; the DBMS-based version does not suffer this problem.

6.8.3 Distributed Development

Enterprise Architect supports distributed development using two different techniques, as described below.

Replication

Use the Replication features to enable geographically separated analysts to update and modify parts of the model in replicas, then merge these back together at a central location.

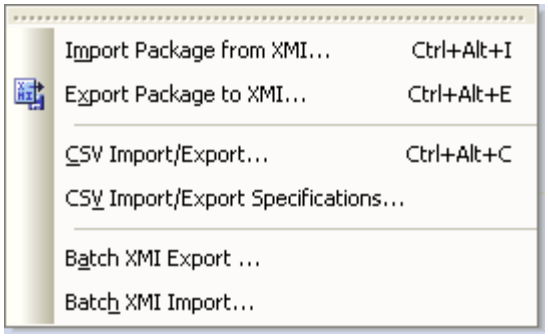
For further information see the Replication 558 topic.

XMI Import/Export

Use the XMI based Import/Export facility to model discrete packages, export to XML and share among the development team. This approach has several benefits over replication:

1. You can assemble a model from only the parts necessary to get your job done.
2. You can assemble a full model if required.
3. You can assemble a model from different package versions for different purposes (eg. customer visible, internal release only).
4. You can roll-back parts of a model as required.
5. There is less chance of 'collisions' between developers if each works on a discrete package.
6. The process is controllable using a version control 584 system.

Use the Import and Export menu options 75 (below) to access this feature; they are available through the **Project | Import/Export** submenu. Also see the XMI 562 topic for further information on XMI-based import and export.



The Controlled Package 567 feature can also be used to assist in the process.

Note: *XMI based import/export is UML1.3 / XMI1.1 compliant. You can also write XML based tools to manipulate and extract information from XML files to enhance the development process.*

6.8.4 User Security

What is User Security in Enterprise Architect?

User security in Enterprise Architect can be used to limit the access to update functions within the model. Elements can be locked per user or per group. Where user security is enabled a password is required to log in to the model. Security in Enterprise Architect is not designed to prevent unauthorized access; rather it is intended as a means of improving collaborative design and development by preventing concurrent editing and limiting the possibility of inadvertent model changes by users not designated as model authors.

User Security Basics

User security is available only in the Corporate edition of Enterprise Architect. User security in Enterprise Architect offers two policies, the standard security model and the rigorous security model. In the standard security model all elements are considered unlocked and, as necessary, a user can lock any element or set of elements at the user or group levels depending on permission rights that the user has to the model. The rigorous security model assumes that everything in the model is locked until explicitly checked out with a user lock. In this mode, an Enterprise Architect model is read-only until a user applies an editing lock on one or more elements. For more detailed information on the security policies see the Security Policy 538 topic.

User Security Tasks

A number of security tasks can only be performed by users with Administrative rights to the model. These tasks include:

- Security Policy 538
- Enable Security 538
- Maintain Users 540
- Set Up User Groups 541
- View All User Permissions 543
- Maintain Groups 544
- View and Manage Locks 548
- Password Encryption 550 (only available for Oracle 9i and 10g and SQL Server Repositories).

Other Security tasks can be performed by users who do not have Administrative rights. These tasks include:

- Lock Model Elements 552
- Lock Packages 553
- Apply a User Lock 554
- Identify Who Has Locked An Object 555

- Manage Your Own Locks 556

Note: *User security is not enabled by default in Enterprise Architect; you must enable it 539 first.*

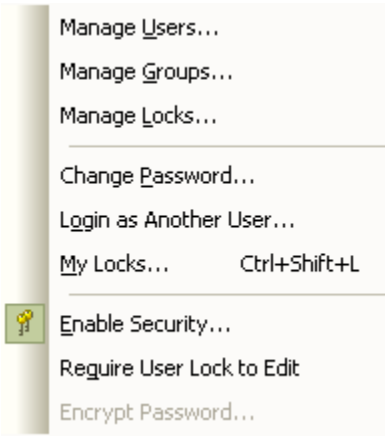
Note: *For a number of operations in Enterprise Architect, if security is enabled, a user must have the appropriate user or group access permission to perform the operation. However, if security is not enabled, the user does not have to have access permissions. See List of Available Permissions 547.*

6.8.4.1 Security Policy

There are two possible security policies in Enterprise Architect:

1. In the first mode, all elements and diagrams are considered unlocked and, as necessary, you can lock any element or set of elements at the user or group level. This mode is good for cooperative work groups where there is a solid understanding of who is working on which part of the model, and locking is used mainly to prevent further changes or to limit who has access to a part of the model.
2. The second mode is more rigorous. It assumes everything is locked until explicitly checked out with a user lock. In this mode, an Enterprise Architect model is read-only until you apply an editing lock to one or more elements. A single 'check out' function is available on a diagram to check out the diagram and all contained elements in one go. There are also functions on the context (right-click) menus of packages, diagrams and elements in the model browser to apply a user lock when this form of mode is in use. You would use this mode when there is a strict requirement to ensure only one person can edit a resource at one time. This is suitable for much larger projects where there might be less communication between users.

Toggle between these modes using the **Project | Security | Require User Lock to Edit** menu option:



Note: *When you add new elements in Mode 1 (elements editable by default), no user lock is created automatically for the newly created element.*

Note: *When you add new elements in Mode 2 (elements locked by default), a user lock is created on the new element to enable instant editing.*

See Also

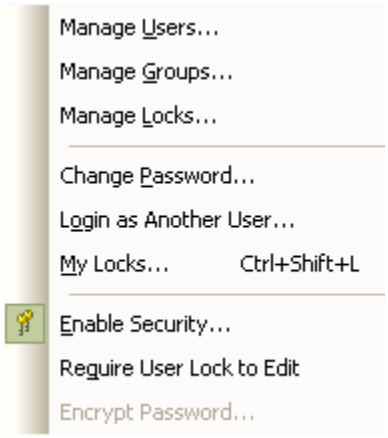
- Enable Security 538
- Maintain Users 540
- Set Up User Groups 541
- Set Up Single Permissions 542
- View All User Permissions 543
- Maintain Groups 544

- Set Group Permissions 546
- List of Available Permissions 547
- View and Manage Locks 548
- Password Encryption 550
- Lock Model Elements 552
- Add Connectors Between Locked Elements 553
- Lock Packages 553
- Apply a User Lock 554
- Identify Who Has Locked An Object 555
- Manage Your Own Locks 556

6.8.4.2 Enable Security

User security is not enabled by default in Enterprise Architect. To enable security in Enterprise Architect, follow the steps below.

1. Access the *Registered Users* section of the Sparx Systems website (http://www.sparxsystems.com/registered/reg_ea_corp_ed.html), and obtain the Authorization Key.
2. Select the **Project | Security | Enable Security** menu option.



   The *Authorization* dialog displays.
3. In the **Enter authorization key** field, type the authorization key from the Sparx Systems website.
4. Click on the **OK** button. Security is enabled, and an Admin user is created with full permissions and a password of **password**.

5. Close Enterprise Architect and reopen it, logging in as **Admin**.
6. Set up users and permissions as required.

See Also

- Security Policy 538

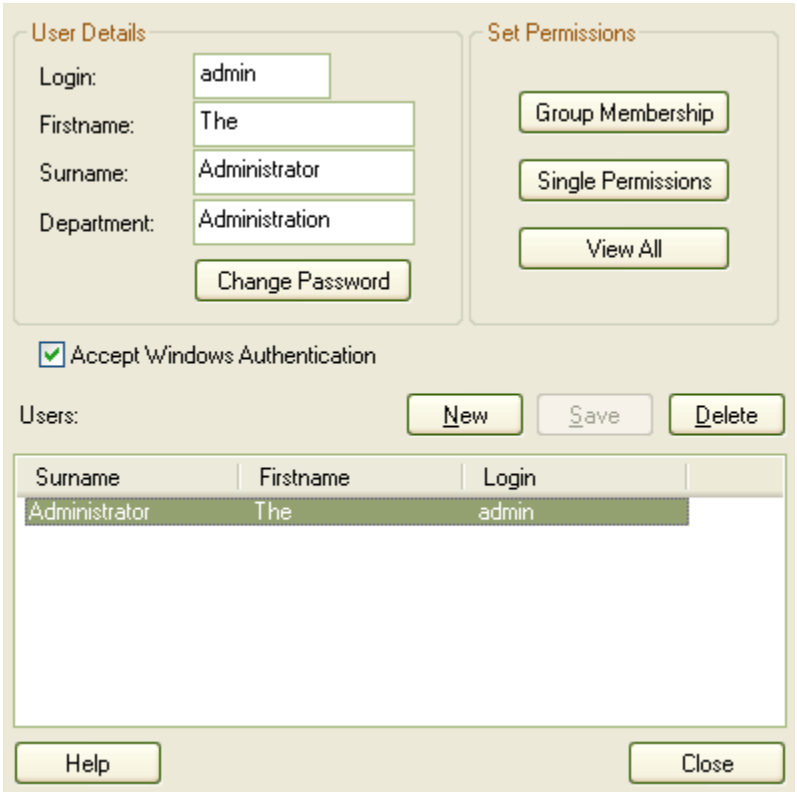
6.8.4.3 Maintain Users

If you enable security you have access to the *Security Users* dialog, which you can use to set up more users for your model.

Set Up a User

To set up a user for your model, follow the steps below:

1. Select the **Project | Security | Manage Users** menu option. The *Security Users* dialog displays.



2. You can use the *System Users* dialog to set up new users by providing their name and other details. You can also assign them to groups, and set up their **Single Permissions** or **View All** permissions for the currently selected user.

***Note**: If you select the* **Accept Windows Authentication** *checkbox, on opening the model Enterprise Architect checks the users database for your Windows ID and, if it matches automatically, logs you in without prompting for a password. The Enterprise Architect model administrator must ensure that all Windows ID are entered in the user database with the appropriate permissions, and have a password set-up to prevent rogue access to the model. The User ID should be in the following format : <DOMAIN>\<username>.*

***Note:** You can transport these user definitions between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

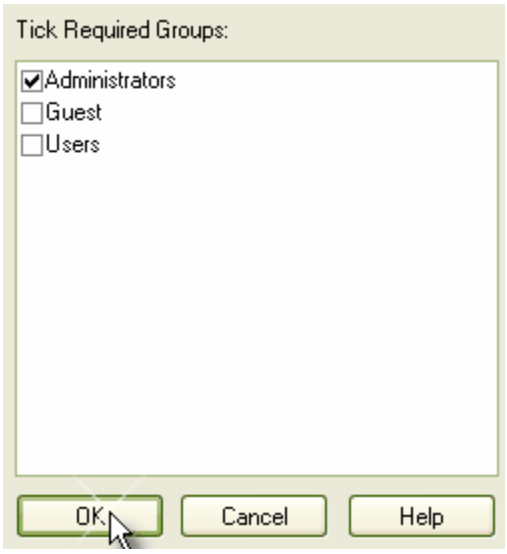
See Also

- Security Policy 538
- Enable Security 538
- Set Up User Groups 541
- Set Up Single Permissions 542
- View All User Permissions 543
- Maintain Groups 544
- Set Group Permissions 546
- List of Available Permissions 547
- View and Manage Locks 548
- Password Encryption 550
- Lock Model Elements 552
- Add Connectors Between Locked Elements 553
- Lock Packages 553
- Apply a User Lock 554
- Identify Who Has Locked An Object 555
- Manage Your Own Locks 556

6.8.4.4 Set Up User Groups

To set up user groups follow the steps below:

1. Select the **Project | Security | Manage Users** menu option. The *Security Users* dialog displays.
2. Click on the **Group Membership** button. The *User Groups* dialog displays.
3. Select the checkbox against each group this user belongs to.



4. Click on the **OK** button to assign the user to each group.

Note: *To create new user groups, see the* Maintaining Groups 544 *topic.*

Note: *You can transport these user groups between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

See Also

- Security Policy 538
- Enable Security 538
- Maintain Users 540
- Set Up Single Permissions 542
- View All User Permissions 543
- Maintain Groups 544
- Set Group Permissions 546
- List of Available Permissions 547
- View and Manage Locks 548
- Password Encryption 550
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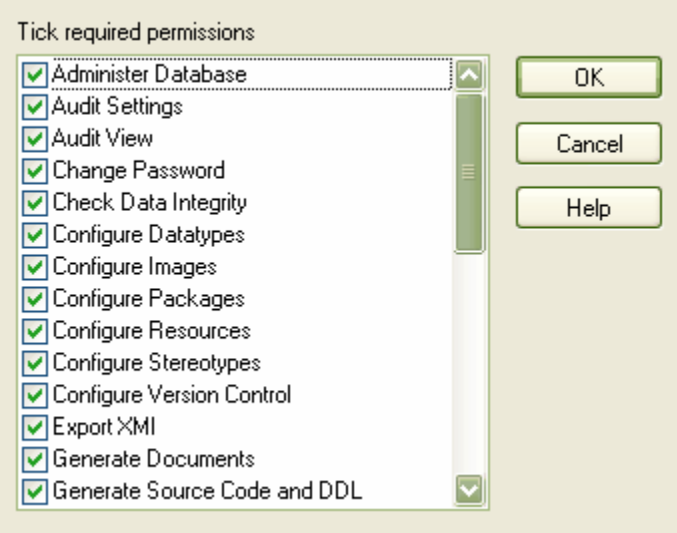
- Lock Packages 553
- Apply a User Lock 554
- Identify Who Has Locked An Object 555
- Manage Your Own Locks 556

6.8.4.5 Set Up Single Permissions

You can set specific user permissions from the *User Permissions* dialog. Specific user permissions are added to permissions from group membership to provide an overall permission set. To set up single permissions for a user follow the steps below:

1. Select the **Project | Security | Manage Users** menu option. The *Security Users* dialog displays.
2. Click on the **Single Permissions** button. The *User Permissions* dialog displays.



3. Select the checkbox against each specific permission that you want to apply to this user.
4. Click on the **OK** button to assign the selected permissions to the user.

Note: *A user's total permissions are those granted by Group Membership plus those granted by specific permission assignment.*

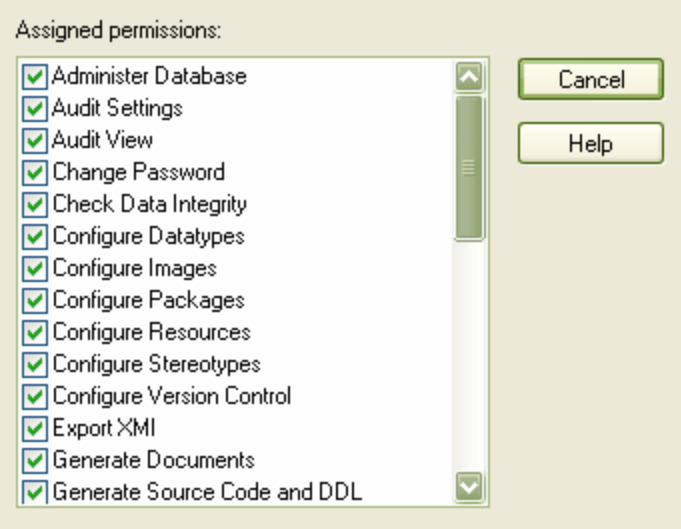
Note: *You can transport these user permissions between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

See Also

- Security Policy 538
- Enable Security 538
- Maintain Users 540
- Set Up User Groups 541
- View All User Permissions 543
- Maintain Groups 544
- Set Group Permissions 546
- List of Available Permissions 547
- View and Manage Locks 548
- Password Encryption 550
- Lock Model Elements 552
- Add Connectors Between Locked Elements 553
- Lock Packages 553
- Apply a User Lock 554
- Identify Who Has Locked An Object 555
- Manage Your Own Locks 556

6.8.4.6 View All User Permissions

The *All user permissions* dialog shows a list of all permissions a user has, derived from their individual profile and from their membership of security groups. To display the dialog, select the **Project | Security | Manage Users** menu option, then select the required user and click on the **View All** button.



See Also

- Security Policy 538
- Enable Security 538
- Maintain Users 540
- Set Up User Groups 541
- Set Up Single Permissions 542
- Maintain Groups 544
- Set Group Permissions 546
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- Lock Packages 553
- Apply a User Lock 554
- Identify Who Has Locked An Object 555
- Manage Your Own Locks 556

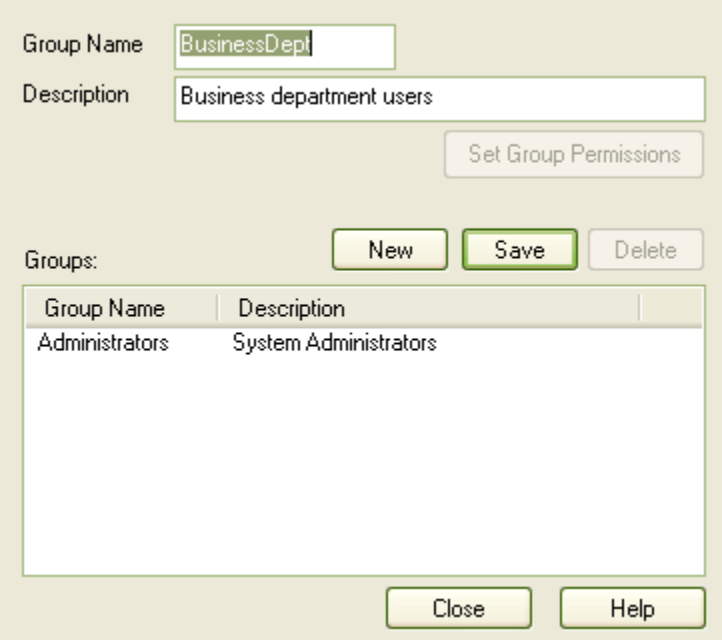
6.8.4.7 Maintain Groups

Security groups make it easy to configure sets of permissions and apply them to a number of users in one action.

Set Up a Security Group

To set up a security group, follow the steps below:

1. Select the **Project | Security | Manage Groups** menu option. The *Security Groups* dialog displays.



2. In the **Group Name** and **Description** fields, type the security group name and a description of the group.
3. Click on the **Save** button.

Note: *You can transport these security group definitions between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

See Also

- Security Policy 538
- Enable Security 538
- Maintain Users 540
- Set Up User Groups 541
- Set Up Single Permissions 542
- View All User Permissions 543
- Set Group Permissions 546
- List of Available Permissions 547
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- Password Encryption 550
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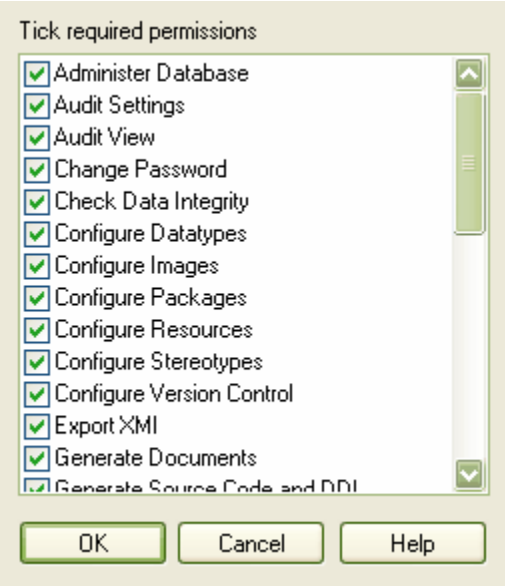
- Lock Packages 553
- Apply a User Lock 554
- Identify Who Has Locked An Object 555
- Manage Your Own Locks 556

6.8.4.8 Set Group Permissions

To set up permissions to apply to a security group, follow the steps below:

1. Select the **Project | Security | Manage Groups** menu option. The *Security Groups* dialog displays.
2. Click on the **Set Group Permissions** button. The *Group Permissions* dialog displays.



3. Select the checkbox against each required permission.
4. Click on the **OK** button to assign the permissions. All of the users assigned to this group share in this set of permissions.

Note: *You can transport these group permission definitions between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

See Also

- Security Policy 538
- Enable Security 538
- Maintain Users 540
- Set Up User Groups 541
- Set Up Single Permissions 542
- View All User Permissions 543
- Maintain Groups 544
- List of Available Permissions 547
- View and Manage Locks 548
- Password Encryption 550
- Lock Model Elements 552
- Add Connectors Between Locked Elements 553
- Lock Packages 553
- Apply a User Lock 554
- Identify Who Has Locked An Object 555
- Manage Your Own Locks 556

6.8.4.9 List of Available Permissions

The following table lists the available permissions in the Corporate edition of Enterprise Architect. These permissions are required for the corresponding operations if security is enabled.

Note: *Some permissions take precedence over others. For example, if you set* Use Version Control *permission for a user, that user can modify model elements on import even if they do not have* Update Element *permission.*

Permission	Meaning
Audit Settings	Change the audit settings in the *Audit Settings* dialog.
Audit View	Enable auditing and display data in the *Audit View* and *Audit History* tab.
Security - Enable/Disable	Enable or disable user security in Enterprise Architect.
Security - Manage Users	Maintain users, groups and assigned permissions.
Security - Manage Locks	View and delete element locks.
Manage Reference Data - Update	Update and delete reference items.
Update Diagrams	Update diagram properties and layout, including the *Page Setup* dialog.
Administer Database	Compact and repair database.
Manage Replicas	Create and synchronize replicas.
Lock Objects	Lock an element.
Manage Project Information	Update and manage resources, metrics, risks.
Configure Resources	Create and manage *Resources* tab items: RTF templates, patterns, profiles, favorites.
Update Element	Save changes (including delete) for elements, diagrams, packages, links.
Export XMI	Export model to XMI.
Import XMI	Import model from XMI.
Manage Tests	Update and delete Test records.
Manage Issues	Update and delete Issues.
Change Password	Change password of current user.
Transfer Data	Transfer model between different repositories.
Transform Package	Perform transformations of packages and elements.
Check Project Data Integrity	Check and repair project integrity.
Configure Datatypes	Add, modify and delete datatypes.
Configure Stereotypes	Add, modify and delete Stereotypes.
Configure Images	Configure alternative element images.
Generate Source Code and DDL	Generate source code and DDL from model element. Synchronize if already exists.
Reverse Engineer from DDL and Source Code	Reverse engineer from source code or ODBC. Synchronize with model elements.

Generate Documents	Generate RTF and HTML documents from model packages.
Configure Packages	Configure controlled packages and package properties.
Manage Diagrams	Create new diagrams, copy existing and delete diagrams. Also save diagram as UML Pattern.
Spell Check	Spell check package and set spell check language.
Configure Version Control	Set up version control options for the current model.
Use Version Control	Check files in and out using version control.

See Also

- Security Policy 538
- Enable Security 538
- Maintain Users 540
- Set Up User Groups 541
- Set Up Single Permissions 542
- View All User Permissions 543
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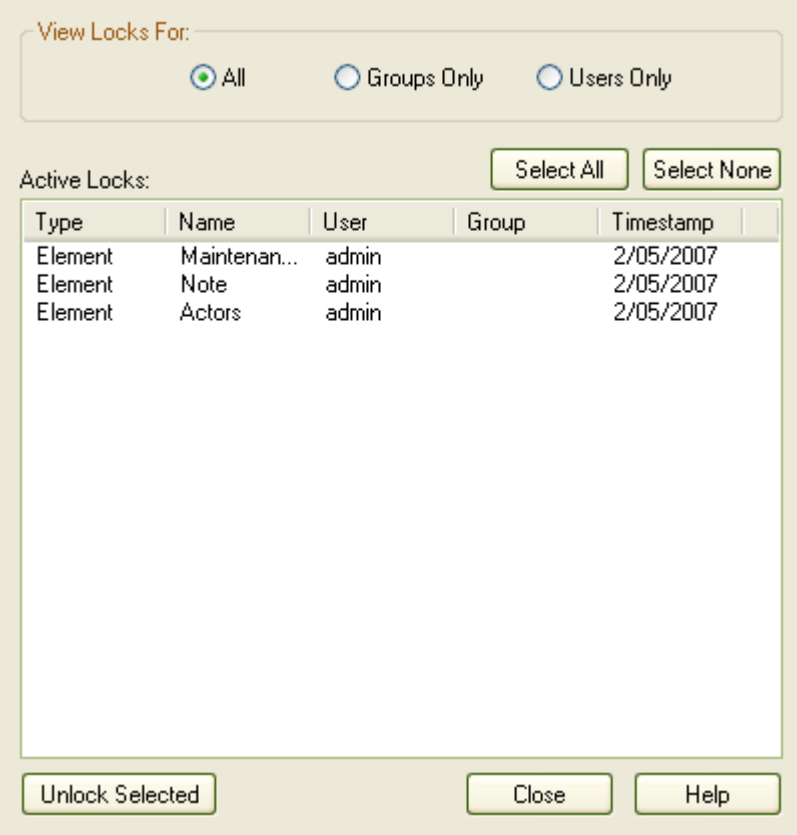
6.8.4.10 View and Manage Locks

From time to time it might be necessary to examine or delete locks placed on elements by users. Enterprise Architect provides a function to view and manage active locks.

Delete a Lock

To view locks and, if necessary, delete them, follow the steps below:

1. Select the **Project | Security | Manage Locks** menu option. The *Active Locks* dialog displays.



2. In the *View Locks For* panel, click on the radio button for the type of lock to view: **All**, **Groups Only** or **Users Only**. Locks of the appropriate type are listed in the *Active Locks* panel.
3. To remove a lock, click on it and click on the **Unlock Selected** button.
4. When finished, click on the **Close** button to close the dialog.

See Also

- Security Policy 538
- Enable Security 538
- Maintain Users 540
- Set Up User Groups 541
- Set Up Single Permissions 542
- View All User Permissions 543
- Maintain Groups 544
- Set Group Permissions 546
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- Add Connectors Between Locked Elements 553
- Lock Packages 553
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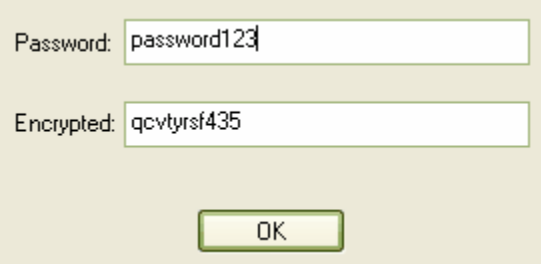
- Identify Who Has Locked An Object 555
- Manage Your Own Locks 556

6.8.4.11 Password Encryption

Users of SQL Server or Oracle 9i and 10g repositories have the option of encrypting the password used to set up the connection between Enterprise Architect and the repository. The Enterprise Architect user does not have the real password, thereby preventing them from accessing the repository using other tools such as Query Analyzer or SQLPlus.

Once security is enabled, the administrator must log on to access the dialog to create encrypted passwords. To encrypt a password, follow the steps below:

1. Select the **Project | Security | Encrypt Password** menu option. The following dialog displays:

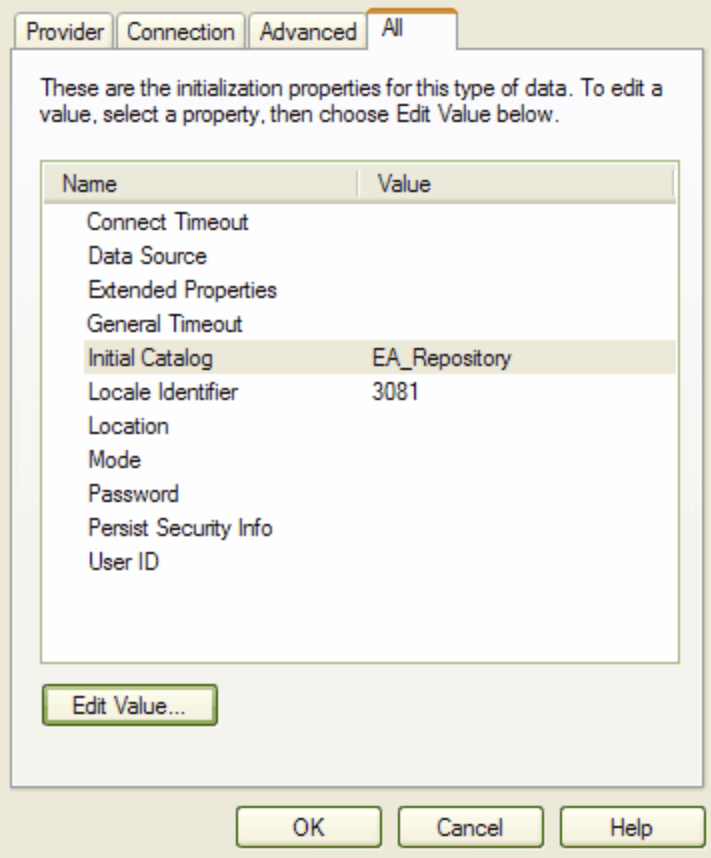


2. In the example above, the password **password123** is used to access the repository.
3. To connect Enterprise Architect to the repository, the user enters the encrypted password prefixed with **$$**, so the encrypted password becomes **$$qcvtyrsf435**.

Note: *Do not use the* **Test Connection** *button as it can cause an error with encrypted passwords.*

For more information relating to connecting to Oracle 9i and 10g and SQL Server, see the Oracle 9i and 10g Data Repository 504 and Connect to SQL Server Data Repository 501 topics respectively.

Note: *For SQL Server repositories, you must enter the* **Initial Catalog** *details from the All tab of the Data Link Properties dialog.*



See Also

- Security Policy 538
- Enable Security 538
- Maintain Users 540
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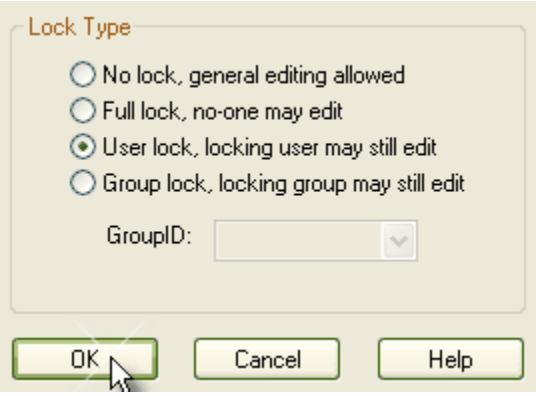
- Manage Your Own Locks 556

6.8.4.12 Lock Model Elements

Compared to when security is enabled, locking a model element differs slightly if security is not enabled. If you select the **Project | Security | Require User Lock to Edit** menu option, when you elect to lock a diagram or element, the *Element Lock* dialog displays.



The four lock options available are:

- **No lock** - do not lock this element; clear any existing lock
- **Full lock** - lock this element so that no-one can edit it
- **User lock** - lock this element so that only the locking user can make further edits
- **Group lock** - lock this element so that any member of the specified group (in the **GroupID** field) can update the element, but others are excluded.

Select the appropriate lock and click on the **OK** button.

See Also

- Security Policy 538
- Enable Security 538
- Maintain Users 540
- Set Up User Groups 541
- Set Up Single Permissions 542
- View All User Permissions 543
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- Manage Your Own Locks 556

6.8.4.13 Add Connectors Between Locked Elements

When working with locked elements, the ability to add connectors depends on the locked status of the source and target elements. The rules are:

- **Source unlocked, target unlocked**: any kind of connector can be added
- **Source unlocked, target locked**: allowed, except for composition connectors
- **Source locked, target unlocked**: prohibited, except for composition connectors
- **Source locked, target locked**: prohibited for all connectors.

That is, a connector can be added if its source is unlocked, regardless of the locking state of the destination (think of it as modifying what the source can see). The exception is composition connectors, where the target (i.e. parent) must be unlocked (think of it as modifying the parent by adding children).

See Also

- Security Policy 538
- Enable Security 538
- Maintain Users 540
- Set Up User Groups 541
- Set Up Single Permissions 542
- View All User Permissions 543
- Maintain Groups 544
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- Manage Your Own Locks 556

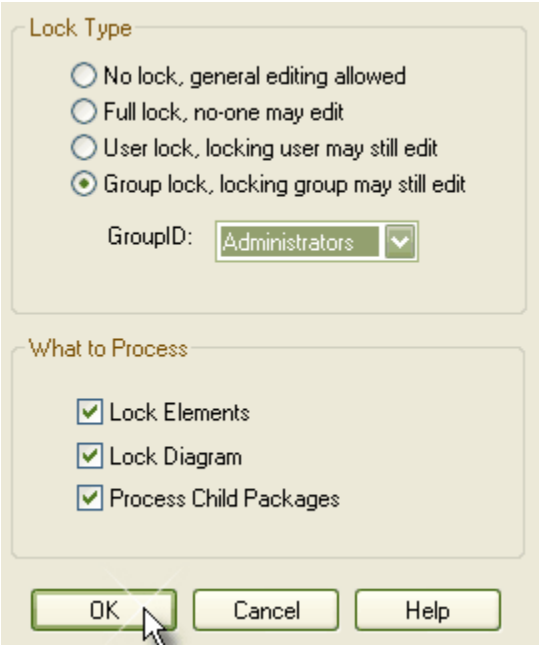
6.8.4.14 Lock Packages

You can lock all the contents of a package (and optionally all contents in child packages) in one step, using the *Lock Package* function. The locks are automatically applied to elements and to diagrams, as if they had been individually set or cleared. Lock types and details are the same as for locking a single element 552.

Lock a Package

To lock a package, follow the steps below:

1. Deselect the **Project | Security | Require User Lock to Edit** menu option.
2. In the *Project Browser* window, right-click on the package to lock. The context menu displays.
3. Select the **Lock Package** menu option. The *Lock/Unlock Package(s)* dialog displays.



4. In the *Lock Type* panel, select the appropriate radio button for the lock to apply.
5. As required, select the checkboxes to lock elements and/or diagrams, and to process child packages (ie. lock the whole branch).
6. Click on the **OK** button to apply the lock.

See Also

- Security Policy 538
- Enable Security 538
- Maintain Users 540
- Set Up User Groups 541
- Set Up Single Permissions 542
- View All User Permissions 543
- Maintain Groups 544
- Set Group Permissions 546
- List of Available Permissions 547
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- Add Connectors Between Locked Elements 553
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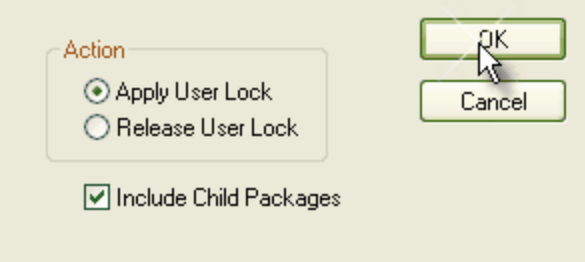
- Manage Your Own Locks 556

6.8.4.15 Apply a User Lock

In Mode 2 Security, where a User Lock is required before any edit can occur, you can use the diagram or element context menu options **Apply User Lock** or **Release User Lock**.

Enterprise Architectapplies or releases the lock for the element, or for the diagram and any elements contained in the diagram.

In the *Project Browser* window, you can right-click on packages, diagrams and elements and select the **Apply/ Release User Lock** menu option for the selected item. The following dialog displays.



Select the appropriate radio button to apply or release a user lock on the selected item.

Note: *For a package, you can elect to also lock all child packages at the same time. If any elements in the package tree are locked by other users, a list of elements that couldn't be locked displays at the end of the process.*

See Also

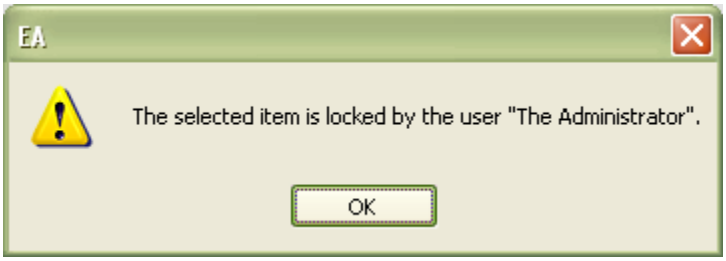
- Security Policy 538
- Enable Security 538
- Maintain Users 540
- Set Up User Groups 541
- Set Up Single Permissions 542
- View All User Permissions 543
- Maintain Groups 544
- Set Group Permissions 546
- List of Available Permissions 547
- View and Manage Locks 548
- Password Encryption 550
- Lock Model Elements 552
- Add Connectors Between Locked Elements 553
- Lock Packages 553
- Identify Who Has Locked An Object 555
- Manage Your Own Locks 556

6.8.4.16 Identify Who Has Locked An Object

If you find that a diagram, package or element is locked, you can find out which group or user currently holds the lock on that item. To do this, follow the steps below:

1. In the *Project Browser* window, right-click on the diagram, package or element that is locked by another user or user group. The context menu displays.
2. Select the **Lock...** menu option.

   A message box displays showing which group or user currently holds the lock on that item.



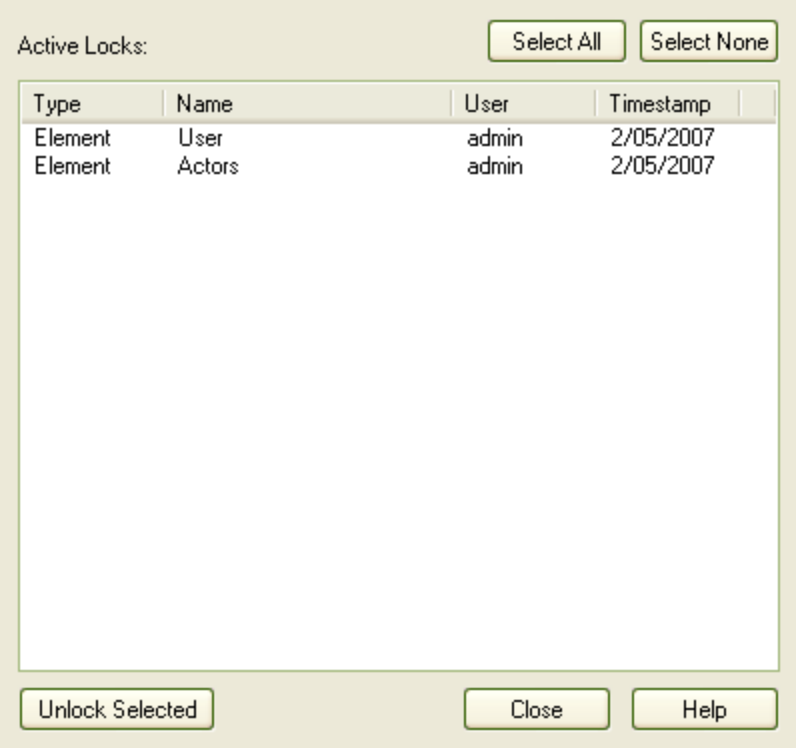
See Also

- Security Policy 538
- Enable Security 538
- Maintain Users 540
- Set Up User Groups 541
- Set Up Single Permissions 542
- View All User Permissions 543
- Maintain Groups 544
- Set Group Permissions 546
- List of Available Permissions 547
- View and Manage Locks 548
- Password Encryption 550
- Lock Model Elements 552
- Add Connectors Between Locked Elements 553
- Lock Packages 553
- Apply a User Lock 554
- Manage Your Own Locks 556

6.8.4.17 Manage Your Own Locks

You can view and delete your own user-level locks in Enterprise Architect. This is especially useful when working in Mode 2 security (user locks required to edit).

To manage your locks select the **Project | Security | My Locks** menu option. The *My Locks* dialog displays.



In the *My Locks* dialog you can select one or more locks and delete them (i.e. unlock the object) by clicking on the **Unlock Selected** button.

See Also

- Security Policy 538
- Enable Security 538
- Maintain Users 540
- Set Up User Groups 541
- Set Up Single Permissions 542
- View All User Permissions 543
- Maintain Groups 544
- Set Group Permissions 546
- List of Available Permissions 547
- View and Manage Locks 548
- Password Encryption 550
- Lock Model Elements 552
- Add Connectors Between Locked Elements 553
- Lock Packages 553
- Apply a User Lock 554
- Identify Who Has Locked An Object 555

6.8.5 Replication

In addition to sharing Enterprise Architect projects in real time over a network, you can also share projects using Replication, options for which are available through the **Tools | Manage .EAP File** menu.

Replication enables different users to work independently of one another, and to merge their changes at a later time. To avoid difficulties in this inevitably hazardous process, please read all sections of this topic carefully.

Enterprise Architect Merge Rules

Enterprise Architect follows these rules in merging:

- Additions are cumulative; i.e. two replicas each creating three new Classes result in six new Classes after merging.
- Deletions prevail over modifications; if one replica changes a Class name and other deletes the Class, performing a merge results in both files losing the Class.

Conflicting modifications appear in the *Resolve Replication Conflicts* dialog (**Tools | Manage EAP File | Resolve Replication Conflicts** menu option). See Resolve Conflicts 561 for details on how to deal with conflicting modifications.

Using Replication

To use replication, follow the steps below:

1. Convert the base project to a Design Master 559 using the **Tools | Manage .EAP File | Make Design Master** menu option.
2. Create replicas 559 from the design master using the **Tools | Manage .EAP File | Create New Replica** menu option.
3. Take the replica away and work on it as required, then bring it back for synchronization with the design master.
4. Synchronize the replicas 559. During synchronization, all changes to both the master and the replica are propagated in both directions, so at the end they both contain the same information.

Avoiding Change Collisions

If two or more people make changes to the same element, eg. a Class, Enterprise Architect arbitrarily overwrites one person's change with another's. To avoid this, different users should work on different packages.

However, since Enterprise Architect does not enforce this rule, it is possible for users' work to conflict. To minimize the difficulties this causes, please note the following guidelines:

- If users are likely to have worked in the same area of the model, they should both witness the synchronization and confirm that they are happy with the net result.
- If small pieces of information have been lost, they should be typed into one of the merged models after synchronization.
- If a large piece of information has been lost (for example, a large Class note that was overwritten by another user who had made a minor change to the same Class) use the Resolve Replication Conflicts 561 dialog.

Disable or Remove Replication Features

If you have converted a project to a Design Master 559 but now want to disable the replication 560 features, use the **Tools | Manage .EAP File | Remove Replication** menu option. Make sure you back up all your files first!

See Also

- Upgrade Replicas 560

6.8.5.1 Create Replicas

To create a replica, follow the steps below:

1. First create a Design Master 559, then select the **Tools | Manage .EAP File | Create New Replica** menu option and follow the on-screen instructions.
2. This process creates a replica of the current project which can then be modified independently, and afterwards re-merged with the main project.

See Also

- Design Masters 559
- Synchronize Replicas 559
- Remove Replication 560
- Upgrade Replicas 560
- Resolve Conflicts 561

6.8.5.2 Design Masters

A *design master* is the first converted Enterprise Architect project that supports replication. From the design master you can create replicas, which can be modified independently of the master project and re-merged at a later date.

Create a Design Master

To create a design master, follow the steps below:

1. Take a back-up of the required Enterprise Architect project.
2. Select the project in the *Project Browser* window.
3. Select the **Tools | Manage .EAP File | Make Design Master** menu option and follow the on-screen instructions.

Tip: *Replication is a powerful means of using Enterprise Architect in a work group or multi-user scenario.*

See Also

- Create Replicas 559
- Synchronize Replicas 559
- Remove Replication 560
- Upgrade Replicas 560
- Resolve Conflicts 561

6.8.5.3 Synchronize Replicas

To copy changes from one member of the replica set to another, use the **Synchronize Replicas** menu option. Note that information is copied both ways, including deletes, updates and inserts.

Synchronize a Replica

To synchronize a replica and a design master, follow the steps below:

1. Open the Master project file.
2. Select the **Tools | Manage .EAP File | Synchronize Replicas** menu option.
3. Locate and select the required replica to merge the open project and the replica.

Note: *When you synchronize, both projects end up containing identical information.*

Change Collisions

Note that if two or more people work on the same element (or package or diagram) then the replication engine has problems in resolving which change is the master. To avoid this, always work on separate areas in the model when you are using replicas. You can also use the **Tools | Manage .EAP File | Resolve Replication Conflicts** menu option.

See Also

- Create Replicas 559
- Design Masters 559
- Remove Replication 560
- Upgrade Replicas 560
- Resolve Conflicts 561

6.8.5.4 Remove Replication

Replication makes many changes to the database structure of your model. As a consequence the model file becomes considerably larger with additional information. If you no longer require a model to be replicable, you can remove all replication features.

Remove Replication

To remove replication, follow the steps below:

1. If a repository is not opened, the menu option for removal of the replication is not enabled. A temporary repository (not the one having replication removed) must be open at the time. Ensure you have a repository opened at the time of creation.
2. Select the **Tools | Manage .EAP File | Remove Replication** menu option, to open the *Remove Replication Wizard*.
3. Enter the full path and file name of the project to have replication removed. Click on the **Next** button.
4. Enter the full path and file name of the base Enterprise Architect model (with no replication) to act as template. Click on the **Next** button.
5. Enter the full path and required file name for the output file. Click on the **Next** button.
6. Select whether to have a log file created, and enter a file name for the log file.
7. Click on the **Run** button to begin removing replication. Enterprise Architect creates a new project containing all the model information.

Your model has now had replication removed, and should be considerably smaller.

See Also

- Create Replicas 559
- Design Masters 559
- Synchronize Replicas 559
- Upgrade Replicas 560
- Resolve Conflicts 561

6.8.5.5 Upgrade Replicas

With new releases of Enterprise Architect there could be changes to the underlying project structure, such as more tables or changed queries. If you are using replicas to share and work with Enterprise Architect projects, it is very important that you open the Design Master before opening any of the replicas with an updated version of Enterprise Architect.

***Warning:* Upgrading Replicas takes special care!**

Changes to the database design in a replica set can ONLY be done to the Design Master. Next time the replicas are synchronized with the Master, the design changes are propagated through to the replicas. Trying to update a replica first at best does nothing, and at worst causes the update of the Master to fail.

One other strategy is to remove replication from a copy of the replica set, upgrade that project and convert it into a new Design Master from which new replicas are created.

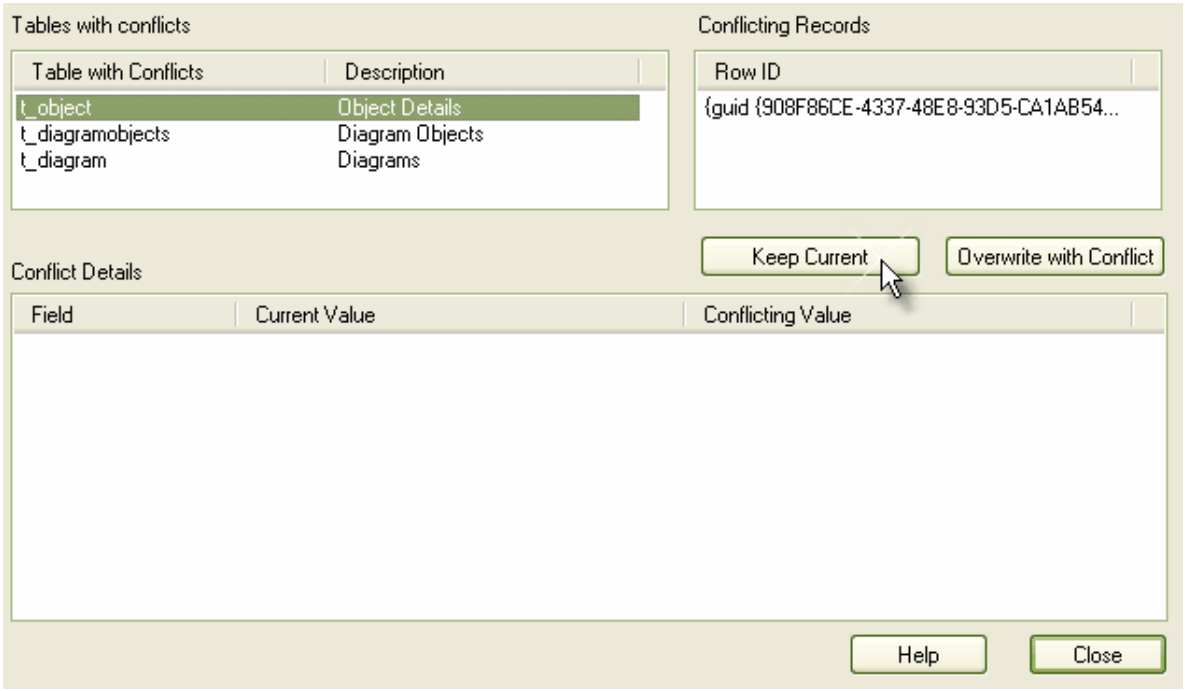
See Also

- Create Replicas 559
- Design Masters 559
- Synchronize Replicas 559
- Remove Replication 560
- Resolve Conflicts 561

6.8.5.6 Resolve Conflicts

When two or more people have changed the same element between synchronization points, Enterprise Architect has trouble resolving which change to accept and which to discard. The choice is made based on some rules within the JET replication manager, but the discarded changes are also stored so you can manually override that choice.

After synchronizing replicas, open the *Resolve Conflicts* dialog and determine if there were any conflicts. Select whether to accept each change or use one of the discarded changes instead.



Recommendations for Resolving Conflicts

Enterprise Architect stores model information in database records. When two records have been modified in different ways by different users, they appear in this dialog.

Normally it is not necessary or desirable to examine conflicts, since they represent relatively inconsequential pieces of information that can very easily be modified through the normal Enterprise Architect interface; for example, by moving a diagram element.

The only case in which this dialog should be used is where a substantial piece of information has been overridden by another user, and you want to retrieve it. Follow the steps below:

1. In the *Table with Conflicts* list, click on the entry that is likely to contain the lost information.
2. Click on each entry in the *Conflicting Records* list.
3. When the lost information appears in the *Conflict Details* list, click on the **Overwrite with Conflict** button.

See Also

- Create Replicas 559
- Design Masters 559
- Synchronize Replicas 559
- Remove Replication 560
- Upgrade Replicas 560

6.9 XMI Import and Export

What is XMI?

XML Metadata Interchange (XMI) is an open standard file format that enables the interchange of model information between models and tools. XMI is based on XML, and is defined by the OMG. Enterprise Architect uses XMI as a method of importing and exporting model specifications between different UML packages, Enterprise Architect projects and other tools that support XMI.

Enterprise Architect supports the XMI 1.1, 1.2 and 2.1 specifications, but does not fully support the older 1.0 specification. When importing or exporting to XMI 1.0, some loss of data occurs due to the limitations of XMI 1.0. XMI 1.1 has support for UML 1.3, whereas XMI 2.1 has support for UML 2.0 and UML 2.1.

With XMI, model details can be exchanged between different UML tools and other tools that are capable of using XMI. Limited support for export to Rational Rose is provided using the Rose version of the XMI 1.1 specification, as implemented by Unisys for Rational products.

Packages can be exported 563 from and imported 564 into Enterprise Architect models. This greatly improves the flexibility and robustness of Enterprise Architect models by enabling Analysts and Modelers to externalize model elements in XMI for version control 584, distributed development, post processing and transferring packages between models. When performing Enterprise Architect-to-Enterprise Architect transfers, ensure that the XMI version selected is 1.1 or 2.1.

Note: *XMI 2.1 exported by Enterprise Architect 7.0 might not be correctly imported into earlier versions of Enterprise Architect.*

Note: *When you select to apply a Data Type Definition (DTD) during an XMI 1.1 export, the UML_EA.DTD file is written to the output directory into which the XML files are written (unless the UML_EA.DTD file is already present in the directory). No error is generated if the UML_EA.DTD file is not present in this directory during the XMI export.*

However, an error does occur if you are ***importing*** *an XMI 1.1 file that has been exported with the UML_EA. DTD file, and the UML_EA.DTD file is not present in the same directory as the XMI file.*

Important: *When you import an XML file over an existing package , ALL information in the current package is deleted first. Please make sure you do not have important changes that you do not want to lose before you import the XML file.*

For further information on XMI, including specifications, consult the OMG XML/XMI Technology topic.

See Also

- XML Options 192 XMI import, export and package control all rely on saving and loading XML files; you can set a number of options to streamline this process
- Export a package 563 to XMI in XMI 2.1 (and earlier)

- Import from XMI 564 with support for XMI 2.1 (and earlier)
- XMI controlled packages 567
- Manually control a package 574 by linking it to an XMI file
- Batch export 572 controlled packages
- Batch import 564 controlled packages
- Limitations of XMI 567
- The UML DTD 567

6.9.1 Export to XMI

You can export a package to an XMI (XML based) file. This enables you to move Enterprise Architect Model elements between models, for distributed development 536, manual version control 574 and other benefits. It also enables limited export of Enterprise Architect model elements to Rational Rose and other tools that implement the UML 2.1 XMI 2.1 standard, the UML1.4 XMI 1.2 standard, or the UML 1.3 XMI 1.1 / XMI 1.0 standard.

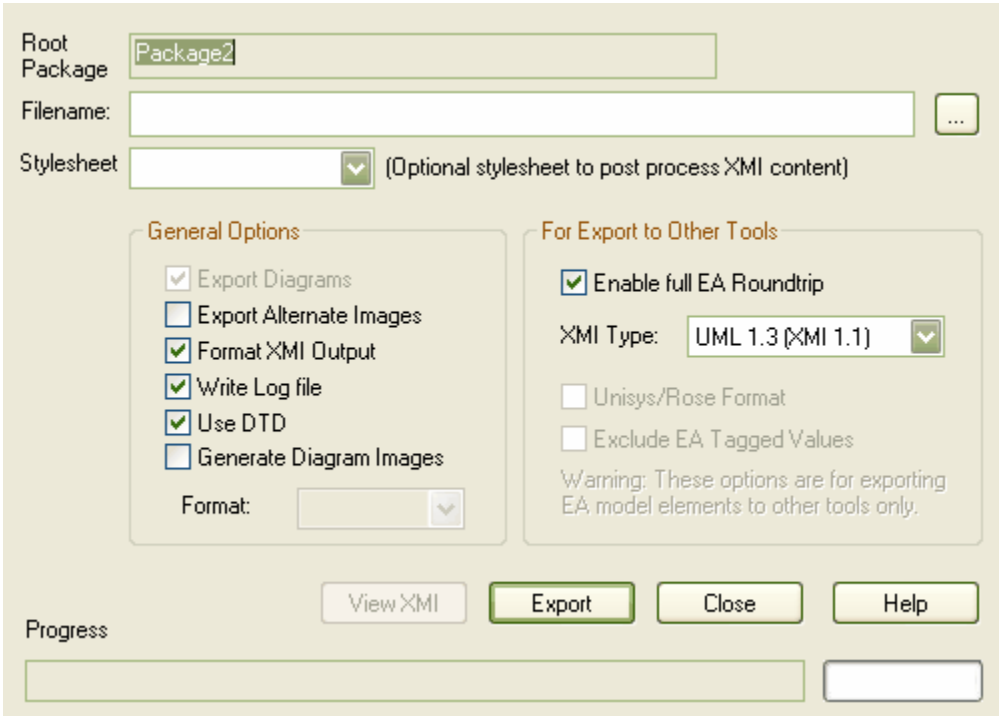
For more information regarding the limitations of XMI exporting read the Limitations of XMI 567 topic.

Exporting a Package to XMI

To export a package to XMI, follow the steps below:

1. In the *Project Browser* window, select the package to export.
2. Either:
   - Right-click and select the **Import/Export | Export Package to XMI** menu option, or
   - Select the **Project | Import/Export | Export Package to XMI** menu option.

   The *Export Package to XMI* dialog displays.



3. In the **Filename** field, type the directory path and filename into which to output the XMI file.
4. In the **Stylesheet** field, click on the drop-down arrow and select a stylesheet to post-process XMI

content before saving to the file.

5. Select the **Export Diagrams** checkbox to export diagrams in the file.
6. Select the **Export Alternate Images** checkbox to export the alternative images used in the diagrams.

   Note: *This checkbox is enabled only for XMI 1.1 and XMI 2.1.*

7. Select the **Format XMI Output** checkbox to format output into readable XML (this takes a few more seconds at the end of the run).
8. Select the **Write Log file** checkbox to write a log of export activity (recommended); the log file is saved to the directory into which you export the XMI file.
9. Select the **Use DTD** checkbox to use the UML1.3 DTD (recommended). Setting this option validates the correctness of the model and checks that no syntactical errors have occurred. For more information regarding the use of DTDs, see the UML DTD 567 topic.
10. In the **XMI Type**: field, click on the drop-down arrow and select the appropriate XMI format:
    - **XMI 1.0**, to generate output in XMI 1.0 format.
    - **XMI 1.1**, to generate output in XMI 1.1 format.
    - **XMI 1.2**, to generate output in XMI 1.2 format.
    - **XMI 2.1**, to generate output in XMI 2.1 format.
10. Select the **Unisys/Rose Format** checkbox to export in Rose UML 1.3, XMI 1.1 format.
11. Select the **Exclude EA Tagged Values** checkbox to exclude Enterprise Architect-specific information from the export to other tools.
12. Click on the **Export** button.

Important: *When exporting and importing with XMI 1.0 with Enterprise Architect, some loss of data occurs due to the limitations of XMI 1.0.*

Note: *XMI 2.1 exported by Enterprise Architect 7.0 might not be correctly imported into earlier versions of Enterprise Architect.*

Note: *When you select to apply a Data Type Definition (DTD) during an XMI 1.1 export, the UML_EA.DTD file is written to the output directory into which the XML files are written (unless the UML_EA.DTD file is already present in the directory). No error is generated if the UML_EA.DTD file is not present in this directory during the XMI export.*

6.9.2 Import from XMI

You can import a package from an XMI (XML based) file. This enables you to move Enterprise Architect Model elements between models, for distributed development, manual version control 574 and other benefits.

You can import the following formats:

- UML 1.3 (XMI 1.0)
- UML 1.3 (XMI 1.1)
- UML 1.4 (XMI 1.2)
- UML 2.0 (XMI 2.1)
- UML 2.1 (XMI 2.1)
- MOF 1.3 (XMI 1.1)
- MOF 1.4 (XMI 1.2)

Enterprise Architect can also import the *.emx and *.uml2 files 565 generated by tools such as Rational Software Architect (RSA) and Rational Software Modeler (RSM).

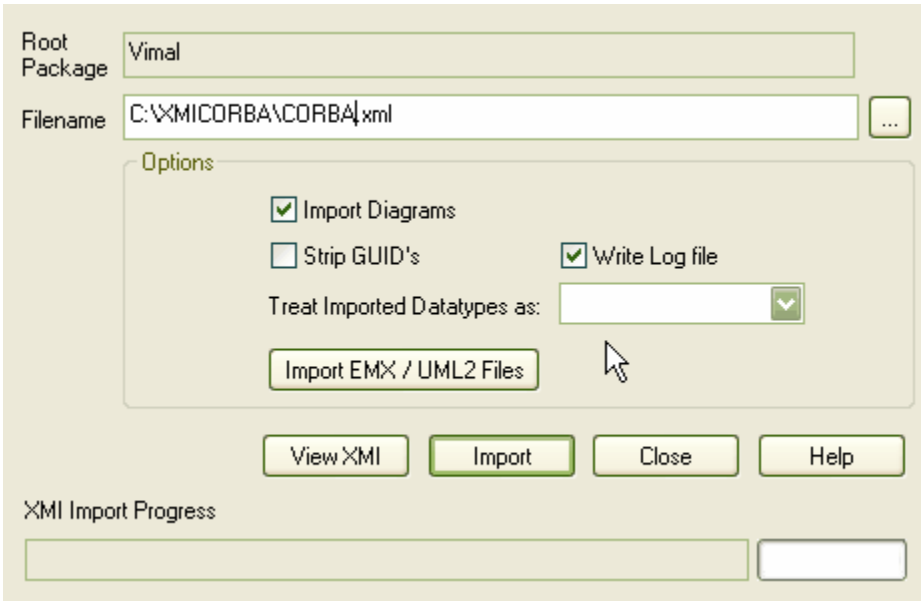
Import From XMI

To import a package from XMI, follow the steps below:

1. In the *Project Browser* window , select the package into which to import the file.

2. Either:
   - Right-click and select the **Import/Export | Import Package from XMI** menu option, or
   - Select the **Project | Import/Export | Import Package from XMI** menu option.

   The *Import Package from XMI* dialog displays.



Note: *To import .emx or .uml2 files, click on on the* **Import EMX / UML2 Files** *button. Go to* *Import EMX/UML2 Files* 565.

3. In the **Filename** field, type the directory path and filename from which to import the XMI file.
4. Select the **Import diagrams** checkbox to import diagrams.
5. Select the **Strip GUIDs** checkbox to remove Universal Identifier information from the file on import. This enables the import of a package twice into the same model; the second import requires new GUIDs to avoid element collisions.
6. Select the **Write log file** checkbox to write a log of import activity (recommended); the log file is saved in the directory from which the file is being imported.
7. Click on the **Import** button.

Important: *When you import an XML file over an existing package , ALL information in the current package is deleted first. Please make sure you do not have important changes that you do not want to lose before you import the XML file.*

Important: *If you are importing an XMI 1.1 file that was previously exported with a UML_EA.DTD file, the UML_EA.DTD file must be present in the directory into which the XMI file is being written. An error occurs if the UML_EA.DTD file is absent.*

6.9.3 Import EMX/UML2 Files

Rational Software Architect (RSA) enables you to add many UML models under a single root. These models can have cross references between them. However, RSA cannot save the entire root as one file; it saves each UML model as a separate EMX file. This means that an EMX file with cross-references is not self-contained as it references elements in another EMX file.

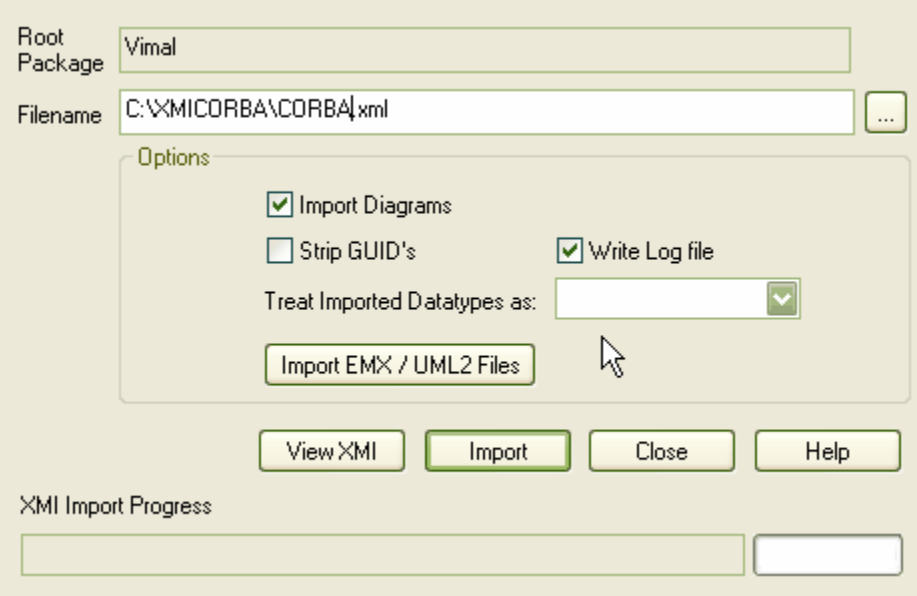
In releases earlier than release 7.0, Enterprise Architect treats each EMX file as a separate model and hence does not allow for cross-references between them. At release 7.0, Enterprise Architect enables these cross-references. You therefore have the option of importing a single EMX/UML2 file or a group of EMX/UML2

files. This option enables you to select a group of related files and import them together, thereby retaining the cross-references between the different files.

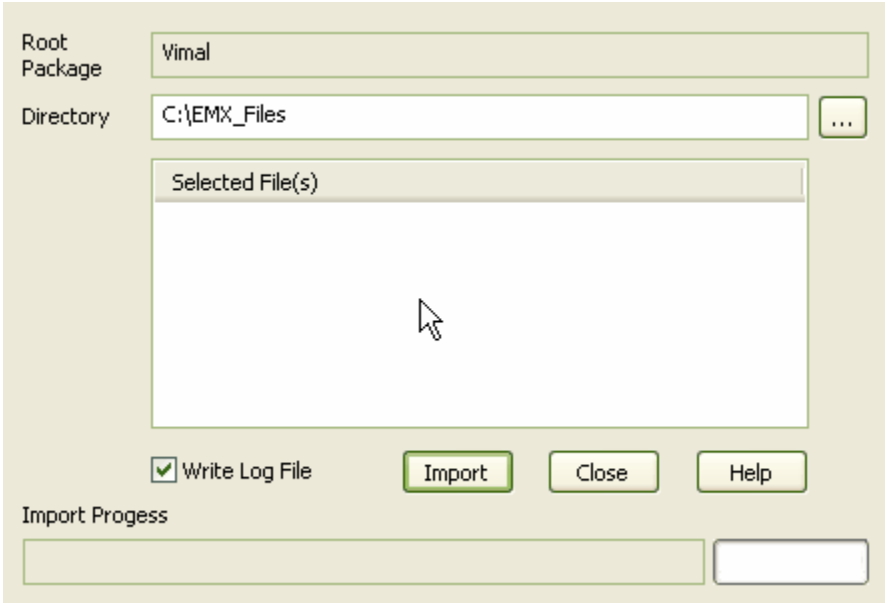
To import single or multiple *.emx /*.uml2 files into Enterprise Architect, follow the steps below:

1. In the *Project Browser* window , select the package into which to import the file.
2. Either:
   - Right-click and select the **Import/Export | Import Package from XMI** menu option, or
   - Select the **Project | Import/Export | Import Package from XMI** menu option.

   The *Import Package from XMI* dialog displays.



3. Click on the **Import EMX / UML2 Files** button. The *Import Package from XMI* dialog redisplays, formatted for .EMX/.UML2 file imports.



4. Click on the **[...]** (Browse) button next to the **Directory** field. The *Select Import EMX / UML2 File(s)* dialog displays, which enables you to select multiple files.
5. Select the file or files (use **[Ctrl]+**click or **[Shift]+**click to select several files) and click on the **Open** button. The *Import Package from XMI* dialog redisplays; the *Selected File(s)* panel lists the selected files.
6. Select the **Write Log File** checkbox to write a log of import activity (recommended); the log file is saved in the directory from which the file is being imported, with the name *import.log*.
7. Click on the **Import** button. Enterprise Architect indicates the progress of the import in the **Import Progress** field.

6.9.4 Limitations of XMI

Whilst XMI is a valuable means of specifying a UML model in a common format, it is relatively limited in the amount of additional information it can tolerate using the standard syntax. A lot of information from an Enterprise Architect Model must be converted to Tagged Values, which import into other modeling systems as additional information or are ignored completely.

Enterprise Architect can both generate and read XMI 1.0 and 1.1 using UML 1.3 format, XMI 1.2 using UML 1.4 format, and XMI 2.1 using UML 2.0 and UML 2.1 format. Note that round-tripping model elements using XMI (for example, to version control or for controlled package) is only possible using XMI 1.1/UML 1.3 - Enterprise Architect format, which uses the additional Tagged Values to store the UML 2.0 information.

Notes for Exporting to Rose and other tools

- There are also discrepancies in the Unisys/Rose implementation with regard to spelling mistakes and slightly different syntax to the official XMI 1.1 specification, so problems might occur.
- The way packages are arranged in different models can impact successful import into other systems. Experimentation is the only work around for this problem.
- Some parts of the XMI import/export process do not work as expected in products like Rational Rose; for example, note links are not supported, and state operations import but do not appear in diagrams. In addition, Rational Rose only supports import of a full project, not a single package.
- For best results, it is recommended that you keep the model elements to export to Rose simple and conforming as closely as possible to the UML 1.3 specification.

6.9.5 The UML DTD

When you import or export Enterprise Architect packages to XMI, the import or export process can be validated using a Data Type Definition (DTD). The XML parser uses this document to validate the correctness of the model and to check that no syntactical errors have occurred. It is always best to use a DTD when moving packages between Enterprise Architect models as it ensures correctness of the XMI output, and prevents attempted imports of incorrect XML.

Several DTDs for XMI/UML exist. The OMG defines a standard UML1.3 DTD for use in XMI 1.1. Enterprise Architect uses an extension of this with some additional element extensions for non-standard UML types, such as testing details.

Whenever you read an XML file, the XML parser looks in the current directory for the DTD - if specified - using the DOCTYPE element in the XML file. If the parser cannot find the DTD, it records an error and aborts processing. You must ensure the UML_EA.DTD file is in the current XML output path (generated by default).

6.9.6 Controlled Packages

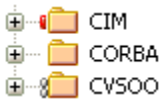
Controlled packages are a powerful means of 'externalizing' parts of an Enterprise Architect model. Using controlled packages you can:

- Support widely distributed development by having team members submit packages in the form of XML for import into a central Enterprise Architect repository.

- Support version control, by writing model elements in XML text files suitable for version control using standard version control software. Using XMI this way enables you to manually connect to third-party version control software outside the Enterprise Architect environment. Enterprise Architect internally supports the configuration of version control through SCC and CVS.
- Support import and export of model elements between different models; for example, a Class library can be re-used in many models and kept up to date in target models using controlled packages, reloading packages as required when new versions of the Class model become available.

Package XML is standard XMI-compliant output that can be loaded into any XML viewer, or used by any XML-based tool to perform manipulations and extracts, such as document or code generators.

Controlled packages appear in the *Project Browser* window with a small colored rectangle to the left of the package icon, as shown below:



A controlled package is a package configured to save and load in XML format to a named file. The XML output is UML1.3 compliant XMI, with Enterprise Architect extensions to support diagrams and additional model elements.

Note: *When you select to apply a Data Type Definition (DTD) during an XMI 1.1 export, the UML_EA.DTD file is written to the output directory into which the XML files are written (unless the UML_EA.DTD file is already present in the directory). No error is generated if the UML_EA.DTD file is not present in this directory during the XMI export.*

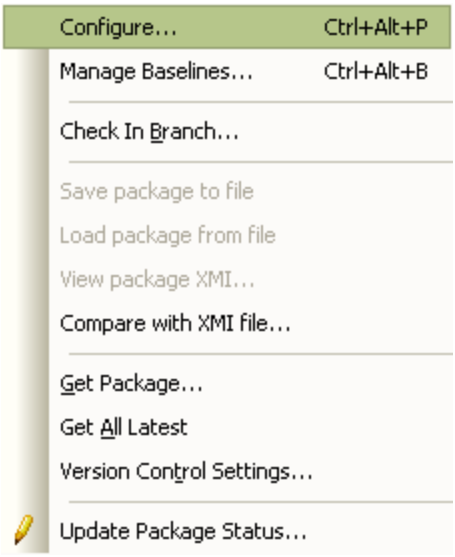
Important: *If you are importing an XMI 1.1 file that was previously exported with a UML_EA.DTD file, the UML_EA.DTD file must be present in the directory into which the XMI file is being written. An error occurs if the UML_EA.DTD file is absent.*

See Also

- Version Control 584

6.9.6.1 Controlled Package Menu

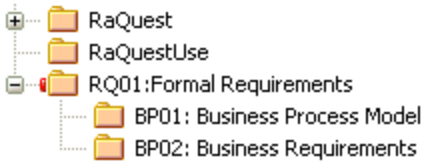
To display the **Controlled Package** menu, right-click on a version-controlled package in the *Project Browser* window to display the context menu, and select the **Package Control** option.



Menu Option	Function
Configure	Displays the *Package Control Options* dialog, which enables you to specify whether this package (and its child packages) is controlled and which file it is controlled through.
Save package to file	Saves a controlled package to an XMI file.
Load package from file	Loads a previously-saved XMI file.
View package XMI	Displays the package XMI after the package has been exported to XMI.
Get Package	Enables you to gain access from packages in the version-controlled repository that is currently available in your model.
Get All Latest	Retrieves the latest version of the package from the repository. Available only for packages that are checked in. The alternative option **Get Latest** - if displayed - is not intended for sharing .EAP files and should only be used when users have their own individual databases.
Version Control Settings	Displays the Version Control Settings dialog 587.
Update Package Status	Enables you to provide a bulk update on the status of a package. This includes status options such as Proposed, Validate and Mandatory.

6.9.6.2 Configure Packages

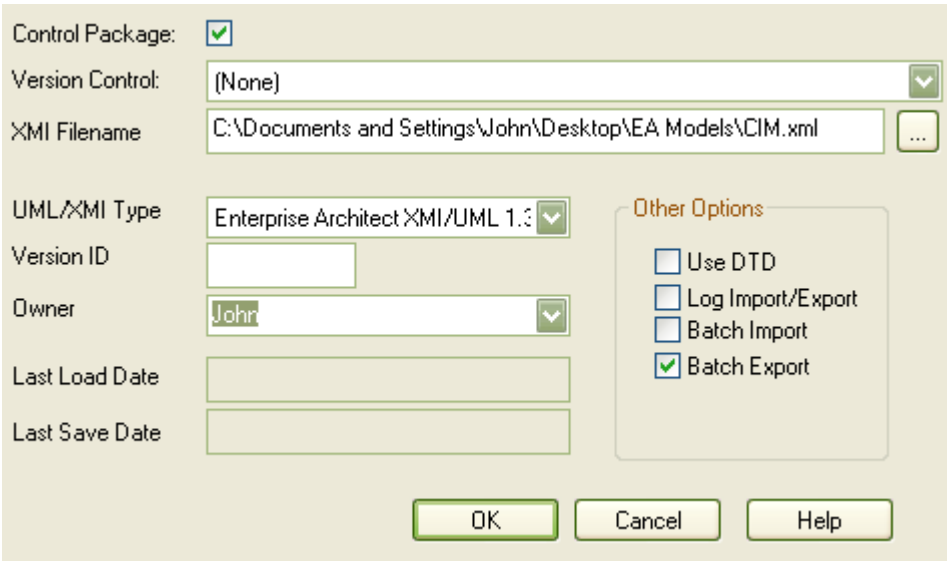
Before you can use a controlled package, you must configure it with options such as the filename to save to/ load from, the type of export and the version number. Once a package is configured and marked as controlled, it is displayed in the *Project Browser* window with a small colored rectangle next to the package icon, indicating it is a controlled package. In the example below, the *RQ01: Formal Requirements* package is a controlled package.



Configure a Controlled Package

To configure a controlled package, follow the steps below:

1. In the *Project Browser* window, right-click on the package to control or configure. The context menu displays.
2. Click on the **Package Control | Configure** menu option. The *Package Control Options* dialog displays.



3. Set the required options, as follows:
   - Select the **Control Package** checkbox to indicate that this is a controlled package
   - Click on the **Version Control** drop-down arrow and select the version control repositories; this connects the package to a specific version control configuration
   - In the **XMI Filename** field, type or browse for the path and XMI file for importing and exporting XMI files. The field accepts Local Path Substitution strings; for example, use an XMI local path definition where:

     myLocalPath="C:\Documents and Settings\John\Desktop\EA Models"

     Then *%myLocalPath%\CIM.xml* is equivalent to *C:\Documents and Settings\John\Desktop\EA Models\CIM.xml*
   - In the **UML/XMI Type** field, click on the drop-down arrow and select the type of XMI generated; options include Enterprise Architect XMI/UML 1.3, Rational Rose/Unisys UML 1.3 and Generic XMI 1.0/UML 1.3. Currently only Enterprise Architect UML 1.3 is supported for complete import/export

round tripping of packages

- In the **Version ID** field, type the version ID number
- In the **Owner** field, type or select the name of the package owner
- If required, click on the **Use DTD** checkbox to use a Data Type Definition (DTD)
- If required, click on the **Log Import/Export** checkbox to log import and export activity to a log file
- If required, click on the **Batch Import** checkbox to mark the package as a Batch Import package
- If required, click on the **Batch Export** checkbox to mark the package as a Batch Export package.

4. Click on the **OK** button to set the Package Control options.

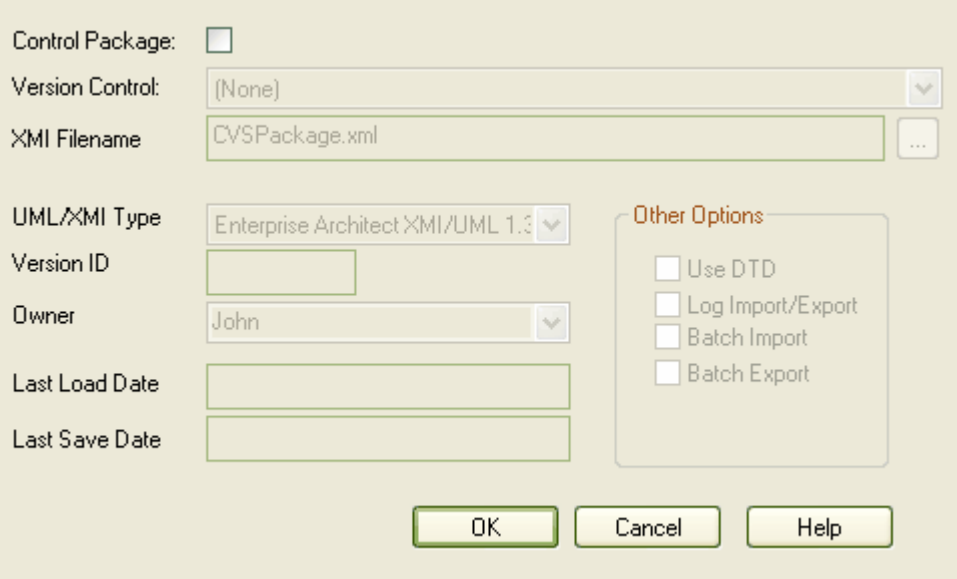
Note: *For batch import, the file date of the XMI file is stored. You can bypass the batch import if the file date of the last import matches that of the current file (ie. there is no change).*

6.9.6.3 Remove Package from Control

If required, you can remove the control from a package. Before removing the package control, you must check in 610 the package if it is being used for version control.

To remove control from a package:

1. In the *Project Browser* window, right-click on the controlled package. The context menu displays.
2. Select the **Package Control | Configure** menu option, or press **[Ctrl]**+**[Alt]**+**[P]**. The *Package Control Options* dialog displays.
3. Deselect the **Control Package** checkbox.



4. Click on the **OK** button to remove package control.

Package control for the selected package has now been removed.

6.9.6.4 Save a Package

You can save a controlled package to an XMI file. Once you have correctly configured 570 the package, follow the steps below:

1. In the *Project Browser* window, right-click on the package to save. The context menu displays.
2. Select the **Package Control | Save Package to File** menu option .

3. The export process executes automatically according to your configured preferences, overwriting any existing file.

Note: *If you are using a version control package in conjunction with the exported package files, you must check out the XMI file first to enable Enterprise Architect to overwrite the existing version.*

6.9.6.5 Load a Package

Using the *Controlled Packages* facility, you can save and load packages to a named file. If a package has been marked for control it is displayed in the *Project Browser* window with a red rectangle to the left of the package icon. If you have previously saved a controlled package, you can reload it using the **Load package from file** menu option.

To load a controlled package, follow the steps below:

1. In the *Project Browser* window, right-click on the package to load. The context menu displays.
2. Select the **Package Control | Load package from file** menu option.
3. If you have configured the package control details, Enterprise Architect prompts you to confirm the import.

   Warning: *Importing deletes the current package entirely from the model, and the action cannot be undone. You must be careful not to lose any current changes or information.*

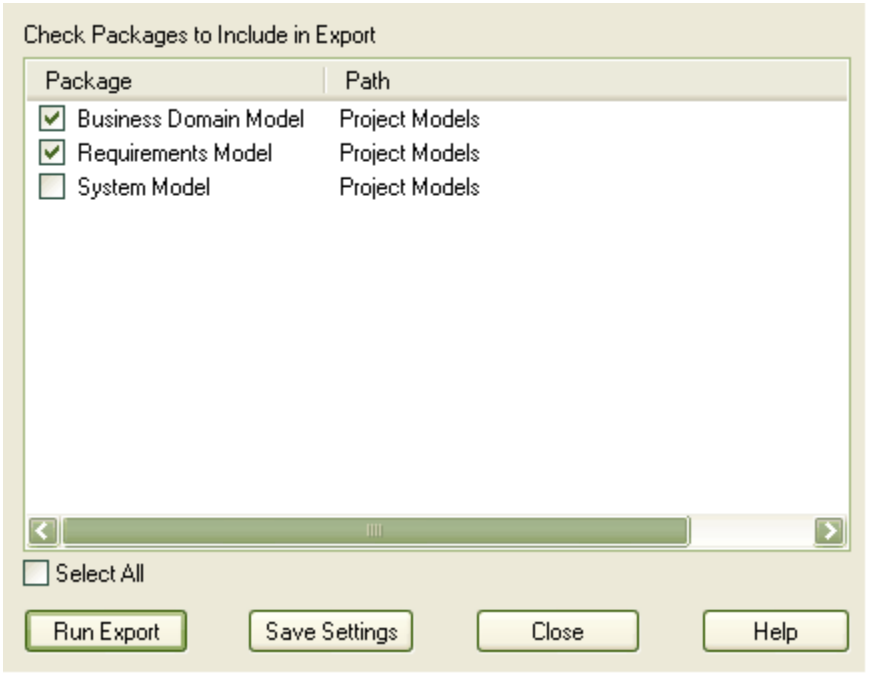
4. Click on the **Yes** button to confirm the import. The current package is deleted and the saved package is imported.

6.9.6.6 Batch XMI Export

You can export a group of controlled packages in one step, using the *Batch XMI Export* facility.

To export a group of controlled packages, follow the steps below:

1. Select the **Project | Import/Export | Batch XMI Export** menu option. The *Batch XMI Export* dialog displays.



2. Select the checkbox against each package to include in this export run. Select the **Select All** checkbox to select all packages in the list.
3. If you want to save this configuration as the default, click on the **Save Settings** button.
4. Click on the **Run Export** button.

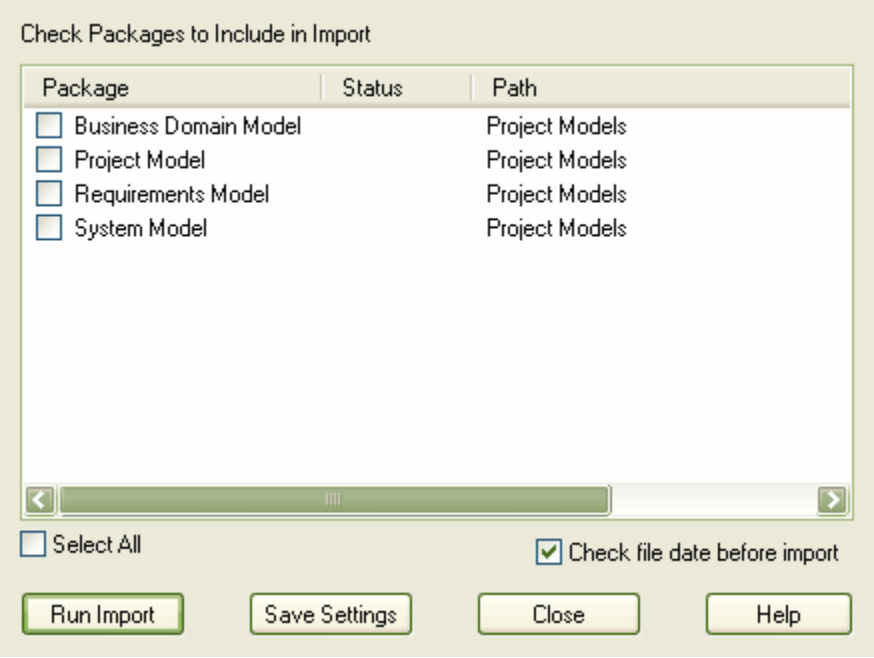
Enterprise Architect cycles through each checked package and exports it using the options specified in the Controlled Package 570 dialog. As long as a valid filename exists, Enterprise Architect exports the package to XML and proceeds to the next package.

6.9.6.7 Batch XMI Import

You can import a group of controlled packages in one step, using the Batch XMI Import facility.

To import a group of controlled packages, follow the steps below:

1. Select the **Project | Import/Export | Batch XMI Import** menu option. The *Batch XMI Import* dialog displays.



2. Select the checkbox against each package to include in the import. Select the **Select All** checkbox to select all packages in the list.

   Tip: *To avoid re-importing the same module multiple times, select the* **Check file date before import** *checkbox. Enterprise Architect then does not import a file if the last import file date matches that of the one currently on disk.*

3. If you want to save this configuration as the default, click on the **Save Settings** button.
4. Click on the **Run Import** button. Enterprise Architect cycles through the packages and imports each selected package

As Enterprise Architect processes each package, it updates the **Status** column against each package name on the *Batch XMI Import* dialog.

- If the import is successful, Enterprise Architect updates the package status to **Imported**.
- If the import is unsuccessful, Enterprise Architect updates the package status to **Not Imported**.

Common reasons for an import to fail include:

- The package not being correctly configured
- The last import file date matches the import date of the file currently on disk.

6.9.6.8 Manual Version Control with XMI

You can use XMI to support version control by writing model elements in XML text files suitable for use with standard version control software. Using XMI in this manner enables you to manually connect to third-party version control software outside the Enterprise Architect environment. Enterprise Architect internally supports the configuration of version control through SCC and CVS configurations.

To use XMI for version control, you must first:

1. Select suitable packages in the *Project Browser* window, to be marked as controlled packages.
2. Configure these with filenames that are visible to a version control system of your choice.
3. Save the controlled packages to establish a model base and check these into the version control system.

When Versioning is Required

Continue working on a package until versioning is required then follow the steps below:

1. Check out the package XMI file from the version control system.
2. Save the relevant package using the controlled package support.
3. Check the package back into the version control system.

Recover an Earlier Version

To recover an earlier version, follow the steps below:

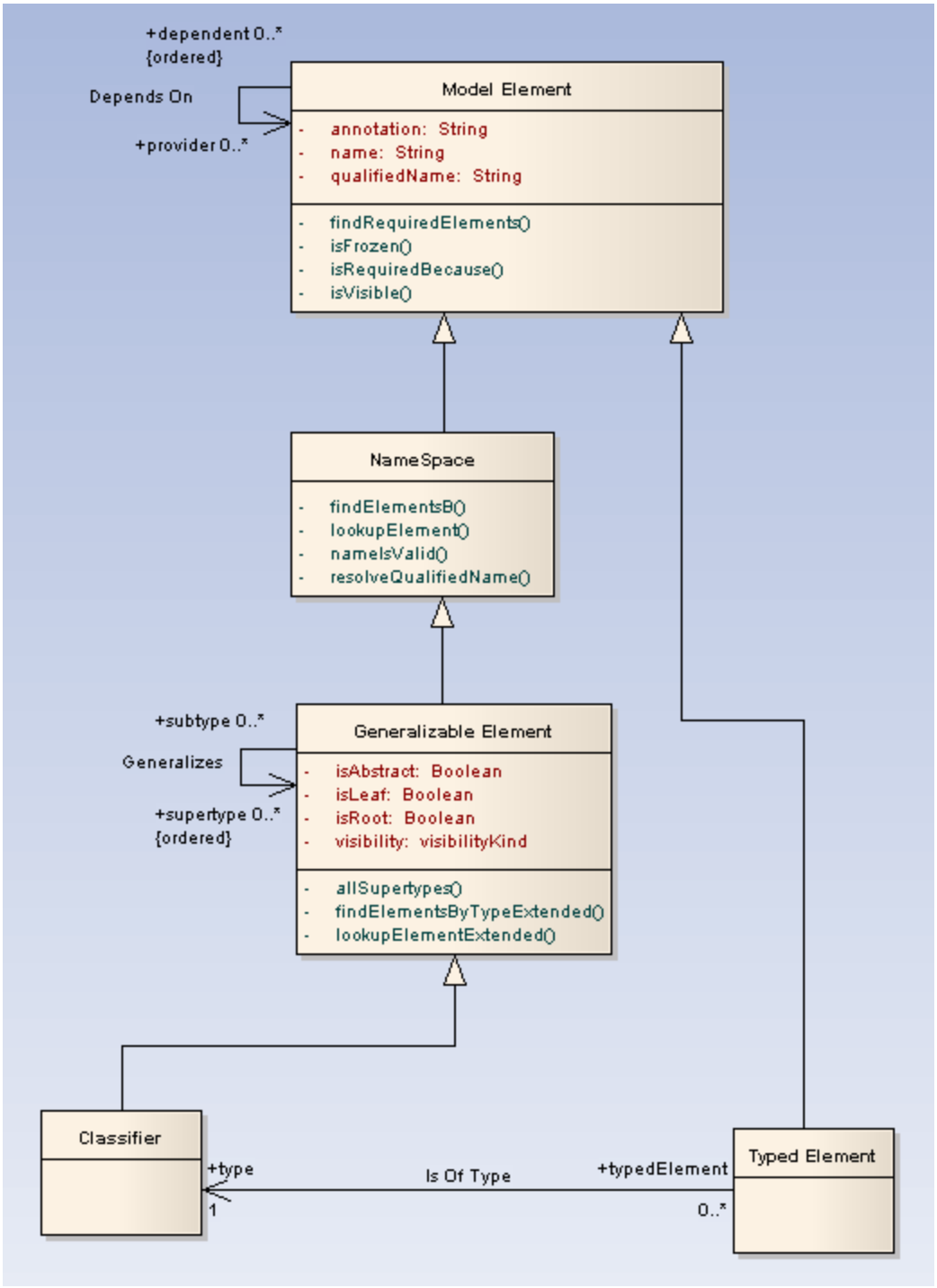
1. Save the current version first, if required (important, because the package is completely deleted during the import process) and manually update the version control system if necessary.
2. Get the required package version from the version control system.
3. Select the package to reload.
4. Select the **Package Control | Load package from file** menu option to import the previous version.
   Enterprise Architect deletes the controlled package and restores the previous version.

6.10 MOF

Enterprise Architect offers support for exporting packages to XMI under the *Meta-Object Facility (MOF)* 1.3 and 1.4 standards. MOF models are created by assigning the stereotype *metamodel* to the package. MOF models can be exported to MOF 1.3 or MOF 1.4 XMI file specification.

Background Knowledge

MOF is an Object Management Group (OMG) standard that originated in the UML, when the OMG required a Meta-Modeling architecture to define the UML. MOF is designed as a four-layered architecture, as illustrated in the following diagram.



Because of the similarities between the MOF-model and UML structure models, MOF meta-models are usually modeled as UML Class diagrams 1060. You can also use the *Metamodel* 114 page of the Enterprise Architect UML *Toolbox* to create MOF model elements and connectors. A supporting standard of MOF is XMI, which defines an XML-based exchange format.

MOF is a closed, strict meta-modeling architecture; every model element on every layer is strictly an instance of a model element of the layer above. MOF only provides a means to define the structure or abstract syntax

of a languages or of data.

Simplified, MOF uses the notion of Classes, as known from object orientation, to define concepts (model elements) on a meta-layer. These Classes (concepts) can then be instantiated through objects (instances) of the model layer below. Because an element on the M2 layer is an object (instance of an M3 model element) as well as a Class (an M2 layer concept) the notion of a *clabject* is used. *Clabject* is a merge of the words *Class* and *object*.

Another related standard is OCL, which describes a formal language that can be used to define model constraints by means of predicate logic.

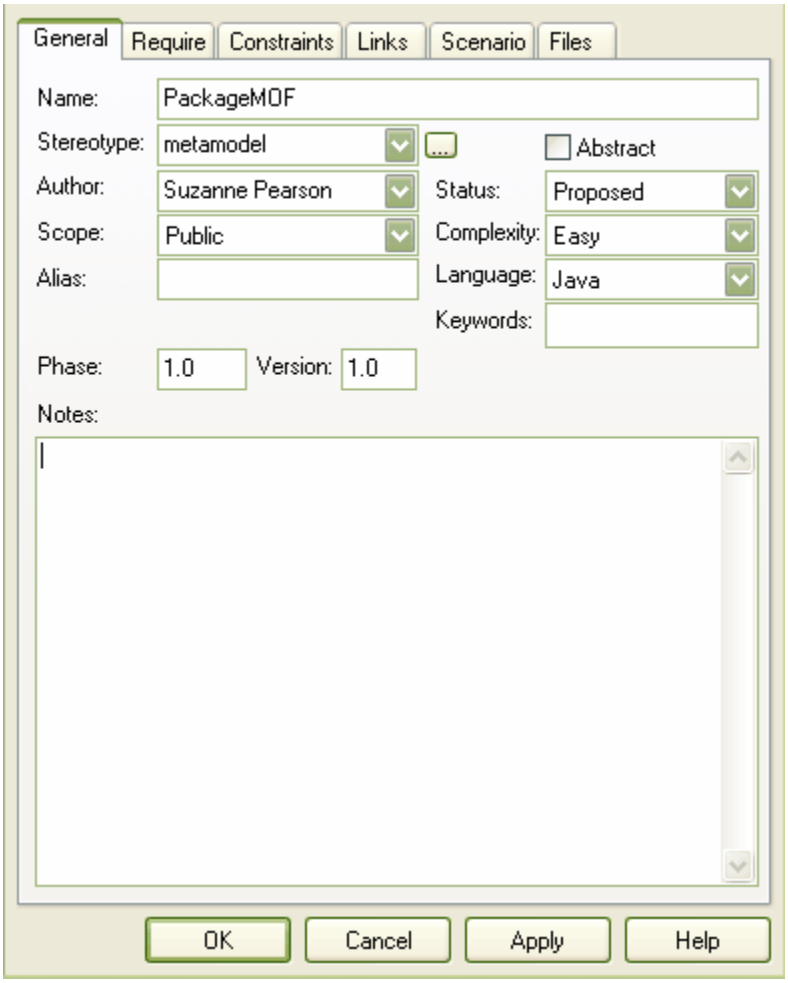
See Also

- Getting Started 576
- Export MOF to XMI 578
- Import MOF to XMI 579
- Toolbox-Metamodel 114

6.10.1 Getting Started

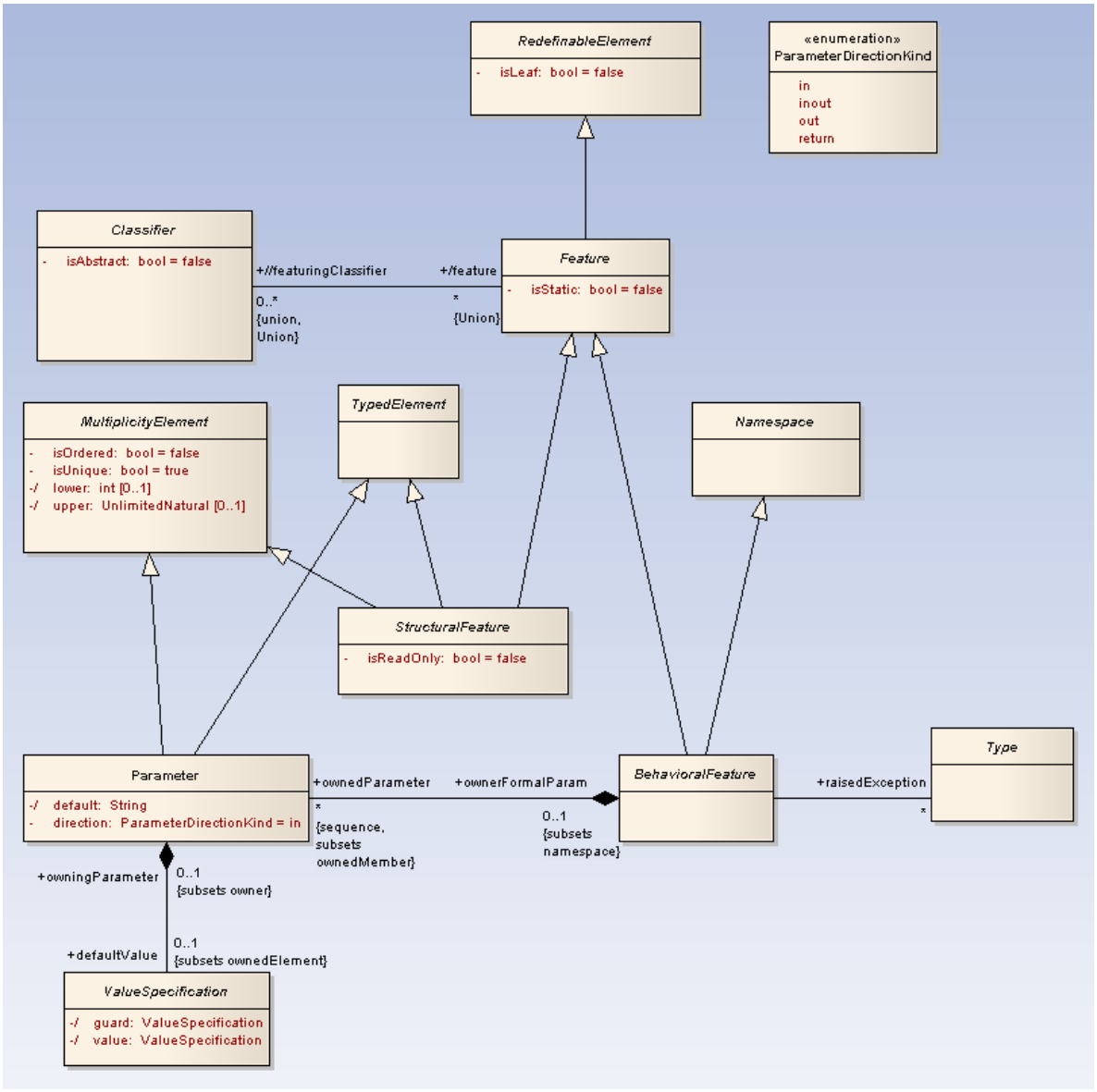
MOF diagrams are Class 1060 diagrams that are contained in packages with a metamodel stereotype. To create a MOF diagram, follow the steps below.

1. Create a package to contain your MOF elements.
2. If the *Package* dialog does not immediately display, right-click on the package element and select the **Properties** context menu option.



3. In the **Stereotype** field type the value **metamodel**.
4. Click on the **OK** button.
5. Right-click on the package in the *Project Browser* window and, from the context menu, select **Add | Add Diagram.** Create a Class diagram (the default diagram).
6. Give your MOF Class diagram an appropriate name.
7. In the Enterprise Architect UML *Toolbox*, select the **More tools | UML | Metamodel** menu option and add the required Metamodel 114 elements to the diagram.

The following is an example of a MOF diagram. A MOF diagram can typically contain Package, Class, Enumeration and Primitive elements, and Generalization, Association, Compose and Aggregate relationships.



See Also

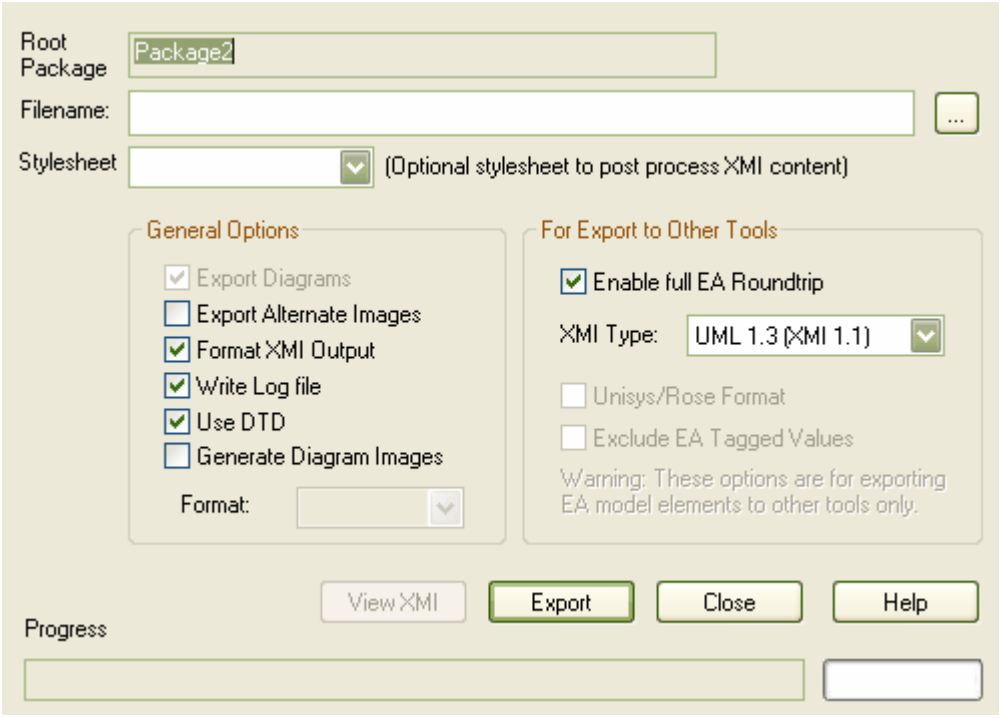
- MOF 574
- Export MOF to XMI 578
- Import MOF to XMI 579
- Toolbox-Metamodel 114

6.10.2 Export MOF to XMI

Once you have created your MOF diagram you can export the diagram to XMI, specifying the MOF 1.3 or MOF 1.4 standard.

1. Right-click on the package in the *Project Browser* window. The context menu displays.
2. Select the **Import/Export | Export Package to XMI file** menu option. The *Export Package to XMI*

dialog displays



3. In the **Filename** field, type a name for the XMI file.
4. De-select the **Enable full EA Roundtrip** checkbox.
5. In the **XMI Type** field, click on the drop-down arrow and select **MOF 1.3** or **MOF 1.4.**
6. Click on the **Export** button and wait until the **Progress** bar reads **100%**.
7. Once your file has been created, you can view it by clicking on the **View XMI** button.

See Also

- MOF 574
- Getting Started 576
- Import MOF to XMI 579
- Toolbox-Metamodel 114

6.10.3 Import MOF from XMI

MOF diagrams exported to XMI are capable of being imported via the regular import XMI features of Enterprise Architect. See Import from XMI 564

See Also

- MOF 574
- Getting Started 576
- Export MOF to XMI 578
- Toolbox-Metamodel 114

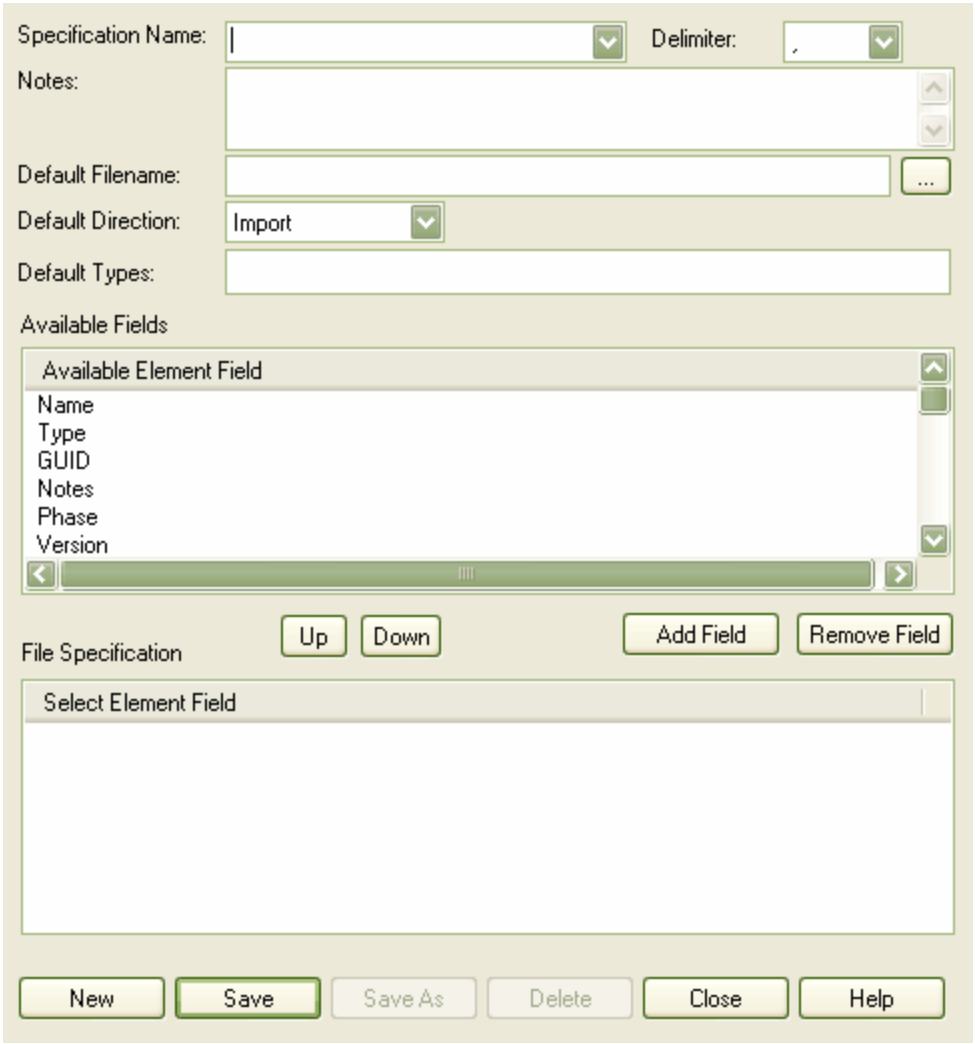
6.11 CSV Import and Export

You can import [583] and export [581] information about Enterprise Architect elements in CSV format. You must define CSV specifications [580] to do this.

6.11.1 CSV Specifications

To import [583] and export [581] element data from Enterprise Architect using CSV files, you must first set up one or more file specifications. A file specification lists the fields in the order they are imported or exported, the filename (optional) and the delimiter between columns. Once you have defined one or more specifications, it can be selected in the *CSV Import/Export Specification* dialog as the current specification to apply during an import or export action. CSV only imports and exports objects and their properties; items such as Class attributes cannot be imported or exported through this mechanism. XMI [562] provides a solution to this limitation, as does use of the Automation Interface [1363].

To define a specification, select the **Project | Import/Export | CSV Import/Export Specifications** menu option. The *CSV Import/Export Specification* dialog displays.



The *CSV Import/Export File Specification* dialog provides the following functionality:

Element	Description
Specification Name	Unique name to apply to this specification. Used to select a specification from the drop list in the import/export dialog.
Delimiter	Character delimiter to use between record fields. ***Note:*** *If a field contains an instance of the delimiter, the field is exported wrapped in **"** (quotation marks) and all instances of **"** in the field are doubled (ie. **"** becomes **""**).*
Notes	Description of the specification; only used in this dialog for descriptive purposes.
Default Filename	Default filename.
Default Direction	Set to **Import** or **Export**. A specification can be used in either direction, but this enables you to set the default type.
Default Types	Limit the element types being exported by entering a comma-separated list here: eg. *class,requirement,component,node,object*.
Available fields	List of possible record fields, not yet allocated.
File Specification	List of record fields (in order) already assigned.
Add Field	Move all selected fields in top list to bottom list.
Remove Field	Move all selected fields in bottom list back to available list.
New	Create a new specification.
Save	Save changes to the currently selected specification.
Save As	Save the current specification with a new name.
Delete	Delete the current specification.
Close	Close this dialog.

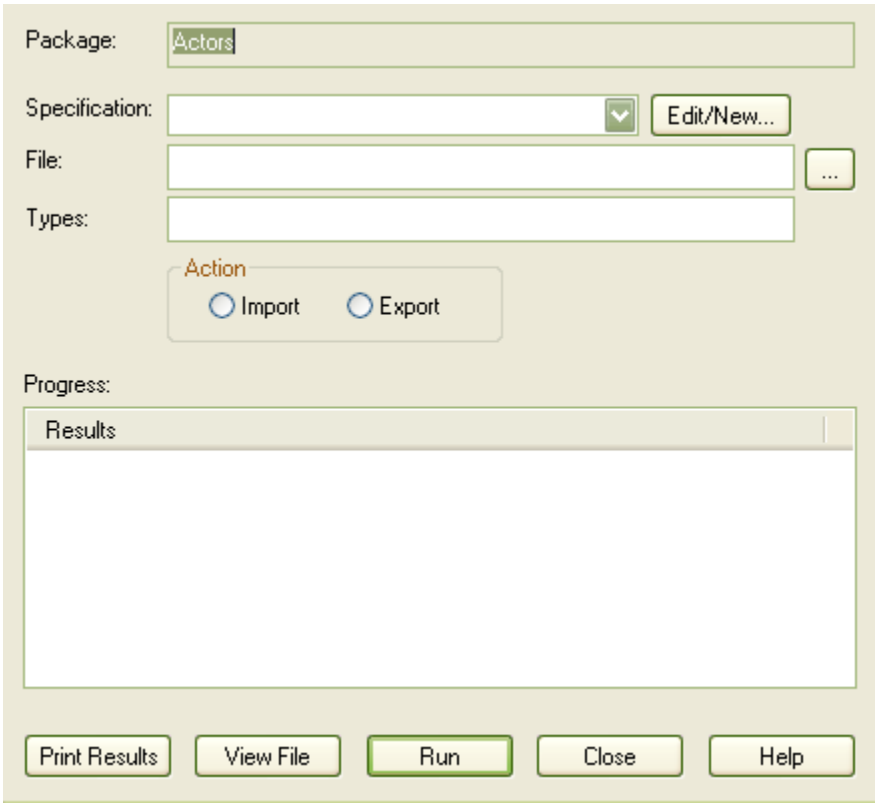
6.11.2 CSV Export

It is possible to export information about Enterprise Architect elements in CSV format. Once you have defined a CSV export specification 580 it is possible to write out major element attributes to a CSV text file.

Export Data in CSV Format

To export data in CSV format, follow the steps below:

1. In the *Project Browser* window, right-click on the package containing the elements to export.
2. Select the **Import/Export | CSV Import/Export** menu option. The **CSV Import/Export** dialog displays.



3. Set the required options; the dialog provides the following functionality:

Element	Description
Package	Name of the current selected package.
Specification	Name of the export specification 580 to use.
Edit/New	Click on this button to edit the export specification or create a new one.
File	The filename to export to.
Types	List of types to export: leave blank for all, or enter a comma-separated list of types.
Action	Select the **Export** radio button to export to file.
Print Results	Print out the result list.
View File	View CSV file with default windows application for CSV files.
Run	Perform the export.
Close	Exit this dialog.

6.11.3 CSV Import

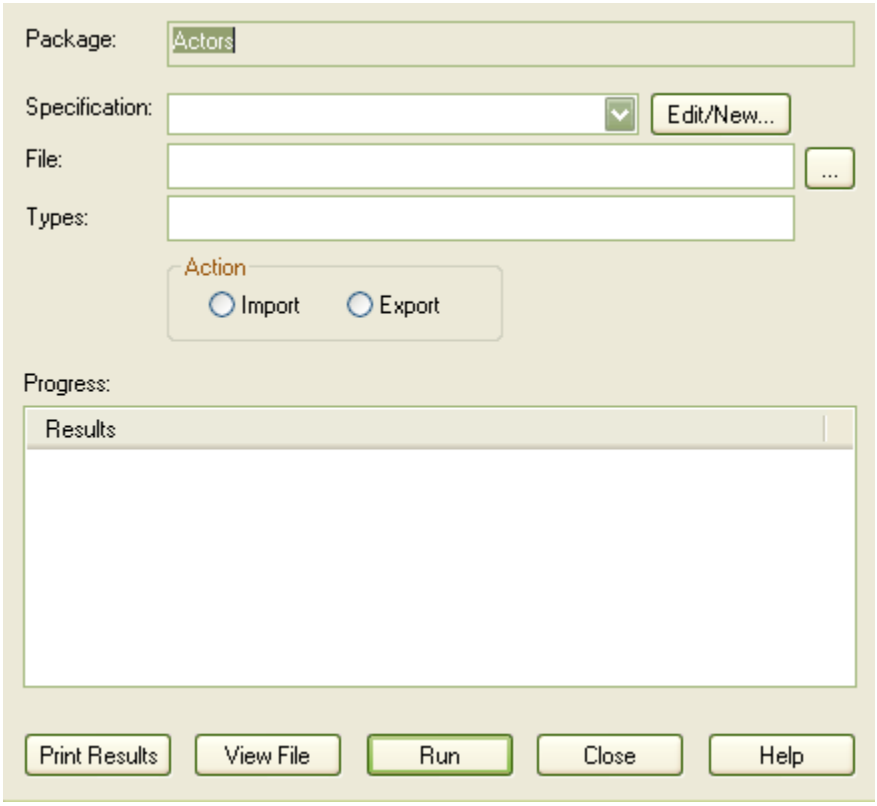
It is possible to import information about Enterprise Architect elements in CSV format. Once you have defined a CSV import specification 580 you can read in major element attributes from a CSV text file.

When importing, Enterprise Architect checks the specification to see if there is a **GUID** field included. If there is, Enterprise Architect attempts to locate the element identified by the GUID and, if successful, updates the current element rather than creating a new one. If no **GUID** field is defined, or Enterprise Architect cannot locate the identified element, a new element is created and placed in the current package. Note that during import, **Type** is a mandatory field and must match one of the legal Enterprise Architect element types.

Import Data in CSV Format

To import data in CSV format, follow the steps below:

1. In the *Project Browser* window, right-click on the package to import into.
2. Select the **Import/Export | CSV Import/Export** menu option. The **CSV Import/Export** dialog displays.



3. Set the required options; the dialog provides the following functionality:

Element	Description
Package	Name of the current selected package.
Specification	Name of the import specification 580 to use.
Edit/New	Click on this button to edit the import specification or create a new one.
File	The filename to import from.

Element	Description
Types	Not used for import.
Action	Select the **Import** radio button to import from file.
Print Results	Print out the result list.
View File	View CSV file with default windows application for CSV files.
Run	Perform the import.
Close	Exit this dialog.

6.12 Version Control

Enterprise Architect supports version control of packages and their component sub-packages to a central version control repository. You can place any individual packages, View nodes or model root nodes under version control.

Version Control provides two key facilities:

- Coordinating sharing of packages between users
- Saving a history of changes to Enterprise Architect packages, including the ability to retrieve previous versions.

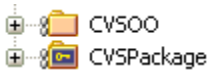
There are four basic ways in which the version control facility might be used:

Use	Description
Single Shared model	Users share an Enterprise Architect model, stored in a central EAP file or DBMS repository. This configuration enables you to see other users' packages without explicitly having to retrieve them. • Version control regulates access to packages, and maintains package revision history.
Multiple Private models	An Enterprise Architect model is created by a single user who configures it for version control. The model file is then distributed to other users, with each user storing their own private copy of the model. • Users update their model's packages through version control • Version control regulates access to packages, and maintains package revision history • Other users' new packages are retrieved using the Get Package command.
Shared packages	Individual users create separate Enterprise Architect models but share one or more packages. • Users share packages through version control.
Standard packages	A company might have a standard set of packages which are broadly shared (on a read-only basis). • Individual users retrieve packages with the **Get Package** menu option.

Note: *We strongly urge you not to manipulate version controlled package files outside of Enterprise Architect. It is possible to leave the package files in a state that Enterprise Architect cannot recognize.*

Controlled packages 567 configured for version control appear in the *Project Browser* window with a small

figure eight (8) to the left of the package icon, as in the example below. Checked out 610 packages have just the figure 8, and checked in packages also have a blue rectangle with a key overlaid on the package icon.



Version Control Products

The version control repository is maintained by third-party version control software that controls access to and stores revisions of the controlled packages. Version controlled packages are packages that have been configured for use with version control software. Version Control products supported by Enterprise Architect include CVS, MS TFS, Subversion and all other products that provide an interface that complies with the Microsoft Common Source Code Control standard (version 1.1 or higher).

Note: *Although Enterprise Architect directly supports TFS through its command line interface, we recommend the use of Microsoft's TFS-SCC client instead.*

- Subversion is available from http://subversion.tigris.org/
- CVS is available from http://www.wincvs.org/.

See Also

- Version Control Setup 585
- Using Version Control 586
- Version Control Reference 586
- Offline Version Control 612

6.12.1 Version Control Setup

Before using Enterprise Architect's version control facility, your version control product must be installed on each machine where it is intended to be used. Version Control products supported by Enterprise Architect include MS Team Foundation Server, Subversion, CVS or any other version control product that provides an MS SCC-compliant interface.

Note: *Although Enterprise Architect directly supports TFS through its command line interface, we recommend the use of Microsoft's TFS-SCC client instead.*

Typically there should be:

- A server component that manages a version control repository
- Client components on the workstations that Enterprise Architect uses to communicate with the server.

A version control client must be installed on every machine where you run Enterprise Architect and want to access your version control system. Once the version control software has been installed and configured, you must define a Version Control Configuration within Enterprise Architect, to use your installed version control product.

Note: *If you are using the Corporate version of Enterprise Architect* ***with security enabled****, you must also set up permissions to configure and use version control. See List of Available Permissions 548 for further information.*

Version control can be assigned to individual packages, view nodes or root nodes in Enterprise Architect. Each package can only be linked to one Version Control Configuration at a time, although it is possible to connect multiple control configurations for each model. You can use the *Version Control Configurations* dialog to set up a connection to your version control application.

To set the Version Control Configuration, select the **Project | Version Control | Version Control Settings** menu option.

Go to the Version Control Settings Dialog 587 topic.

See Also

- Version Control Options SCC 590
- CVS with Remote Repositories 596
- CVS with Local Repositories 600
- Version Control with Subversion 603
- Version Control with TFS 608
- Configure Packages (for version control) 570

6.12.2 Use Version Control

Links to the most common activities using the version control features of Enterprise Architect are listed below.

General Notes

- The export/import facility is not fast and submitting packages containing many sub-nodes to version control should be avoided. It is recommended version control is applied to individual packages. See Use Nested Version Control Packages 618 for more information.
- Replication should not be combined with version controlled packages.
- We strongly urge you not to manipulate version controlled package files outside of Enterprise Architect. It is possible to leave the package files in a state that Enterprise Architect cannot recognize.

See Also

- Version Control Options SCC 590
- Version Control Options CVS 596
- Version Control with Subversion 603
- Version Control with TFS 608
- Configure Packages (for version control) 570
- Check In and Check out Packages 610
- Offline Version Control 612
- Review Package History 614
- Remove Package from Version Control 571
- Add a Previously defined Version Control Configuration to a Package 615
- Include Other Users Packages 616
- SCC Version Control Upgrade for 4.5 615
- Specify Private or Shared Models 617

6.12.3 Version Control Reference

The following references are available for Version Control.

Menus

- Version Control Setup Menu 587
- Version Control Menu 589

Dialogs

- Version Control Providers Dialog 594
- Version Control Settings Dialog 587

See Also

- Version Control Options SCC 590

- Version Control with CVS 596
- Version Control with Subversion 603
- Version Control with TFS 608

6.12.3.1 Version Control Setup Menu

You access the **Version Control Setup** menu through the **Project | Version Control** menu option. It provides the following options:

Menu Option	Description
Configure Current Package	Displays the *Package Control Options* 570 dialog, which enables you to specify whether this package (and its children) is controlled, and which file it is controlled through.
Version Control Settings	Displays the *Version Control Settings* 587 dialog 587.
Work Offline	Enables you to work independently of the version control server, if it is unavailable to you.

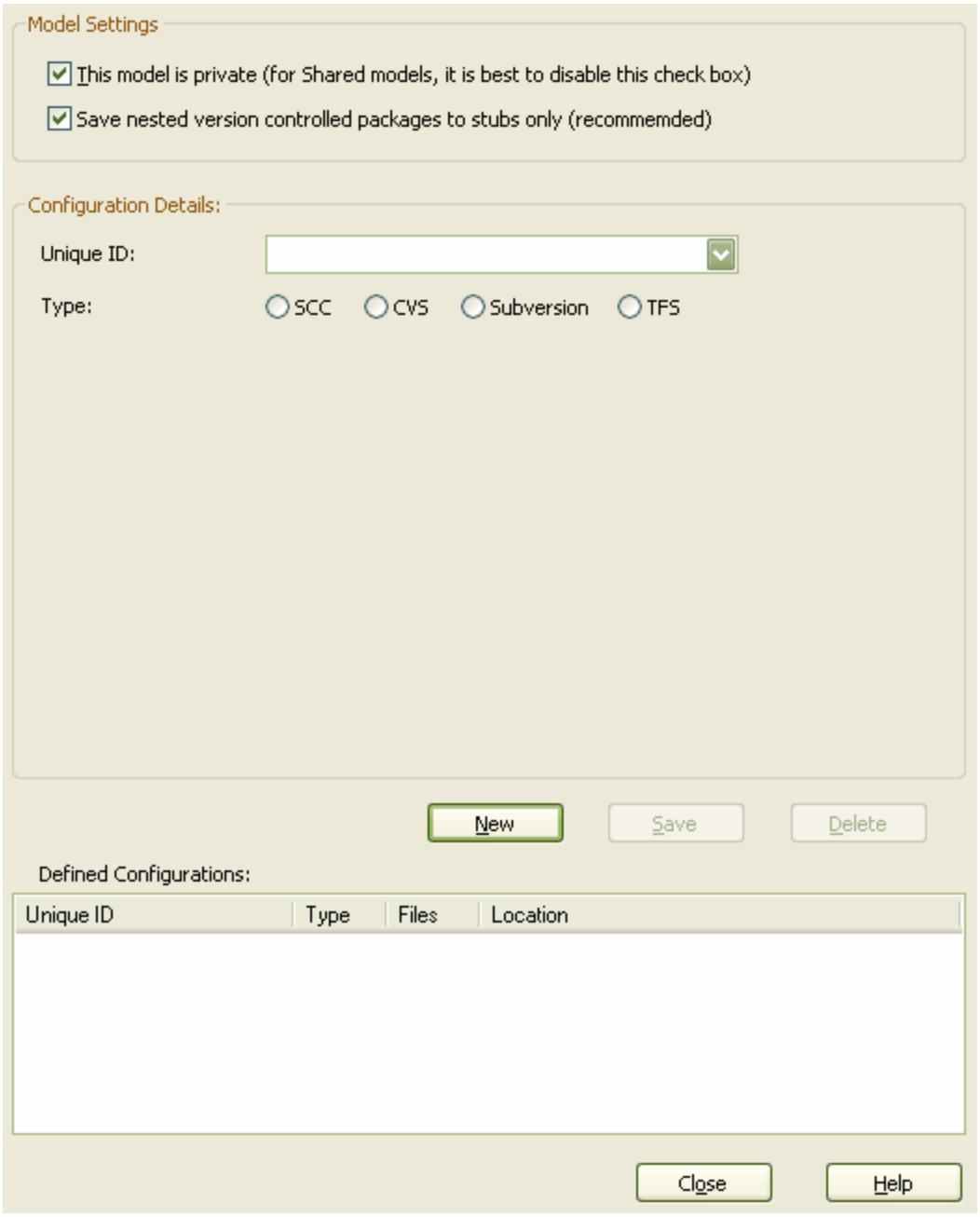
6.12.3.2 Version Control Settings Dialog

The *Version Control Settings* dialog enables you to specify the information required to create a Version Control Configuration, which can then be used to establish a connection to a Version Control provider. Enterprise Architect supports version control through MS Team Foundation Server, Subversion, CVS or any SCC-compliant version control product.

It is possible to use multiple version control configurations in the same Enterprise Architect model. It is also possible to use the same version control configuration across different models, to facilitate sharing 'standard' packages between those models, through the version control system.

Setting Up Version Control

When you display the *Version Control Settings* dialog for the first time in any given model, it displays as shown below.



To begin defining a new version control configuration, follow the steps below:

1. Click on the **New** button.
2. In the **Unique ID** field, type a suitable name.
3. Against the **Type** field, click on the radio button corresponding to the version control product to connect to.

   At this point, the middle section of the dialog changes to display a collection of fields relating to the type of Version Control Configuration you are defining. Go to the relevant topic below:
   - Version Control Options SCC 590

- Version Control Options CVS 596
- Version Control Subversion 603
- Version Control with TFS 608

To import a previously defined configuration for use in the current model, follow the steps below:

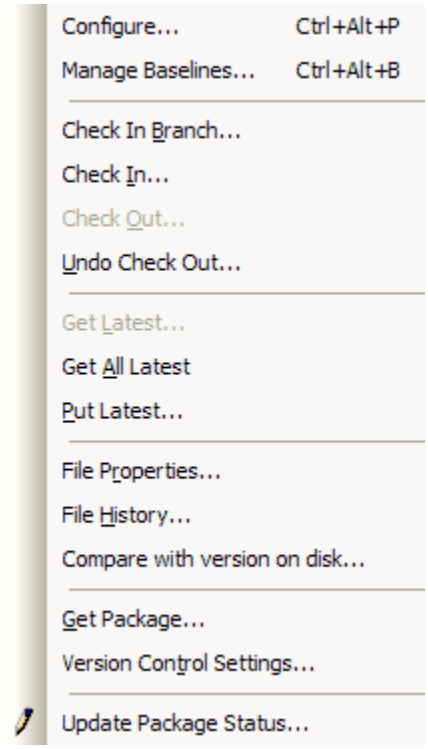
1. Click on the **New** button.
2. In the **Unique ID** field, click on the drop-down arrow and select one of the previously defined version control configurations.
3. Click on the **Save** button to save the selected version control configuration in this model.

See Also

- Configure Packages (for version control) 570

6.12.3.3 Version Control Menu

To display the **Version Control** menu, right-click on a version controlled package in the *Project Browser* window and select the **Package Control** menu option.



Menu Option	Functionality
Configure	Displays the *Package Control Options* 570 dialog which enables you to specify whether this package (and its children) is controlled, and which file it is controlled through.
Check In Branch	For the selected branch of the model, (i.e. the selected package and all of its child packages) displays the *Select Packages to Check In* 611 dialog, listing all version controlled packages within that branch that are checked out to you. You can then select packages in the displayed list, to be submitted for check-in.

Menu Option	Functionality
Check In	Submits the currently selected package and all sub-packages to the central repository. Enterprise Architect prompts you to enter optional comments describing changes to the packages.
Check Out	Retrieves the latest version of the currently selected package and sub-packages from the central repository, overwriting the current packages. After check out the packages are available for editing.
Undo Check Out	Cancels all changes you have made to the currently selected package and sub-packages. Restores the model to the state it was in before package was checked out, leaving the select package and sub-packages locked.
Get Latest	Retrieves the latest revision of the package from the repository. Available only for packages that are checked in. Available only on Private Models.
Get All Latest	Retrieves the latest revision of the all version controlled packages in the project. Only retrieves packages that are checked in. Available only on Private Models.
Put Latest	Updates the central repository with the currently selected package (which you have checked out), while retaining checkout status on the package. This is equivalent to checking a package in and immediately checking it back out again.
File Properties	Asks the version control provider to show the version control properties associated with the XML export file pertaining to the currently selected package.
File History	Where the controlling package has been configured by an SCC provider, this provider shows a change history for the package. See your provider's documentation for details on how to use the control. Otherwise if the version control is CVS the history is shown via Enterprise Architect's internal CVS history menu.
Get Package	Enables you to gain access from packages in the version control repository that is not currently available in your model.
Version Control Settings	Displays the *Version Control Settings* 587 dialog 587.
Update Package Status	Enables you to provide a bulk update on the status of a package, this includes status options such as Proposed, Validate and Mandatory. ***Note:*** *This option is a generic package element not specific to version control.*
Set as Namespace Root	Sets the namespace root for languages which support namespaces; for more information see the Namespaces 737 topic. ***Note:*** *This option is a generic package element not specific to version control.*

6.12.3.4 Version Control Options SCC

To set up an SCC version control configuration, you must:

- Set up the source code control provider with SCC, and
- Connect the Enterprise Architect model to version control with SCC.

Set Up the Source Code Control Provider with SCC

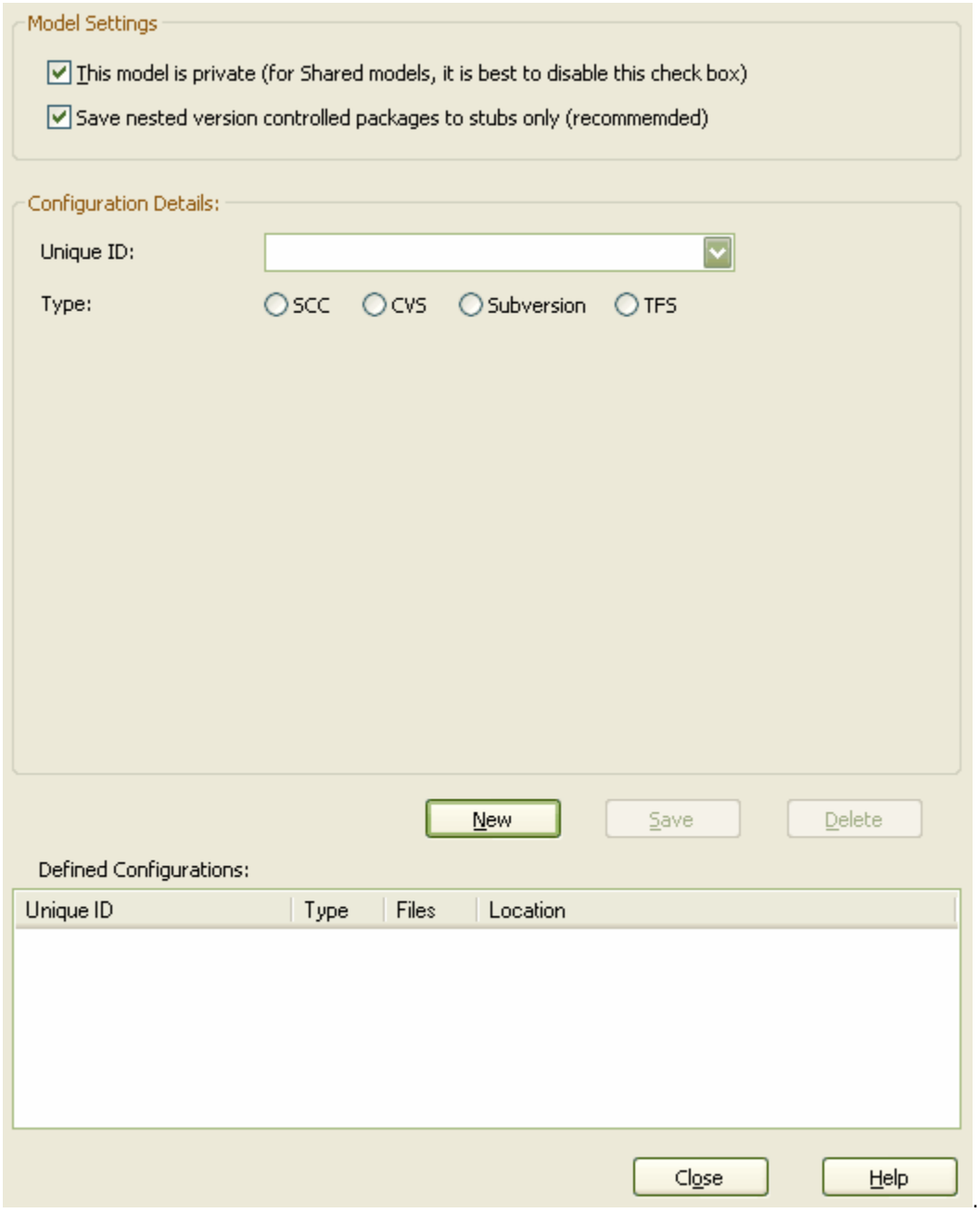
To set up the third-party source code control provider, see the documentation provided with that application. A repository must be set up using the SCC provider and access to that repository must be available to all

intended users.

Connect an Enterprise Architect Model to Version Control with SCC

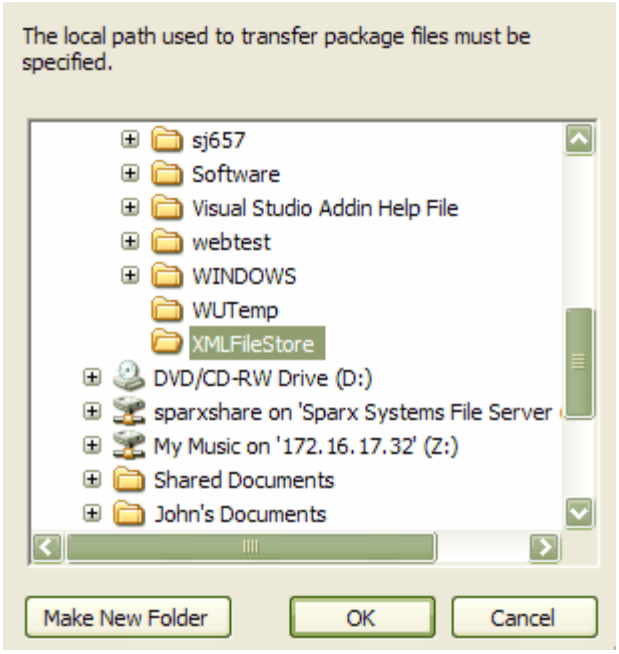
To connect an Enterprise Architect model to version control, follow the steps below:

1. Open or create the Enterprise Architect model to place under version control.
2. Select the **Project | Version Control | Version Control Settings** menu option. The *Version Control Settings* dialog displays

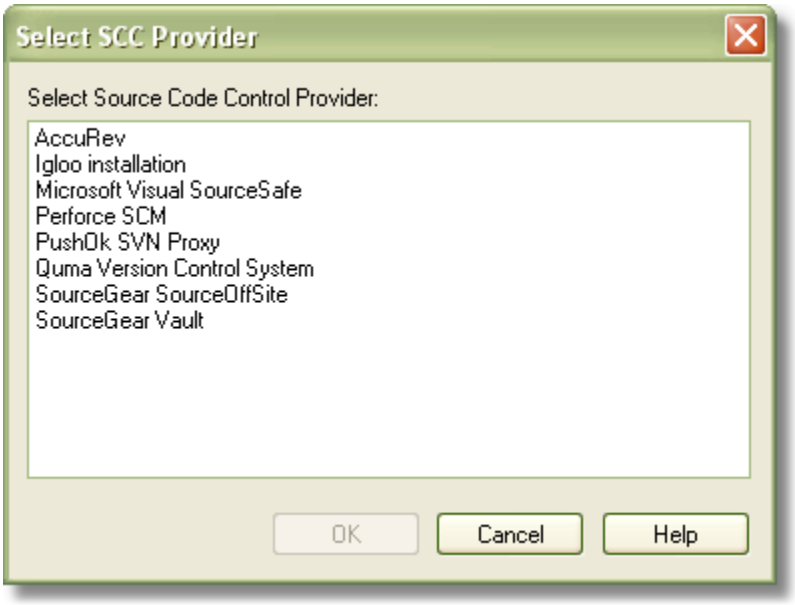


3. Click on the **New** button.
4. In the **Unique ID** field, type a suitable name. Click on the **SCC** radio button.

5. To the right of the **Local Project** path field, click on the **Select Path...** button. The *Browse for Folder* dialog displays.



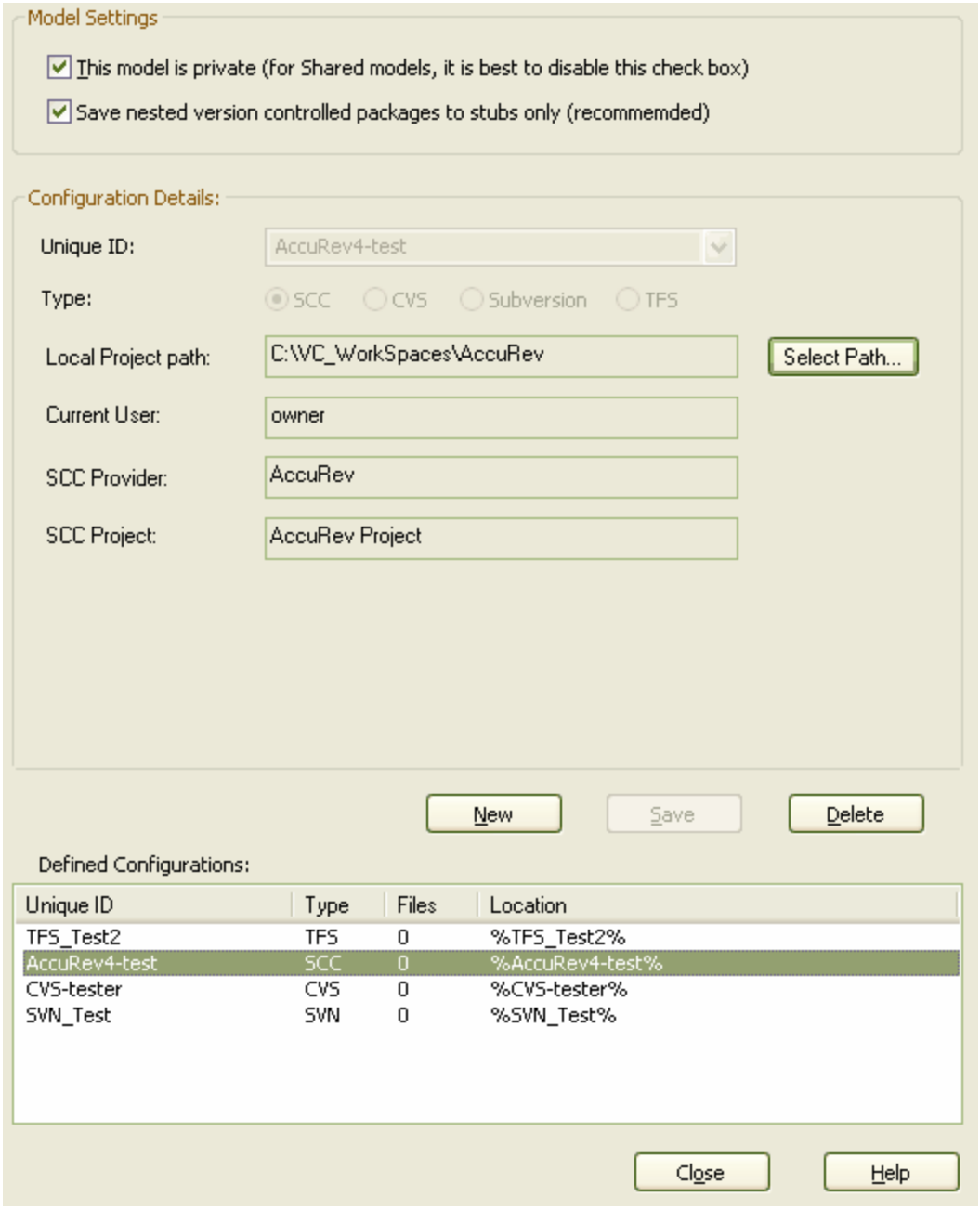
6. Locate and click on the local folder in which to keep local working copies of the XML files to be stored in the Version Control repository.
7. Click on the **OK** button. The *Select SCC Provider* dialog displays.



8. Click on an SCC provider, and click on the **OK** button to return to the *Version Control Settings* dialog.
9. Click on the **Save** button to save the configuration you have defined.

   The SCC provider is likely to prompt you for various details including the name of the project to connect to, and perhaps the user name to use when you log in.

10. The new configuration is added to the list in the *Defined Configurations* panel.



Note: *A new entry is also created in the Local Paths 745 list, with the same ID as the new version control configuration. The Local Path entry records the Local Project path, for use in subsequent path substitutions.*

11. When you have finished defining your version control configurations, click on the **Close** button.

For further information on the fields on the *Version Control Settings* dialog, see the following table.

Field	Description
This model is private	Unless specifically required, deselect the checkbox. This option controls whether the **Get Latest** and **Get All Latest** menu options are enabled. For an explanation, see Specify Private or Shared Models 617.
Save nested version controlled packages to stubs only	Defaults to selected. For a full explanation of this option, see Use Nested Version Control Packages 618.
Unique ID	Specify a configuration name that readily distinguishes this configuration from other configurations. The unique ID is displayed as a selection in the list of Version Control configurations a package can connect to. You can also click on the drop-down arrow and select a previous version control configuration, providing the configuration is not in the current model.
Local Project Path	The folder in which the XML files representing the packages are stored. This folder should already exist before it is specified here. Every PC using version control should have its own local SCC project folder, and this should not be a shared network folder. Particularly bear this in mind if you are creating a .EAP file that is to be shared (eg. a SQL database).
Current User	Read only. Shows your user name as the user currently logged into the SCC provider.
SCC Provider	Read only. Shows the name of the provider specified in the database.
SCC Project	Read only. Shows the project selected during the initial setup of the connection to the SCC provider.

Note: *We strongly urge you not to manipulate version controlled package files outside of Enterprise Architect. It is possible to leave the package files in a state that Enterprise Architect cannot recognize.*

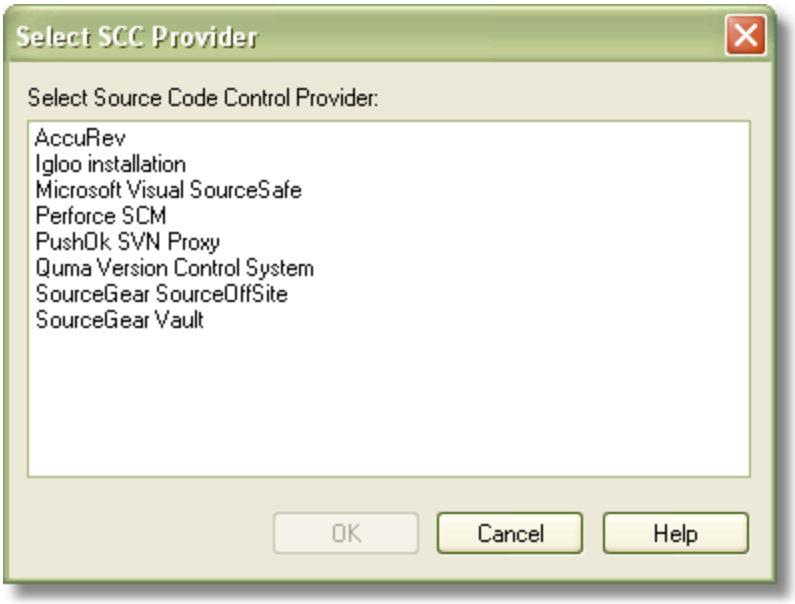
See Also

- SCC Providers Dialog 594
- SCC Version Control User Options 595

6.12.3.4.1 SCC Providers Dialog

When using SCC version control, the Select SCC Provider dialog enables you to select from a list of the installed SCC configuration providers that you can use for this package.

Note: *All users of the shared database must specify the same SCC provider.*



See Also

- Version Control Options SCC 590
- SCC Version Control User Options 595

6.12.3.4.2 SCC Version Control User Options

Change User

If it is necessary to change the SCC user name, you can use the following procedure. However, it is **not generally recommended** as it can result in a confused checkout state for packages.

1. Select the **Project | Version Control | Version Control Settings** menu option.
2. Select **Change User**.

Users of SCC

Some SCC providers require you to specify a user name, to which the following points apply:

- The version control user name has no relationship to the users set up as part of Enterprise Architect security.
- A single user can be logged into multiple machines simultaneously.
- It is not a roaming facility; logging into a PC does not grant access rights to packages checked out on other machines. Each machine has its own record of which packages are checked out and only enables access to those.
- User name is stored per PC and is stored across Enterprise Architect sessions. To change to a different user click on **Change User** in the version control screen.

See Also

- Version Control Options SCC 590
- SCC Providers Dialog 594

6.12.3.5 Version Control with CVS

CVS is used to manage files and directories and is an open source, version control system. In order to use CVS version control with Enterprise Architect, you must install version control software on your local machine. Also, you must create a working directory (using your version control software) before you can configure Enterprise Architect. You can have as many working directories as you like on your local machine.

You must also connect to a repository, which can be either a remote repository or local, to your machine. If your repository is local, it must be created with your version control software.

Each working folder you create contains information on connection to a repository. This connection information includes the path to the local or remote repository, the user name and password in order to make a connection.

See Also

- CVS with Remote Repositories 596
- CVS with Local Repositories 600

6.12.3.5.1 CVS with Remote Repositories

Before you can connect to a remote repository, you must:

- Have version control setup on your local machine
- Have version control setup on a remote server
- Have a working directory on your local machine that points to the repository on the server.

To set up CVS version control with a remote repository, follow the steps below:

1. Ask your system administrator to install CVS and create a remote repository with a module that you can use to control your Enterprise Architect package files. Your administrator must create a username and password for you before you can make a connection.
2. Open a command prompt window and navigate to, or create, a suitable directory to hold your CVS working copy directory; for example:
   C:\> cd myCVSWorkSpace
3. Connect to the remote CVS repository. An example connection command is:
   C:\myCVSWorkSpace> cvs -d :pserver:myUserID@ServerName:/repositoryFolder login

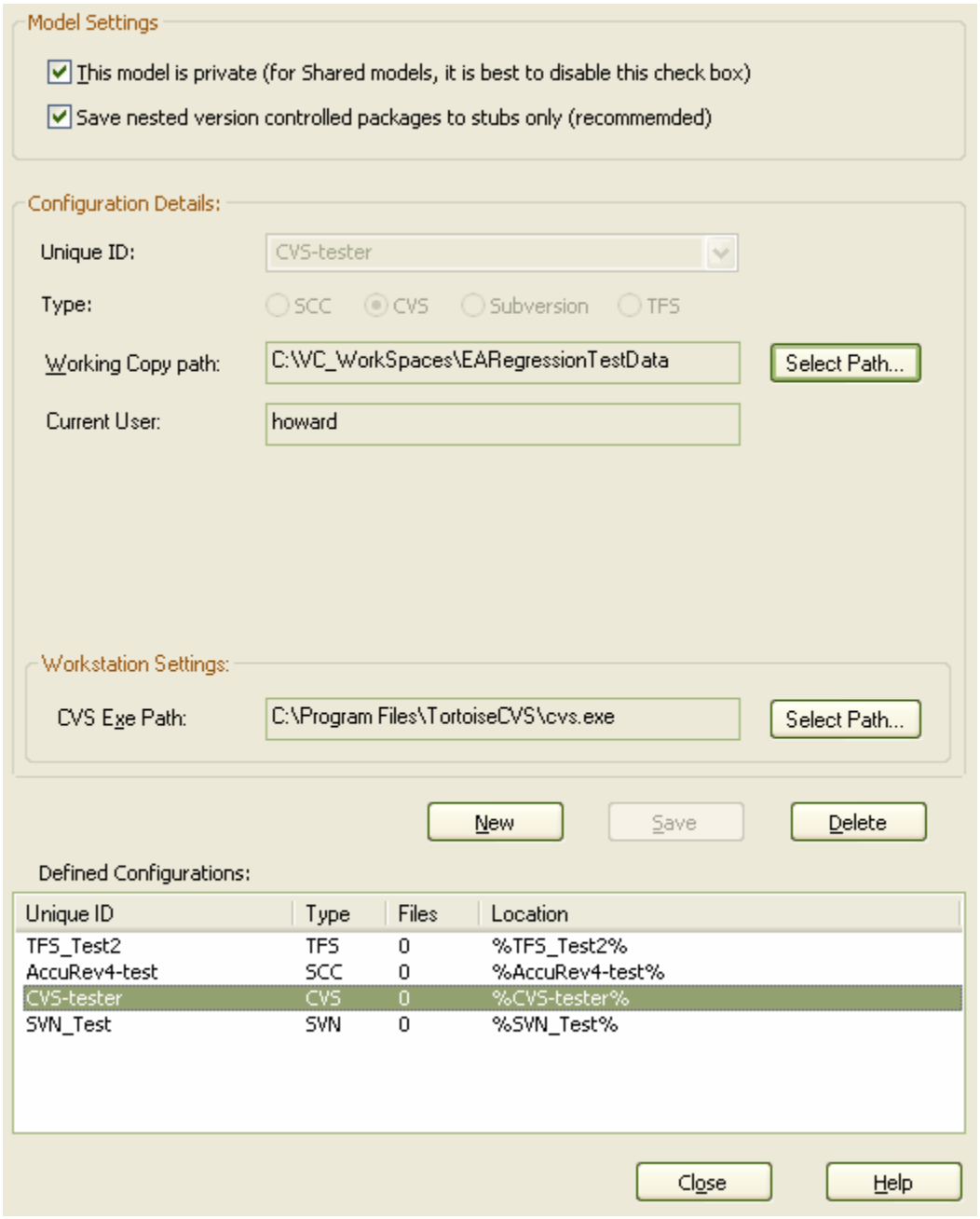
   Note: *Replace* myUserID *with your CVS username, replace* ServerName *with the name of your CVS server and replace* repositoryFolder *with the path to the repository on the server. Enterprise Architect prompts you to enter your password.*
4. Create a local CVS workspace, derived from the remote repository. An example command is:
   c:\myCVSWorkSpace> cvs -d :pserver:myUserID@ServerName:/cvs checkout moduleName

   Note: *The above command creates a subdirectory in your current working directory, called* moduleName*. (Replace* moduleName *with the name of the module created by your system administrator). It creates local copies of all files contained in the CVS module found at* ServerName:/cvs

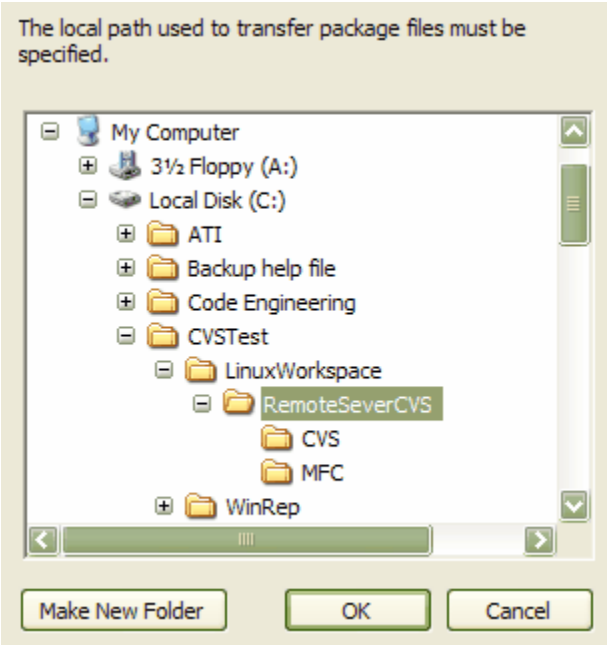
   It also creates a subdirectory beneath moduleName*, called* CVS*. This subdirectory contains a file called* Root*, that contains your CVS connection information. Enterprise Architect uses this file to obtain your CVS userID.*
5. Verify that your CVS installation is working correctly.
6. Change directory to the one you specified as the working copy, in the 'cvs checkout' command above, i.e. *C:\myCVSWorkSpace\moduleName*
7. Now create a test file, eg. **Test.txt**, containing the text *CVS Test*. You can do this with the command:
   echo CVS Test > Test.txt
8. Execute the following CVS commands:
   - *cvs add Test.txt*
   - *cvs commit -m"Commit comment" Test.txt*

- *cvs update Test.txt*
- *cvs edit Test.txt*
- *cvs editors Test.txt*

9. The *editors* command should produce output resembling the following:
   Test1.txt myUserID Tue Aug 9 10:08:43 2009 GMT myComputer C:\myCVSWorkSpace\moduleName
10. Take note of the *userID* that follows the filename. Enterprise Architect must find and use this userID when you create your version control configuration. (See the example dialog below.)
11. Launch Enterprise Architect and open or create the model containing the packages to place under version control.
12. Select the **Project | Version Control | Version Control Settings** menu option. The *Version Control Settings* dialog displays.



13. Click on the **New** button, enter a suitable name in the **Unique ID** 599 field, then click on the **CVS** radio button in the **Type** field.
14. To specify the **Working Copy path** 599 value, click on the **Select Path** button. Select the local folder in which to keep local working copies of the XML files to be stored in the Version Control repository.
15. The **Current User** 599 field should display the user name used to log into the remote CVS repository. If this does not happen, it indicates that Enterprise Architect cannot extract the user name from the file *...\WorkingCopyPath\CVS\Root* and the configuration does not work correctly.
16. If necessary, set the **CVS Exe Path** 599 by clicking on the **Select Path...** button and browsing to the file path for the for file *'cvs.exe'*, the CVS executable.



17. Click on the **Save** button to save the configuration you have defined. The new configuration is added to the list of *Defined Configurations*.

Note: *A new entry is also created in the Local Paths list, with the same ID as the new version control configuration. The Local Path entry records the Local Project path, for use in subsequent path substitutions.*

Options	Description
This model is Private	This setting controls whether the **Get Latest** and **Get All Latest** commands are enabled. For an explanation of why this is so, see the Specifying Private or Shared Models 617 topic.
Save nested version controlled packages to stubs only	For a full explanation of this option, see Use Nested Version Control Packages 618.
Unique ID	Specify a configuration name that readily distinguishes it from other configurations. The unique ID displays as a selection in a list of Version Control configurations a package can connect to. In addition it is possible to select a previous version control configuration from this drop-down menu providing the configuration is not in use in the current model.
Working Copy Path	The folder where the XML files representing the packages are stored. This folder should already exist before it is specified here. Every version control configuration you define in Enterprise Architect, should have its own local Working Copy Folder in which to store working copies of the XMI package files; this should not be a shared network folder. Particularly bear this in mind if you are creating an EAP file which is to be shared (eg. A SQL database).
Current User	The CVS user name associated with all CVS commands that are issued. This name is used by Enterprise Architect, to determine who has a package 'checked-out'.
CVS EXE Path	The full path of the CVS client's executable file.

Note: *We strongly urge you not to manipulate version controlled package files outside of Enterprise Architect.*

It is possible to leave the package files in a state that Enterprise Architect cannot recognize.

See Also

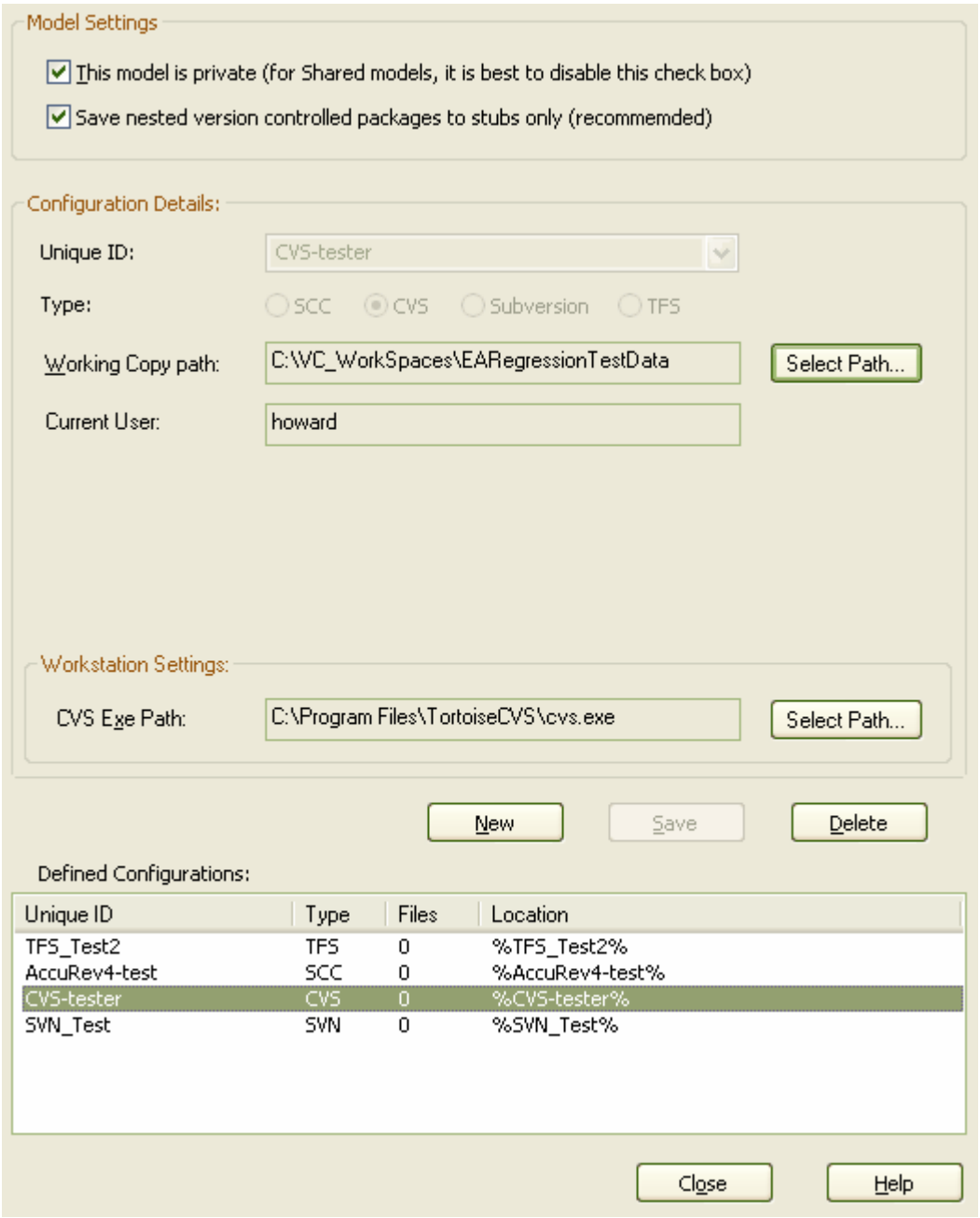
- Version Control with CVS 596
- CVS with Local Repositories 600

6.12.3.5.2 CVS with Local Repositories

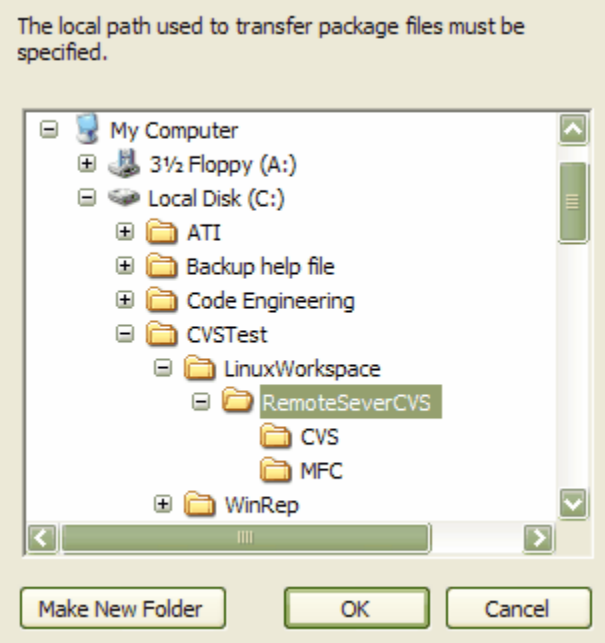
Before you can set up Enterprise Architect, you must have a working directory that points to a local repository, i.e. one that is installed on your local machine. See your version control software help files for more information.

To set up CVS version control follow the steps below:

1. Launch Enterprise Architect and open or create the Enterprise Architect model for which packages are to be placed under version control.
2. Select the **Project | Version Control | Version Control Settings** menu option. The *Version Control Settings* dialog displays.



3. Click on the **New** button.
4. In the **Unique ID** field, type a suitable name for the configuration.
5. Against the **Type** field, click on the **CVS** radio button.
6. Click on the **Select Path...** button to the right of the **Working Copy path** field and browse for and select the local folder in which to keep local working copies of the XML files to be stored in the Version Control repository.
7. If necessary, click on the **Select Path...** button to the right of the **CVS Exe Path** field and browse to the file path for the file *cvs.exe*, the CVS executable.



8. Click on the **Save** button to save the configuration you have defined.
9. The new configuration is added to the list in the *Defined Configurations* panel.

Note: *A new entry is also created in the Local Paths 745 list, with the same ID as the new version control configuration. The Local Path entry records the Local Project path, for use in subsequent path substitutions*

For further information on the fields in the *Version Control Settings* dialog, see the following table.

Field	Description
This model is Private	This setting controls whether the **Get Latest** and **Get All Latest** commands are enabled. For an explanation of why this is so, see the Specifying Private or Shared Models 617 topic.
Save nested version controlled packages to stubs only	For a full explanation of this option, see Using Nested Version Control Packages 618.
Unique ID	Specify a name that readily distinguishes the configuration from other configurations. The Unique ID is displayed as a selection in the list of Version Control configurations a package can connect to. In addition it is possible to select a previous version control configuration from the drop-down menu providing the configuration is not in use in the current model.
Working Copy Plan	The folder where the XML files representing the packages are stored. This folder should already exist before it is specified here. Every version control configuration you define in Enterprise Architect, should have its own local Working Copy Folder in which to store working copies of the XMI package files - this should not be a shared network folder. Particularly bear this in mind if you are creating a .EAP file which is to be shared (eg. a SQL database).
Current User	The CVS user name associated with all CVS commands that are issued. This name is used by Enterprise Architect, to determine who has a package 'checked-out'.

Field	Description
CVS EXE Path	The full path name of the CVS client's executable file.

Note: *We strongly urge you not to manipulate version controlled package files outside of Enterprise Architect. It is possible to leave the package files in a state that Enterprise Architect cannot recognize.*

See Also

- Version Control with CVS 596
- CVS with Remote Repositories 596

6.12.3.6 Version Control with Subversion

Subversion is used to manage files and directories and is an open source version control system. To make use of Subversion control you must have Enterprise Architect version 6.0 or greater.

See Also

- Set up Subversion 603
- Create a new Repository Sub-Tree 604
- Create a Local Working Copy 605
- Configure Version Control with Subversion 605
- TortoiseSVN 607

6.12.3.6.1 Set up Subversion

Obtaining and Installing Subversion

Note: *Enterprise Architect relies on exclusive file locking when applying version control to its packages. File locking was not introduced into Subversion until version 1.2. Enterprise Architect does not work with Subversion releases earlier than Subversion 1.2.*

Before Enterprise Architect can be used with Subversion, the appropriate software must be installed by a Subversion administrator. Ask your system administrator to obtain and install the Subversion server and client applications.

Official Subversion documentation can be found at: http://svnbook.red-bean.com/en/1.1/index.html, while executable files for Subversion can be obtained from: http://subversion.tigris.org/project_packages.html#binary-packages.

You require the Windows executables for your client machines running Enterprise Architect in the windows environment. If you plan to run your Subversion server on a non-windows platform, you must download a binary suitable for that platform as well.

Chapter 6 in the Subversion documentation provides guidance on how to configure the server for different methods of access by the client. Secure connection methods are also covered in this chapter.

Your administrator should set up userIDs and passwords for everybody that is to access the repository. Your administrator should then provide all users with the path to the repository, and ensure that they can all connect.

Before users can make use of Subversion, they must create local working copies from the repository by checking-out a repository sub-tree.

Steps for setting up a repository and creating a local working copy can be found at: http://svnbook.red-bean.com/en/1.1/ch01s07.html.

Note: *We recommend that each new Enterprise Architect model being added to version control with Subversion should have a separate repository sub-tree created for it, and users should create a new local*

working copy from the sub-tree to be used with that model.

Repository URLs

Subversion repositories can be accessed using many different methods, on local disk or through various network protocols. A repository location, however, is always a URL. The table below describes how different URL schemas map to the available access methods.

Schema	Access Method
file:///	Direct repository access (on local disk)
http://	Access via WebDAV protocol to a Subversion-aware Apache server.
https://	Same as http://, but with SSL encryption.
svn://	Access via custom protocol to an svnserve server
svn+ssh://	Same as svn://, but through an SSH tunnel.

For more information on how Subversion parses URLs, see http://svnbook.red-bean.com/en/1.1/ch07s07.html.

See Also

- Version Control with Subversion 603
- Create a new Repository Sub-Tree 604
- Create a Local Working Copy 605
- Configure Version Control with Subversion 605
- TortoiseSVN 607

6.12.3.6.2 Create a new Repository Sub-tree

If a repository sub-tree has already been created for your Enterprise Architect model, skip this topic and see Create a Local Working Copy 605. If your Enterprise Architect model has not previously been added to version control, create a sub-tree for it in your SVN repository by following the steps below:

1. Create a temporary directory structure to import into the SVN repository, which initializes the repository sub-tree for this Enterprise Architect model. The directory structure should look like this:

```
tempDir
|
+--<EA_Model_Name>
   |
   +--trunk
   |
   +--branches
   |
   +--tags
```

2. Open a command prompt, navigate to *tempDir* and issue the command:
   svn import . <repositoryURL> --message "A Comment of your choice"

   Note: *After the import is finished, the original tree is not converted into a working copy. To start working, you must still* svn checkout *a fresh working copy of the tree.*

3. Delete the directory *tempDir* and all its contents.

For further information see http://svnbook.red-bean.com/en/1.1/svn-book.html#svn-ch-5-sect-6

See Also

- Version Control with Subversion 603
- Set up Subversion 603

- Create a Local Working Copy 605
- Configure Version Control with Subversion 605
- TortoiseSVN 607

6.12.3.6.3 Create a Local Working Copy

Once you have created a sub-tree in the repository for this model, or if one already exists, you are ready to create the local Working Copy for use with this model. Follow the steps below:

1. Choose a suitable directory on your system, in which to create your Subversion Working Copy. The directory that contains your model's .EAP file is probably a good choice.
2. Open a command line window, navigate to the directory to hold your Working Copy directory and check-out the model's sub-tree from the repository, with the following command;
   svn checkout <repositoryURL>/<EA_Model_Name>,
   where <*EA_Model_Name*> is the directory name that you used in setting up the repository sub-tree above.

After you have created your working copy, we recommend that you verify everything is working correctly before you attempt to use it from within Enterprise Architect. You must be able to commit files to the repository, without being prompted for ID or passwords.

Enterprise Architect interacts with Subversion using its command line client. Firstly, create a file in your working copy folder then, from a command prompt, add and commit the file to the repository. Use the following commands:

```
svn add <fileName>
svn lock <fileName>
```

Now, update the file from the repository, lock the file, edit it and commit once more. Use the following commands:

```
svn update <fileName>
svn lock <fileName>
```

Then edit and save the file using your favorite editor

```
svn commit <fileName> -m"A meaningful comment."
```

See Also

- Version Control with Subversion 603
- Set up Subversion 603
- Create a Local Working Copy 605
- Configure Version Control with Subversion 605
- TortoiseSVN 607

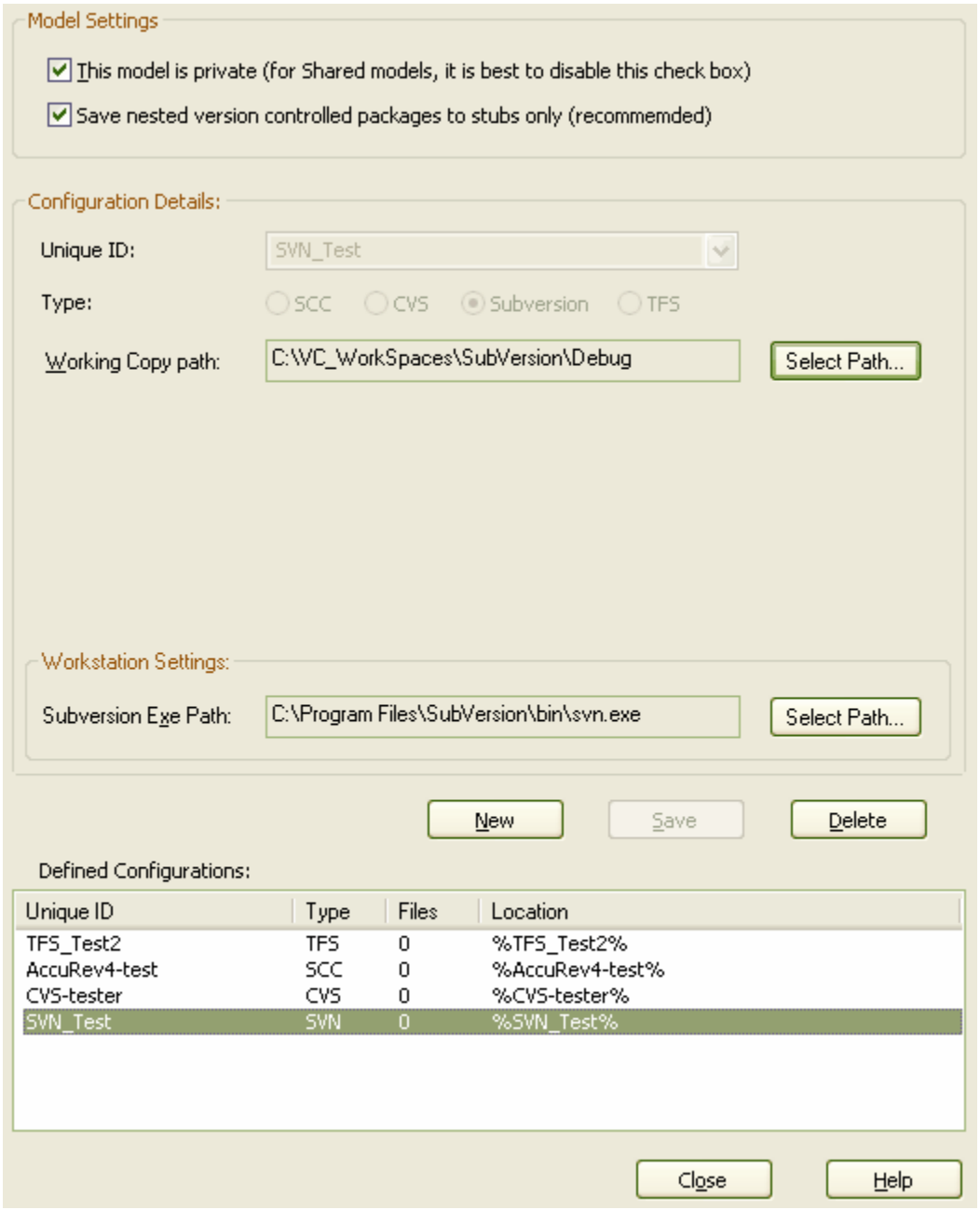
6.12.3.6.4 Configure Version Control with Subversion

This topic assumes that you have already installed Subversion (both the server and the client parts), and that you have a local working copy, derived from a repository sub-tree, already set up for use with your Enterprise Architect model. If this is not the case, please see the Setting up Subversion 603 topic.

Once you have set up and tested the Local Working Copy, you are ready to define a Version Control configuration for use with the Enterprise Architect model to place under version control.

To apply version control to your Enterprise Architect model using the Subversion working copy that you have set up, follow the steps below:

1. Launch Enterprise Architect and open the model for which this Working Copy was created.
2. Select the **Project | Version Control | Set Version Control Options** menu option.
3. Click on the **New** button, enter a suitable name in the **Unique ID** field, then click on the **Type: Subversion** radio button.



4. Click on the **Select Path** button to the right of the **Working Copy path** field, and select the Local Folder in which to keep local working copies of the XML files to be stored in the Version Control repository.
5. In each of the named fields, enter the appropriate **Server Name**, **Workspace Name**, **User Name** and **Password** corresponding to the local folder you specified.
6. In the *Workstation Settings* panel, click on the **Select Path** button to specify the path for your Subversion client executable.
7. Click on the **Save** button to save the configuration you have defined; the new configuration is added to the *Defined Configurations* list.

   Note: *A new entry is also created in the Local Paths 744 list, with the same ID as the new version control configuration. The Local Path entry records the Local Project path, for use in subsequent path*

substitutions.

8. When you have finished defining your version control configurations, click on the **Close** button.

Additional Information on the dialog fields:

Dialog Item	Functionality
This model is private	This setting controls whether the **Get Latest** and **Get All Latest** commands are enabled. For an explanation of why this is so, see the Specifying Private or Shared Models 617 topic.
Save nested version controlled packages to stubs only	For a detailed explanation of this option, see Using Nested Version Control Packages 618.
Unique ID	Specify a configuration name that readily distinguish this configuration from other configurations. The Unique ID displays as a selection in the list of Version Control configurations a package can connect to. In addition you can select a previous version control configuration from this drop-down menu, providing the configuration is not in the current model.
Working Copy path	The folder where the XML files representing the packages are stored. This folder should already exist before it is specified here. Every PC using TFS version control should have its own TFS Local Folder in which to store working copies of the XMI package files; this should not be a shared network folder. Particularly bear this in mind if you are creating an EAP file that is to be shared (eg. A SQL database).
Subversion Exe Path	The full path name of the Subversion client executable file.

Note: *We strongly urge you not to manipulate version controlled package files outside of Enterprise Architect. It is possible to leave the package files in a state that Enterprise Architect cannot recognize.*

See Also

- Version Control with Subversion 603
- Set up Subversion 603
- Create a new Repository Sub-Tree 604
- Create a Local Working Copy 605
- TortoiseSVN 607

6.12.3.6.5 TortoiseSVN

TortoiseSVN is a Windows shell extension for Subversion that is external to Enterprise Architect and not integrated. The icon overlays that it provides in Windows Explorer are useful as a tool for observing the status of your Subversion controlled files. It enables you to create your repository sub-trees and check out local working copies from within Windows Explorer using simple menu commands.

Note: *We recommend that you test your local working copies, by adding and committing a dummy file from the command prompt window.*

Note: *Manipulating Enterprise Architect's package files, using tools that are external to Enterprise Architect, could leave those files in a state that Enterprise Architect cannot use.*

You can download TortoiseSVN from: http://tortoisesvn.tigris.org/.

See Also

- Version Control with Subversion 603
- Set up Subversion 603

- Create a new Repository Sub-Tree 604
- Create a Local Working Copy 605
- Configure Version Control with Subversion 605

6.12.3.7 Version Control with TFS

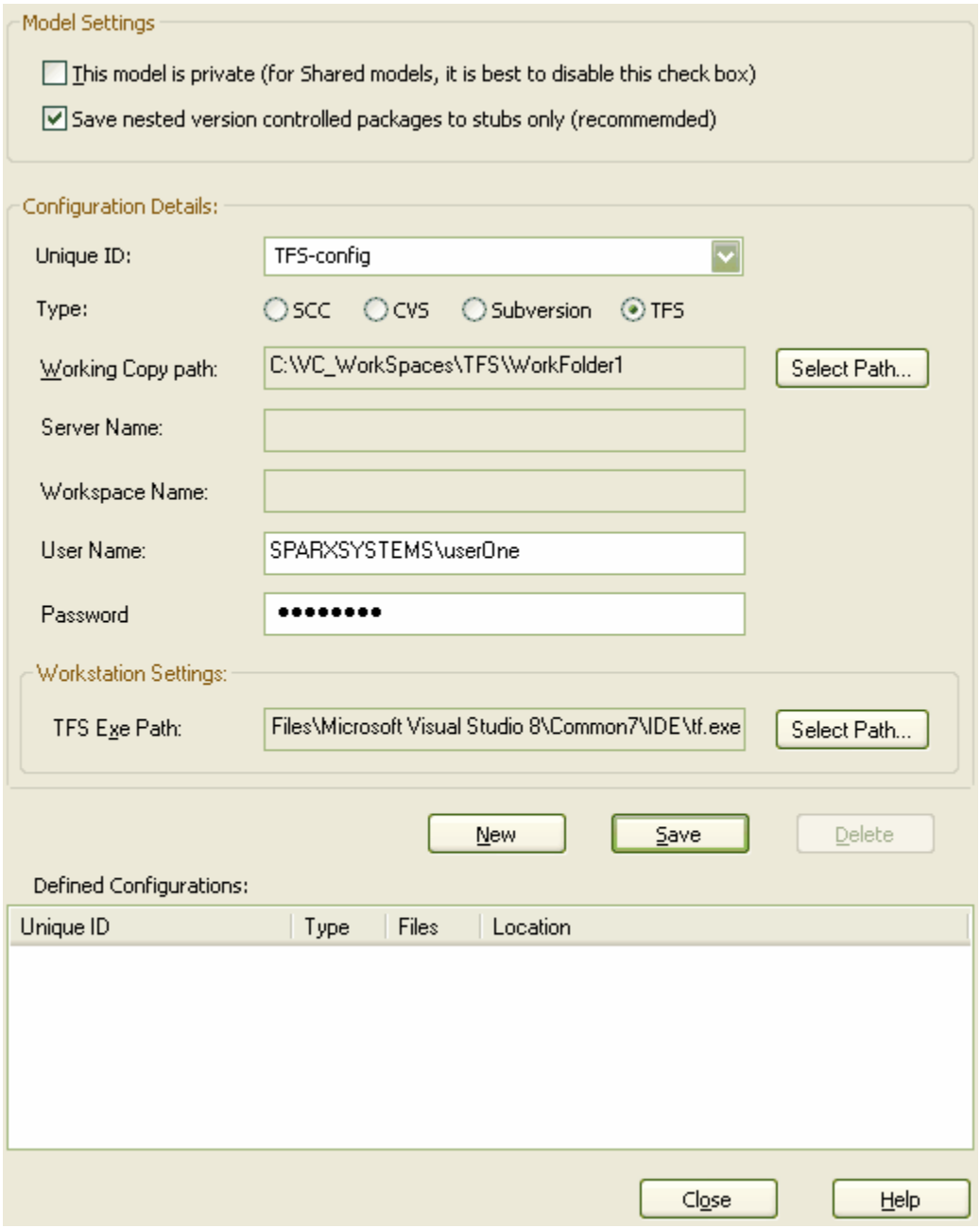
In order to use Team Foundation Server for version control with Enterprise Architect, all users must have a TFS client installed on their local machine and each intended user must have an account that provides read/write access to a workspace on the server.

Each user must set up a local working folder on their own machine that is mapped, through the workspace, to a Source Control folder on the server.

These preliminary steps should be performed on each PC and for each user, before making any attempt to define a Version Control Configuration within Enterprise Architect that uses TFS.

Connect an Enterprise Architect Model to Version Control using TFS.

1. Open or create the Enterprise Architect model to place under version control.
2. Select the **Project | Version Control | Version Control Settings** menu option. The *Version Control Settings* dialog displays.



3. Click on the **New** button, in the **Unique ID** field enter a suitable name, then select the **TFS** radio button.
4. Click on the **Select Path...** button to the right of the **Working Copy path** field, and select the local folder in which to keep local working copies of the XML files to be stored in the Version Control repository.

   Note: *Enterprise Architect queries TFS to retrieve the Server and Workspace names associated with this folder, when attempting to save the configuration data.*
5. In the **User Name** and **Password** fields, type values that enable access to the TFS workspace associated with the Working Copy path specified above.
6. The **TFS Exe Path** field displays the default installation path. Click on the **Select Path...** button if it is necessary to modify this field.

7. Click on the **Save** button to save the configuration you have defined.
8. The new configuration is added to the list in the *Defined Configurations* panel.

   Note: *A new entry is also created in the Local Paths 744 list, with the same ID as the new version control configuration. The Local Path entry records the Local Project path, for use in subsequent path substitutions.*

9. When you have finished defining your version control configurations, click on the **Close** button.

Additional Information on the dialog fields:

Field	Description
This model is private	This setting controls whether the **Get Latest** and **Get All Latest** menu options are enabled. For an explanation of why this is so, see Specify Private or Shared Models 617.
Save nested version controlled packages to stubs only	For a full explanation of this option, see Use Nested Version Control Packages 618.
Unique ID	Specify a configuration name that readily distinguishes it from other configurations. The Unique ID is added to the list of Version Control configurations a package can connect to. In addition it is possible to select a previous version control configuration from this drop-down menu providing the configuration is not in the current model.
Working Copy Path	The folder where the XML files representing the packages are stored. This folder should already exist before it is specified here. Every PC using TFS version control should have its own TFS Local Folder in which to store working copies of the XMI package files - this should not be a shared network folder. Particularly bear this in mind if you are creating a .EAP file which is to be shared (eg. a SQL database).
Server Name	The name of the Team Foundation Server to connect to.
Workspace Name	The name of a pre-defined TFS workspace that you are using
User Name	The user name that you use to connect to the Team Foundation Server. The user name that you specify should give you read/write permissions in the specified workspace.
Password	The password associated with the user name you specify. Enterprise Architect stores this password, in encrypted form, as part of the VC configuration data.
TFS Exe Path	The full path name of the TFS client's executable file.

Note*: We strongly urge you not to manipulate version controlled package files outside of Enterprise Architect. It is possible to leave the package files in a state that Enterprise Architect cannot recognize.*

Note: *Visual Studio Integration (MDG Integration for Visual Studio 2005) enhances TFS support by providing access to, for example, work items and bugs within both Enterprise Architect and the MDG Integration product.*

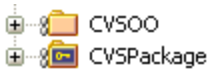
6.12.3.8 Check In and Check out Packages.

To work on a version controlled package you must have the package checked out. When a package is checked out to a specific user other users cannot make changes to the package until it has been checked in again.

Check In/Check Out

1. In the *Project Browser* window, right-click on the package icon.
2. Select the **Package Control | Check In**, **Check Out** or **Undo Checkout** menu options, as appropriate.
3. If required, enter a comment when prompted to do so.

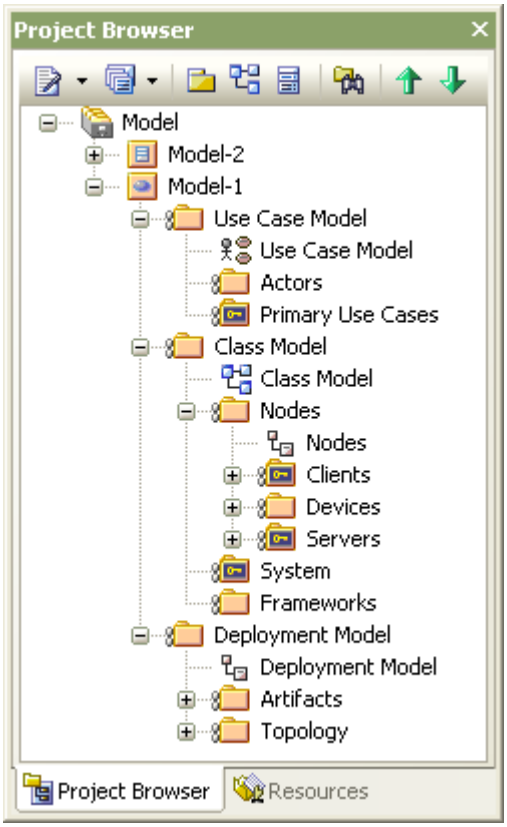
The package icon in the *Project Browser* window should change. When you check out a package this is represented by a figure 8 to the left of the package icon. When you check in a package the package icon is overlaid with a colored rectangle and key. In the example below, the upper package is checked out whilst the lower package is checked in.

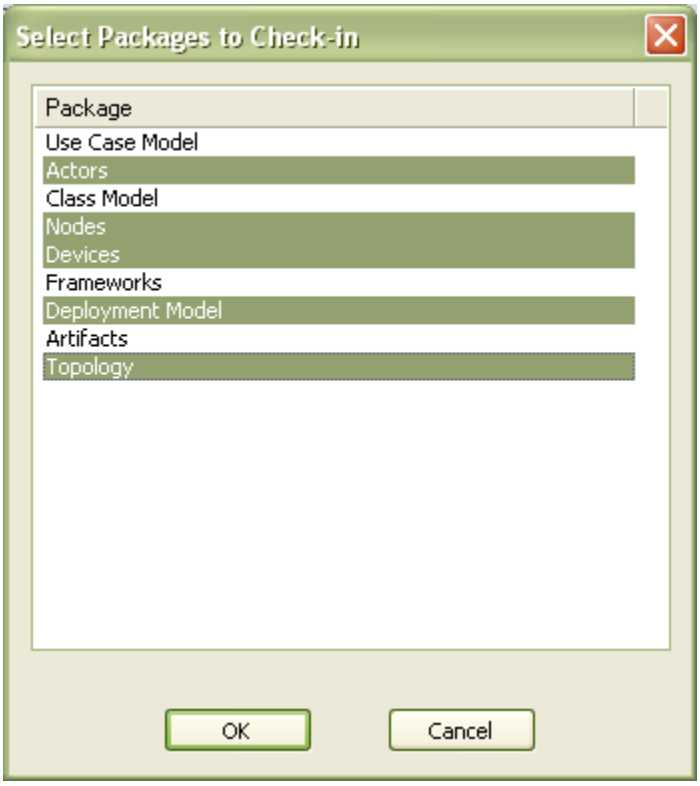


Note: *If you check out a version controlled package whilst offline, the package icon has a red figure 8 in front of it. See* *Offline Version Control* 612.

Check In Branch

1. In the *Project Browser* window, right-click on the package icon at the root of the model branch that is to be checked in. The *Select Packages to Check-in* dialog displays, listing all version controlled packages within the branch that you have checked out.





2. Select the packages in the list, to check in. (Use **[Ctrl]+**click to add or remove several individual packages, use **[Shift]+**click to select a range of packages.)
3. Click on the **OK** button to check-in the selected packages.
4. If required, enter a comment when prompted to do so. (This comment applies to all packages that you have checked in.)
5. Each package icon changes to indicate that the packages have been checked-in.

6.12.3.9 Offline Version Control

When loading a model that uses version control, Enterprise Architect normally initializes a connection to the version control system for each Version Control Configuration defined in the model. If Enterprise Architect is unable to connect a Version Control Configuration for any reason, it displays warning messages to notify you and provides 'offline' version control functionality for all packages associated with the failed connection.

You can prevent Enterprise Architect from attempting to make any version control connections by selecting the Project | Version Control | Work Offline menu option before loading a model. This is useful if you know that Enterprise Architect cannot connect to your version control system. For example, if you are working on a laptop computer that is disconnected from your network and you have an Enterprise Architect model that uses a large number of Version Control Configurations, choosing to work offline before you load the model enables you to avoid all the error messages that Enterprise Architect would normally display as each version control connection attempt fails.

You can switch between working offline and working online at any time, either before or after a model is loaded. Enterprise Architect disconnects or reconnects version control (depending on connection availability) according to your selection.

Using Version Control Whilst Disconnected From Your Version Control Server

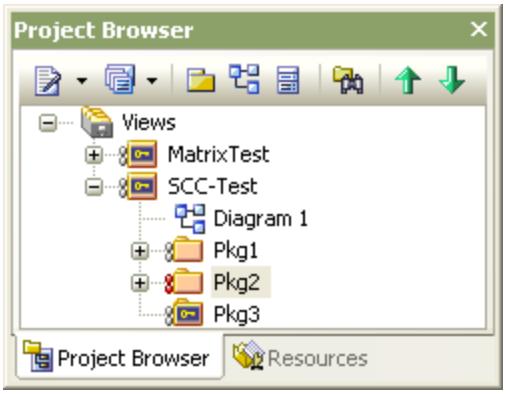
Enterprise Architect 'remembers' the status of a model's version controlled packages. Packages that were checked out to you prior to disconnecting from the server are still shown as checked out to you, even though

you are no longer connected to the server. You can still edit these packages as you normally would.

Packages that were not checked out to you prior to disconnecting from the server are shown as version controlled and locked. You cannot edit these packages until you check them out.

Offline Check Out

In releases of Enterprise Architect from release 6.0 onwards, you can 'check-out' and edit a version controlled package even when your machine is disconnected from the version control server. In the example below, the colored 'figure 8' icon for *Pkg2* indicates that you have checked it out whilst offline (the gray 'figure 8' icon shown against Pkg1 indicates that you have checked out a version-controlled package online).



Important Note: *You should be aware that the version control system - and therefore other users - have no way of knowing that you have 'checked-out' a package whilst offline. It is not possible to merge changes to an XMI file that result from two users editing the same package at the same time. If an offline checkout leads to two people editing the same package at the same time, when the changes are brought back online the first-saved set of changes is lost.*

Check in a Package That Was Checked Out Offline

Once you reconnect your machine to the version control server, if the package you checked out offline is not currently checked out by another user, you can check in that package. However, before Enterprise Architect checks in such a package, it compares the local working copy of the package file with the latest revision in the repository. (These package files remain unchanged in your work area until Enterprise Architect exports the package again before checking in.) If the repository version remains unchanged from when you last updated your local copy, Enterprise Architect exports and checks in your package without further prompting.

On the other hand, if the repository now contains a file that has changed since you last updated your local copy, checking in your package overwrites whatever those changes might be. Enterprise Architect displays a message warning you of the pending data loss and giving you the opportunity to abort the check in. At this point, you must decide whether to discard your own changes, using the **Undo Check Out** command, or continue with your check in and overwrite the changes that have been committed to the repository since you last updated your local copy from the repository.

You can use the **File Properties** command to determine who checked in the last changes to this package. This might help you to discover what changes have been uploaded and decide whose changes take precedence.

Update Before You Disconnect

Whenever you are connected to the version control server, you are always working with the latest version of a package. This is because you cannot modify a package until you check it out from version control, and checking it out loads the latest revision from the repository into your model.

These rules do not apply when you are disconnected from the version control server. You are working on whatever versions you have on your machine, dating back to the last time you updated your local copy of each version controlled package. So, if you are planning to work on a model whilst disconnected from version

control, it is a very good idea to make sure that you have the latest versions of all packages before you disconnect. The Get All Latest command 589 makes this a simple task.

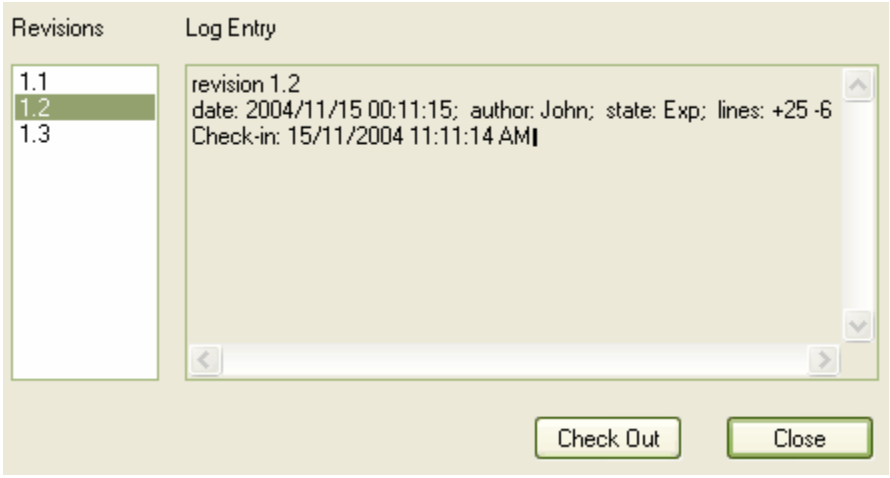
See Also

- Check In and Check Out Packages 610
- Project Browser Icon Overlays 44

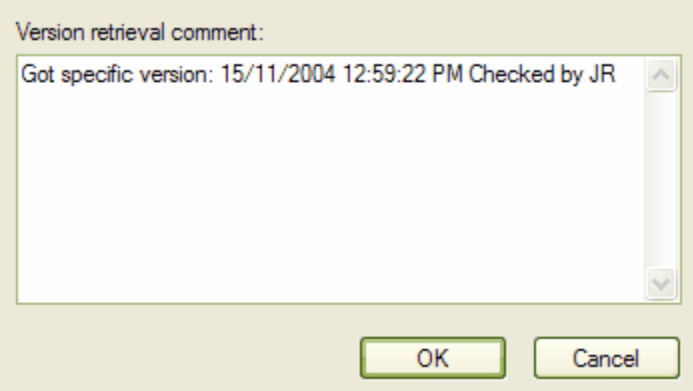
6.12.3.10 Review Package History

Reviewing package history enables you to view the history of checked in package revisions. This opens up the package in read-only mode, enabling you to view the package contents but not make any changes to the package. To review package history follow the steps below:

1. In the *Project Browser* window, right-click on the package configured for version control. The context menu displays.
2. Select the **Package Control | File History** menu option.
   - If the package has been configured through SCC, you access the history through the mechanism offered by the third party SCC provider
   - If the package has been configured for CVS, the *CVS File History* dialog displays and the following steps apply.



3. In the **Revisions** field, click on a revision number to view the log entries for that revision.
4. To view the package history select a revision and then click on the **Check Out** button. A warning dialog displays, indicating that the model will be opened in read-only mode.
5. Click on the **Yes** button to continue or the **No** button to cancel the action. The *Add Comments* dialog displays.



6. In the text field, type comments regarding the retrieval of the package history. Click on the **OK** button to proceed.
7. The package is retrieved in read only mode to enable you to view the history of the package at the specified version.
8. To go back to the latest version, in the *Project Browser* window right-click on the package and select the **Package Control | Check In..** menu option to check in the package.

6.12.3.11 Add Previously Defined Version Control Configurations

Once a version control configuration has been defined in one model it is possible to add the configuration to other models. To use this feature follow the steps below:

1. Open the model that is to have the predefined version control configuration added to it.
2. Right-click on any package in the *Project Browser* window and select the **Package Control | Version Control Settings** menu option. The *Version Control Settings* 587 dialog displays.
3. Click on the **New** button.
4. In the **Unique ID** field, click on the drop-down arrow and select one of the previously-defined version control configurations.
5. Click on the **Save** button to confirm the version control configuration.

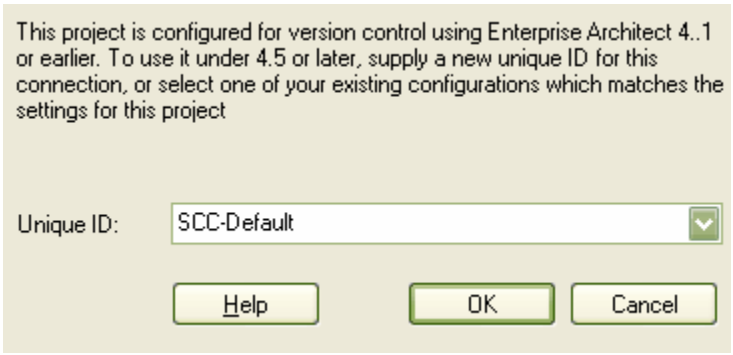
6.12.3.12 SCC Version Control Upgrade at Enterprise Architect Release 4.5

When a version-controlled project created under a release of Enterprise Architect earlier than 4.5 is opened in Enterprise Architect release 4.5 or later, you must identify the SCC connection with a new unique ID. You can assign a name to the existing SCC configuration or associate the project with a configuration that has previously been assigned a unique ID.

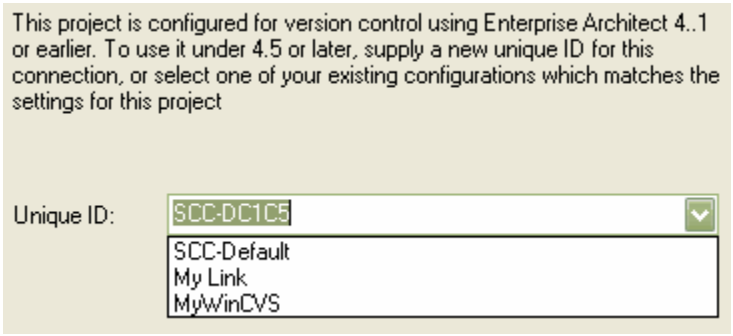
By having a unique ID for Version Control Configurations, you can assign a configuration quickly and efficiently using configurations that have been created previously for other version controlled repositories. This enables you to configure the many packages to use an existing version control repository; this can apply to packages created for more than just one model enabling a great deal of flexibility.

To upgrade an existing SCC version control project created before release 4.5, in Enterprise Architect release 4.5 or later, follow the steps below.

1. Open the project that has an SCC Version Control Configuration created in Enterprise Architect earlier than version 4.5.
2. The *Select or Create Unique ID for Version Control* dialog prompts you to create an ID for an existing configuration or to choose a previously created one from the **Unique ID** drop-down list.
3. The existing SCC configuration is the initial value, represented by **SCC-XXXXX**; this number is not especially meaningful, therefore it is recommended that the configuration be given a meaningful name.



4. You can associate the version controlled package with a previously-defined configuration by selecting an existing configuration from the **Unique ID** drop-down list (if one exists).



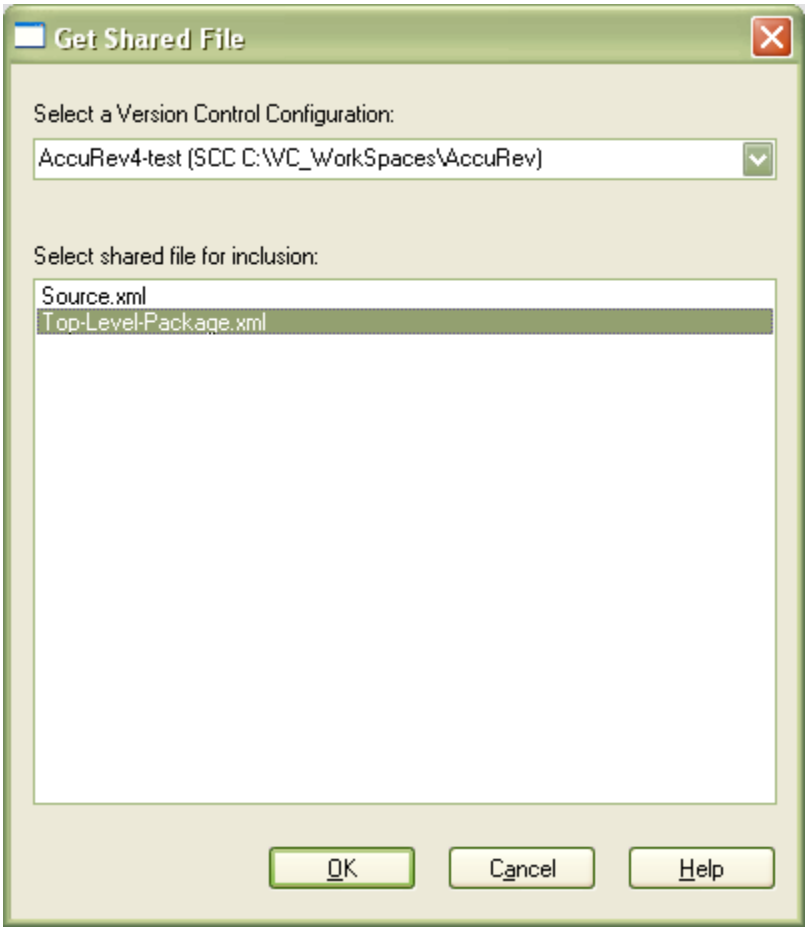
5. After you have assigned the unique ID, click on the **OK** button to load the model.

6.12.3.13 Include Other Users' Packages

You can retrieve packages that have been created by other users, or by you in another model, from version control and import them into your current model.

Other users might be creating packages to use in your model. If you are not sharing a SQL database or .EAP file, those packages do not automatically become part of your model. If the packages have been placed into version control, you can retrieve them and import them into your model as children of an existing package, using the **Get Package** command.

1. You must have access to the package files through the version control system and you must define a Version Control Configuration through which to access those files. The version control configuration must use the same unique ID that was originally used to add the package to version control.
2. In the *Project Browser* window, right-click on the package to use as the parent of the incoming package.
3. Select the **Package Control | Get Package** menu option. The *Get Shared File* dialog displays.



4. In the **Select a Version Control Configuration** field, click on the drop-down arrow and select the version control configuration associated with the package to retrieve. The file list is populated with the names of files available through that configuration, for retrieval and import into your model.
5. Select the package file to import into your model and click on the **OK** button.

6.12.3.14 Specify Private or Shared Models

In the *Version Control Settings* dialog, the **This model is private** option affects the availability of the **Get Latest / Get All Latest** menu options. These options cannot be used with shared models. This is to prevent the possibility of overwriting any new modifications to a package with out-of-date versions of the package that are retrieved from version control.

Consider the following scenario, with two users both working on a shared model at the same time.

If *user1* checks-out and modifies a package within Enterprise Architect, *user2,* who also has this shared model open in Enterprise Architect, can see the changes to the model immediately.

If, at this point, *user2* performs a **Get Latest** or **Get All Latest** on the package, they retrieve from Version Control a package that is now out of date. (*User1* has it checked-out and has made changes that are yet to be checked-in.) The out-of-date package would be imported into the model loaded on *user2*'s machine, immediately updating the model database (either the shared .EAP file or the DB repository) and overwriting the modifications that *user1* has just made.

Similarly, if a user checked-out and modified a package and then performed a **Get Latest** on that package,

the modifications would be overwritten by the version of the package retrieved from version control.

The **Get Latest** option is consequently disabled for packages that you have checked out.

6.12.3.15 Use Nested Version Control Packages

In releases of Enterprise Architect later than version 4.5, when you save a package to the version control system only stub information is exported for any nested packages. This ensures that information in a nested package is not inadvertently over-written by a top level package.

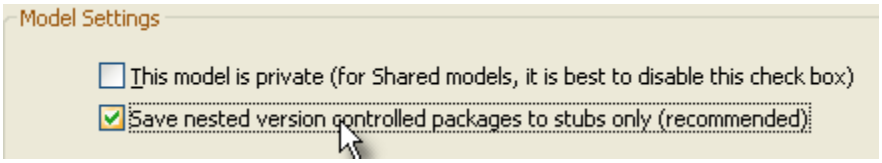
When checking out a package, Enterprise Architect does not modify or delete nested packages; only the top level package is modified.

As a consequence of this behavior, if you check out or get a version controlled package with nested packages not already in your model, you see stubs in the model for the nested packages only. If you select the **Get All Latest** option from the version control menu, Enterprise Architect populates these new stubs from the version control system.

Using the above technique you can populate a large and complex model from only the root packages, using **Get All Latest** to recursively iterate through the attached and nested packages.

This is a powerful and efficient means of managing your project and makes handling very large models, even in a distributed environment, simple.

It is recommended you do not mix versions of Enterprise Architect later than version 4.5 with earlier versions when sharing a version controlled model. If this is necessary it is best to go to the Version Control Settings 587 dialog and deselect the **Save nested version controlled packages to stubs only** checkbox, defaulting Enterprise Architect to the version 4.5 behavior (for the current model only).



6.13 Auditing

Auditing is a model-level feature, available in the Corporate Edition, that enables you to record model changes in Enterprise Architect. By enabling this option, model administrators can view a range of information regarding changes, such as:

- *Who* changed an element
- *How many* elements they changed
- *When* they changed the data
- *What* the previous values were, and
- *What type* of elements they changed.

Note: *Auditing does not record changes to RTF Templates, Model documents, Baselines or Profiles.*

Warning: *On a site running separate editions of Enterprise Architect, when Auditing is turned on for a model, any Desktop or Professional edition users are locked out of the model. To restore access, turn Auditing off in the model from a Corporate edition instance of Enterprise Architect.*

Auditing Quickstart

To quickly enable auditing and see it in action, see Auditing Quickstart 619.

Audit Settings

Once auditing is enabled within a model, you have a variety of options available for customizing what is recorded by the audit. See Audit Settings 620 for more information on the different settings available.

The Audit View

To view what has been recorded by the audit, use the *Audit View* 622, which provides an interface to everything recorded by auditing.

RTF Report

You can generate an RTF report that includes the audit history information for the selected element or package, by choosing the *basic + audit* RTF template 939.

Audit History

Using Auditing, you can track changes to an element or connector over time. However, enabling Auditing also enables an *Audit History* 627 tab in the *Output* window, which summarizes all changes made to the selected element or connector.

Performance Issues

By enabling auditing on a model, you increase the time taken for most actions. For most modeling tasks, this increase is insignificant. However, there are some instances where the difference is more substantial. See Performance Issues 628 for more information.

6.13.1 Auditing Quickstart

To quickly enable auditing and see it in action, follow the instructions below.

Enable Auditing

To enable Auditing:

1. Select the **View | Audit View** menu option to open the *Audit View*.
2. Click on the **Audit Settings** button. The *Audit Settings* dialog displays.
3. Select the **Enable Auditing** checkbox.
4. Click on the **OK** button to close the *Audit Settings* dialog.
5. Close the *Audit View* dialog.

You can also open the *Audit View* by clicking on the **Audit View** button in the *Other Views* 132 toolbar.

Make Changes

Change and save your model; for example:

- Add a new package
- Add a new Class
- Add a new connector
- Change the name of an element
- Delete an element.

View Changes in the Audit View

Open the *Audit View* again (**View | Audit View**), and click on the **Refresh** (or **Load**) button to display a record of the changes you made.

See Also:

- Audit View 622
- Audit Settings 620

6.13.2 Auditing Settings

The *Audit Settings* dialog enables you to change what is recorded by the Auditing facility.

To open the *Audit Settings* dialog:

1. Select the **View | Audit View** menu option to open the *Audit View*.
2. Click on the **Audit Settings** button. The *Audit Settings* dialog displays.

The settings on this dialog are described in the following topics:

- Audit Scope 620
- Audit Logs 621
- Auditing Level 621
- Audit Options 622

6.13.2.1 Audit Scope

The *Audit Settings* dialog provides checkbox options for turning Auding on, and for including or excluding areas of processing in Enterprise Architecture.

- **Enable Auditing** - select this checkbox to turn the Auditing facility on
- **Audit XMI Import -** select this checkbox to include XMI importing in the audit
- **Audit XMI Export -** select this checkbox to include XMI exporting in the audit

  Note: *As version control uses XMI, these options must be selected to record changes from checking out packages.*

- **Audit Reverse Engineering -** select this checkbox to include reverse engineering in the audit

- **Use Database Timestamp** - select this checkbox to use the database server's timestamp instead of each user's local timestamp; this improves security.

Note: *The* **Use Database Timestamp** *option is not available for projects stored in EAP Files.*

6.13.2.2 Audit Logs

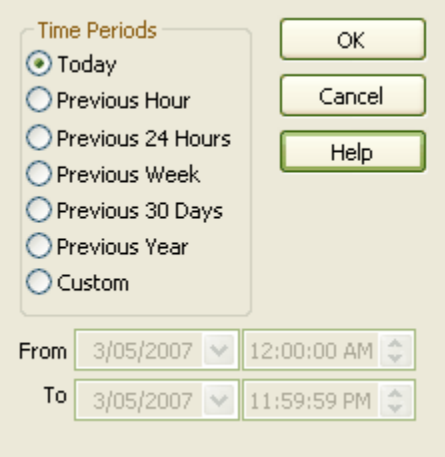
The *Audit Settings* dialog enables you to administer your audit records. As the number of records increases, the performance of the Audit View 622 reduces. It is recommended that audit records that are not regularly required are saved to file, then cleared from the model. This helps ensure high performance.

- **Clear Logs** - removes all log data from the current model; all data is permanently deleted. To keep the audit records outside the model, click on the **Save Logs** button to save the records before clearing them from the model
- **Save Logs** - saves a copy of the log items currently held in the database; these items remain in the database. To remove the items after saving the copy, click on the **Clear Logs** button
- **Load Logs** - enables you to load a previously saved set of logs back into the model. The file is not deleted by this operation. If duplicate logs exist in both the model and the file, these are skipped.

Note: *Some of these functions can be accessed through the Automation Interface. For more information, see the* ***Repository*** 1377 *topic in the Enterprise Architect Software Developers' Kit (SDK).*

If you save or clear the log items, Enterprise Architect prompts you to specify whether to save or clear the items covering a specific period of time.

- If you click on the **No** button, you save or clear all log items currently held in the database.
- If you click on the **Yes** button, the *Time Filter* dialog displays, on which you select a standard time period or define your own.



6.13.2.3 Auditing Level

The *Auditing Level* panel provides three options that determine what kind of model changes are recorded.

- **Core** - select this radio button to record changes to elements (including attributes and operations), packages, connectors and some model-level information
- **Standard** - select this radio button to record the same changes as the **Core** option, plus changes to diagrams
- **Extended** - select this radio button to record the same changes as the **Standard** option, plus changes to security.

6.13.2.4 Audit Options

The following elements are always audited:

- Packages
- Notes
- Boundary
- Text
- Diagrams (if on *Standard* 621 level)
- Security (if on *Extended* 621 level)

The audit options enable you to configure auditing to record changes to only certain types of elements.

- **Maintenance** - select this radio button to audit maintenance elements; that is:
  - Package
  - Requirement
  - Feature
  - Use Case
  - Actor
  - Note
  - Issue
  - Change
- **Core Structural** - select this radio button to audit maintenance elements plus some structural elements; that is:
  - Package
  - Class
  - Interface
  - Signal
  - Node
  - Component
  - Artifact
  - Part
  - Port
  - Device
- **All** - select this radio button to audit all elements
- **Custom** - select this radio button to audit element types that you specify.

If you select the **Custom** option, the **Customize** button is made available. Click on this button to display a list of element types, and select the checkbox against each element type to include in the audit (or click on the **Select All** button to select every element type). Click on the **OK** button to save the selection.

Note: *Connectors are audited when they are connected to an element that is included in the Audit Options.*

6.13.3 The Audit View

The *Audit View* provides an interface to the information that has been recorded by auditing. Open the *Audit View* by clicking on the:

- **View | Audit View** menu option, or
- **Audit View** button in the *Other Views* 132 toolbar.

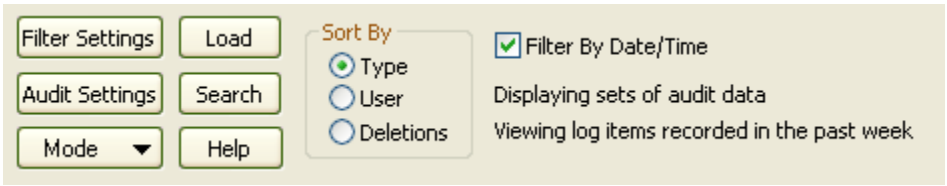
The *Audit View* is divided into three main areas:

- View controls
- Audit tree
- Record display.

The data in the Audit tree and Record display is determined by the view controls and mode 626 and, if synchronizing 626 with the *Project Browser*, by the package, diagram or element you have selected.

View Controls

The view controls provide a variety of settings for controlling auditing and the display of audit records.

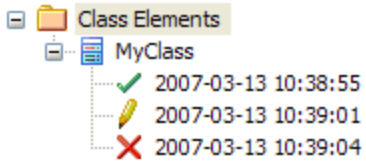


For information on these controls, see Audit View Controls 624.

Audit Tree

The audit tree displays the logs that have been recorded by auditing. What is displayed in the tree is affected by the settings of the View Controls 624 section, such as:

- Sorting
- Filter (by time)
- Mode
- Auditing settings 620 (what was actually recorded)



In the audit tree:

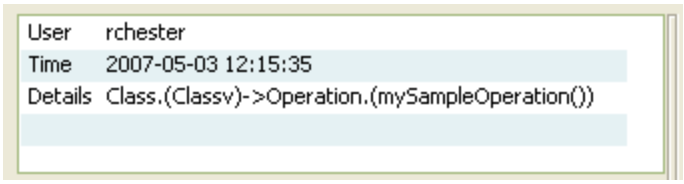
- The green tick indicates a creation
- The yellow pencil indicates an edit
- The red cross indicates a deletion.

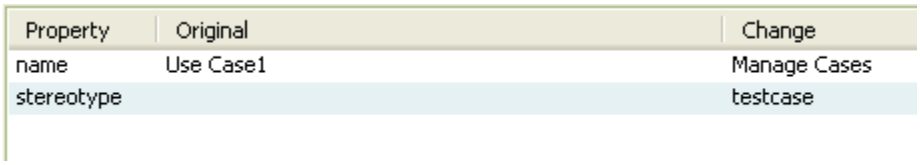
If you right-click on an element in the audit tree (eg. *MyClass*) a context menu displays. This menu enables you to locate the selected element in:

- The *Project Browser* window
- Any diagrams in which it exists.

Record Display

The record display is in two parts: the identity of the selected change, and the actual change made.





Identity

The identity of a change consists of:

- The Windows username of the user that made the change

Note: *If security is enabled, the name is of the format* WindowsUsername(SecurityUser).

- When the change was made
- The *path* of the change (eg. Class *Class1* - Attribute *Att1* - Attribute Constraint *Constraint*).

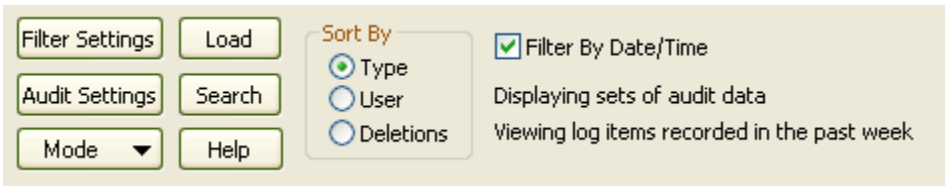
Changes

The changes are displayed in a table format, showing the Property (or data item) name, its original value before the change and its value after the change.

If you double-click on an item in the list of changes (or right-click and select the **Show Differences** context menu option) the *Difference* dialog displays. This shows the specific changes that have been made, highlighting the edited, created or deleted characters.

6.13.3.1 Audit View Controls

The *Audit View* controls provide a variety of settings for controlling auditing and the display of audit records.



- The **Refresh** (Standard 626 mode) or **Load** (Advanced or Raw 626 modes) button reloads the Audit Tree, updated with any new audit results.
- The **Search** button enables you to search through log items for a particular area. Log Items can be

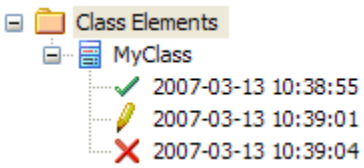
searched by Name, Type or GUID. The items are loaded and filtered with the current **Sort By**, **Time Filter** and **Mode** settings. If you refresh the *Audit View*, you must run the search again.

- The **Audit Settings** button opens the Audit Settings 620 dialog.

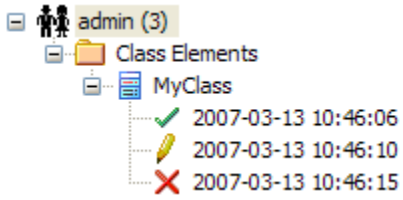
Sort-by Panel

The *Sort By* panel enables you to select one of three display settings:

- **Type** - changes are grouped under element type (such as Class or Requirement), and then grouped under the changed element.



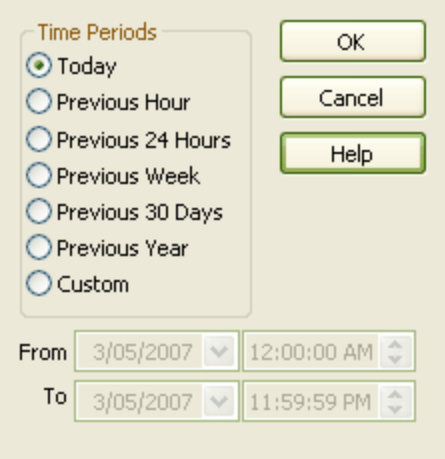
- **User** - changes are grouped under user name. The number of changes for each user is also displayed. Under each user name, changes are grouped as for the **Type** sort.



- **Deletions** - displays only deletions, shown in chronological order. If used with the **Search** button, this can be useful for recovering information on missing elements.

Filter by

The **Filter By Date/Time** checkbox enables filtering by time periods, which you set using the *Time Filter* dialog; click on the **Filter Settings** button to display this dialog.



Select:

- **Today** - to display changes occurring today
- **Previous Hour** - to display changes occurring in the last 60 minutes
- **Previous 24 Hours** - to display changes occurring in the last 24 hours
- **Previous Week** - to display changes occurring in the last 7 days
- **Previous 30 Days** - to display changes occurring in the last 30 days
- **Previous Year** - to display changes occurring in the last 365 days
- **Custom** - to define your own time period, using the **From** and **To** fields.

Note: *The six pre-configured time periods automatically update when you click on the* **Refresh** *button.* **Custom** *periods are static and do not automatically update.*

Changes that occur *outside* the filter period you select are not shown in the *Audit View*. Once you have set a filter period, it remains set if you deselect the **Filter By Date/Time** checkbox. The Custom time period, too, is retained so that you can re-use it or modify it later if required.

Status Text

Beneath the **Filter By Date/Time** checkbox, status text displays to show which mode 626 has been selected, and which time filter 625 is being applied to the data.

Mode Button

The **Mode** button enables you to change the mode of the *Audit View*. The button displays a drop-down menu from which you can select:

- **Standard** - to interact with the *Project Browser*
- **Advanced** - to load large sets of log items

  Note: *When in Advanced mode, a special Audit Settings group can be displayed in the Audit Tree 622. This records when Auditing has been enabled and disabled, along with who made the change, and the date and time of the change.*

- **Raw** - to display all audit records without sorting (although any search and filtering you define still apply). Additional database information is displayed; this additional information might be unimportant.

Standard Mode

In **Standard** mode, Auditing is automatically synchronized with the *Project Browser* window.

When synchronized, and where changes have been made, the *Audit View* reflects your selection from the *Project Browser* window. If you click on:

- An element, the *Audit View* displays the history for that element

- A package, the *Audit View* displays the history for that package and its immediate children (but not the contents of nested packages)
- A diagram, the *Audit View* displays the history for that diagram and its contents (which could be drawn from a wide area of the *Project Browser*).

Advanced Mode

In **Advanced** mode, you can load sets of audit data independent of the *Project Browser*. These sets of data display all significant changes, but you can reduce the selection by filtering by time or by running a search. **Advanced** mode also displays:

- changes to the Audit Settings
- when Audit Operations are executed
- security changes (which can be browsed in the same way as other changes).

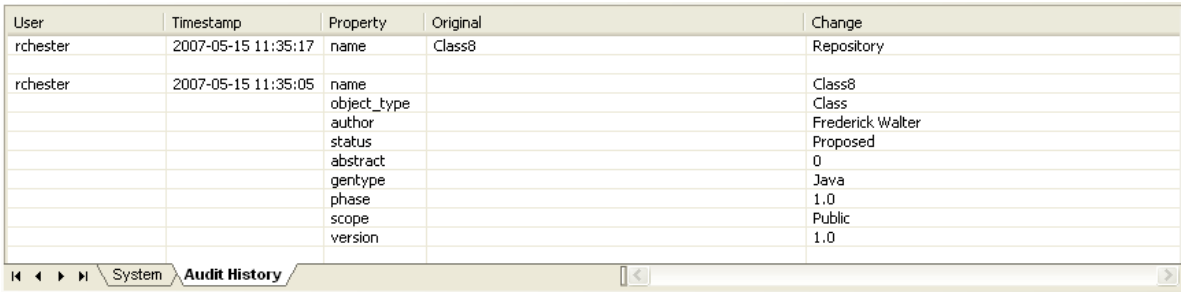
Raw Mode

In **Raw** mode, all data recorded by auditing is displayed in chronological order. This enables you to see a progression of changes, which can be especially useful in determining date-time inconsistencies. Search and filters can still be applied, enabling you to view all of today's changes in order, or all changes for a particular element in order, or both.

Note: *Some information displayed in* **Raw** *mode might be insignificant or only in machine-readable format.*

6.13.4 Audit History Tab

When Auditing is turned on, an *Auditing History* tab is enabled in the *Output* 175 window 175. To see this tab, you must have one or both of the *Auditing* 618 and *Element List* 137 views open.



The information in the *Audit History* tab provides a history of changes to whichever element or connector you have selected in the:

- current diagram
- *Project Browser*
- *Audit View*, or
- *Element List.*

As you select different elements or connectors, the *Audit History* automatically updates to reflect your current selection.The information shows, for each change made to the element or connector:

- Who made the change
- When the change was made
- Where the change was made
- The value of the characteristic before the change
- The value of the characteristic after the change.

6.13.5 Auditing Performance Issues

Impact of Auditing on Other Facilities

Enabling auditing on a model increases the time taken for most actions. For most modeling tasks, this increase is insignificant; however, there are some situations where the difference is more substantial.

Large Deletions

Deleting large packages or package structures, or large numbers of elements, takes significantly longer with auditing on. You might disable auditing 620 before performing such a deletion.

XMI Imports

Importing XMI 564 takes longer with auditing enabled. A model-level option 620 is provided for disabling auditing of XMI Imports.

Reverse Engineering

Reverse engineering 720 code takes longer with auditing enabled. A model-level option 620 is provided for disabling auditing of reverse engineering.

6.13.6 Audit View Performance Issues

Most operations in the *Audit View* are affected by the volume of use of the database - both by other facilities and by auditing itself. Some potential problems and their solutions are outlined below.

Navigating the Project Browser Within Auditing is Slow

- Try setting the time filter 625 to a period in the immediate past, such as **Today**, **Previous 24 Hours** or **Previous Week**. This time period updates each time you open or refresh the *Audit View*.
- Save log items 621 outside the model with the **Save Logs** button. If you then clear the logs you have just saved, the load time of the *Audit View* is reduced. You can reload logs into the model at any time, using the **Load Logs** button.

Navigating the Audit Tree is Slow

- Close the *Audit History* 627 tab in the *Output* window.

The Audit View is Slow in Loading and Changing Modes

- Try setting the time filter 625 to a period in the immediate past, such as **Today**, **Previous 24 Hours** or **Previous Week**. This time period updates each time you open or refresh the *Audit View*.
- Save log items 621 outside the model with the **Save Logs** button. If you then clear the logs you have just saved, the load time of the *Audit View* is reduced. You can reload logs into the model at any time, using the **Load Logs** button.

6.14 Baselines and Differences

Baselines

Enterprise Architect (Corporate edition) provides a facility to 'Baseline' (snapshot) a model branch at a particular point in time. Baselines are in XMI format and are stored within the model in compressed format. More than one baseline can be stored against a single Enterprise Architect package. Using Baselines, a snapshot can be taken of a model branch at a particular point in development for later comparison to the current package state.

Compare (Diff)

Note: *This utility is available in the Professional and Corporate editions only.*

The Compare (Diff) Utility enables you to explore what has changed within a model over time and how previous versions of a model branch differ from the current model. This utility enables you to compare a model branch in Enterprise Architect with a Baseline created using the Baseline functionality, a file on disk created previously using the Enterprise Architect XMI export facility, or the current version-controlled XMI file on disk as created when using Version Control in Enterprise Architect.

See Also

- Baselines 629
- The Compare Utility 631

6.14.1 Baselines

Enterprise Architect (Corporate edition) provides a facility to 'Baseline' (snapshot) a model branch at a particular point in time for later comparison with the current package state. This is most useful for determining changes made to the model during development compared to some Baseline saved at a crucial point - for example the completion of a phase or version iteration. Baselines are in XMI format and are stored within the model in compressed format. More than one baseline can be stored against a single Enterprise Architect package.

Baselines are particularly useful during requirements management to check for changes, additions and deletions that have occurred since the start of the current work phase. Knowing how a model has changed is an important part of managing change and the overall development process.

Baselines are generally used in conjunction with the *Compare* utility (*diff*), which is also built into the Corporate and Professional versions of Enterprise Architect.

A typical scenario for using baselines would be to:

1. Create the base model branch to a sufficient point to create a Baseline (checkpoint). Create and store the Baseline as Version 1.
2. As work continues on development, managers and developers can check the current model branch against the baseline for important modifications, additions and deletions. The Compare (diff) tool can be invoked from the *Baseline* dialog to check the current model branch against the stored version.
3. As required, minor baselines can be created to check recent progress. These 'temporary baselines' are useful for managing change when a lot of work is being done and it is important to only see what has changed in, for example, the last 24 hours.
4. At sign-off or the move to a new version/phase, a major baseline can be created to capture the new state of the model. Minor baselines created earlier can be deleted if required to save space.

See Also

- Manage Baselines 630
- Create Baselines 631

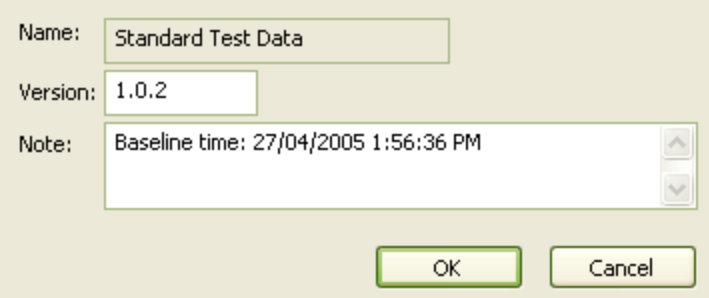
6.14.1.1 Managing Baselines

To open the *Manage Baselines* dialog, right-click on the package at the head of the appropriate model branch and select the **Package Control | Manage Baselines** menu option.

Field/Button	Functionality
Current Baselines	The list of baselines for the current model branch.
Show Differences	Click on this button to run the compare utility on the selected baseline and the current model branch.
Create New Baseline	Click on this button to create a new baseline 631.
Delete Selected	Click on this button to delete the selected baseline.
Import File	Click on this button to import an XMI file from the file system as a baseline for this current model branch.
Export File	Click on this button to save the selected baseline to an XMI file.
Help	Click on this button to open the help file on this page.
Close	Click on this button to close the *Manage Baselines* dialog.

6.14.1.2 Creating Baselines

Open the *New Baseline* dialog by clicking on the **Create New Baseline** button on the *Manage Baselines* dialog (see Managing Baselines 630).



Click on the **OK** button to create a new baseline and return to the *Manage Baselines* dialog.

Item	Functionality
Name	Displays the Package Name for the currently selected model branch.
Version	Type a unique version reference for the current branch.
Note	By default shows current time and date, but you can enter any other value in this field.

6.14.2 The Compare Utility (Diff)

Enterprise Architect (Corporate and Professional editions) has a comprehensive and powerful differencing utility built in. This utility enables you to compare a model branch in Enterprise Architect with:

- A Baseline created using the Baseline functionality
- A file on disk, created previously using the Enterprise Architect XMI export facility (must be in Enterprise Architect format and have the same package as the root node)
- The current version controlled XMI file on disk as created when using Version Control in Enterprise Architect

Compare (*diff*) lets you explore what has changed within a model over time and how previous versions of a model branch differ from what is currently in the model. It is even possible to do a full model compare by exporting all of Model A to XMI, then using **Compare to File** from within the current model (Model B).

Comparing and checking model development at various points in the process is an important aspect of managing change and development, keeping track of what is being modified and ensuring the development and design process is on track.

Access to the *Compare* utility is available from:

1. The *Baseline* 630 dialog 630 (from the *Project Browser* window context menu, select the **Package Control | Manage Baselines** option).
2. The *Project Browser* window context menu; select **Package Control | Compare to File**.
3. The *Project Browser* window context menu, select **Package Control | Compare with Version on Disk**.

See Example Comparison 632 for an example of the results of a model comparison.

Limitations

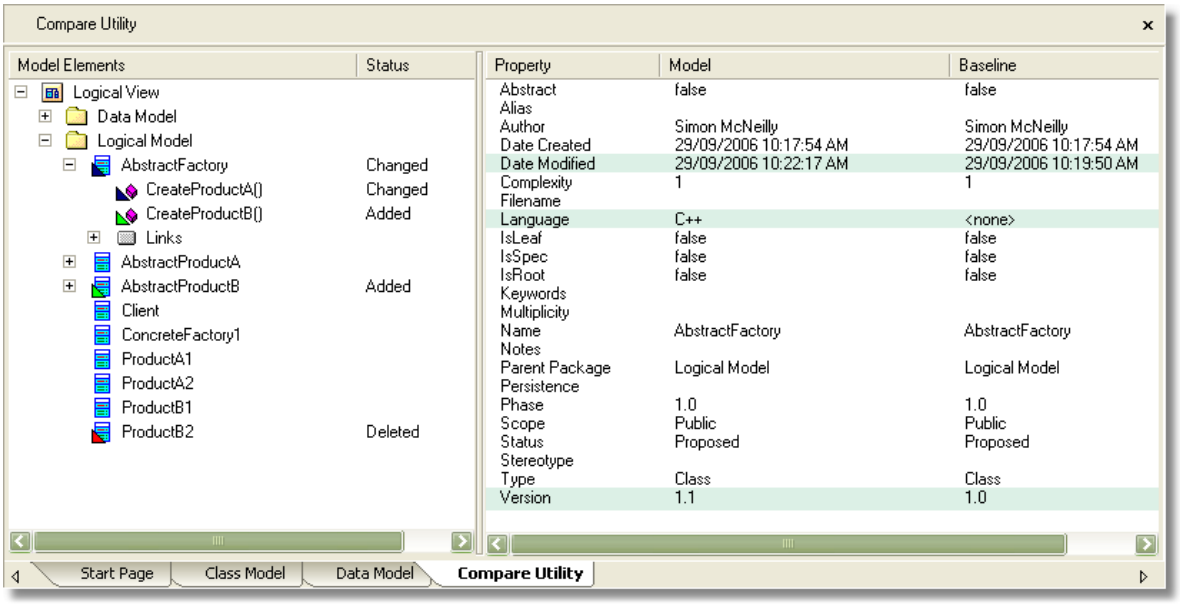
The following known limitations apply:

- Currently no *Print* facility to export Compare results to file.

6.14.3 Example Comparison

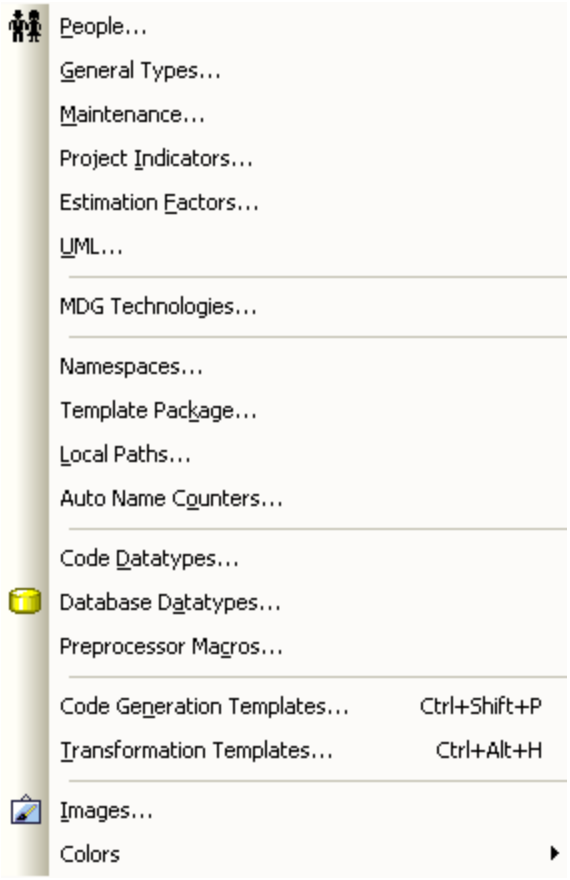
The diagram below shows the result of a package comparison. Notice that:

- A new window tab - *Compare Utility* - displays next to the open diagram tabs.
- A hierarchy of model elements is displayed in the left-hand pane. It is clearly visible, from the **Status** column and from the triangular icon, which elements in the hierarchy have changed since the baseline.
- In the right-hand pane, a table of properties is displayed for the element currently selected in the left-hand pane. The values of the properties in the current model and in the baseline are displayed. If any properties have changed between the model and the baseline, the row is highlighted. This example shows that for the Class named *AbstractFactory* the date modified, the code generation language and the version number have all changed since the baselined version.



6.15 Reference Data

Reference data is used in many places to provide content for drop-down list boxes. Setting up a project often involves setting up the base set of reference types to use. Reference data options can be set up from the **Settings** menu.



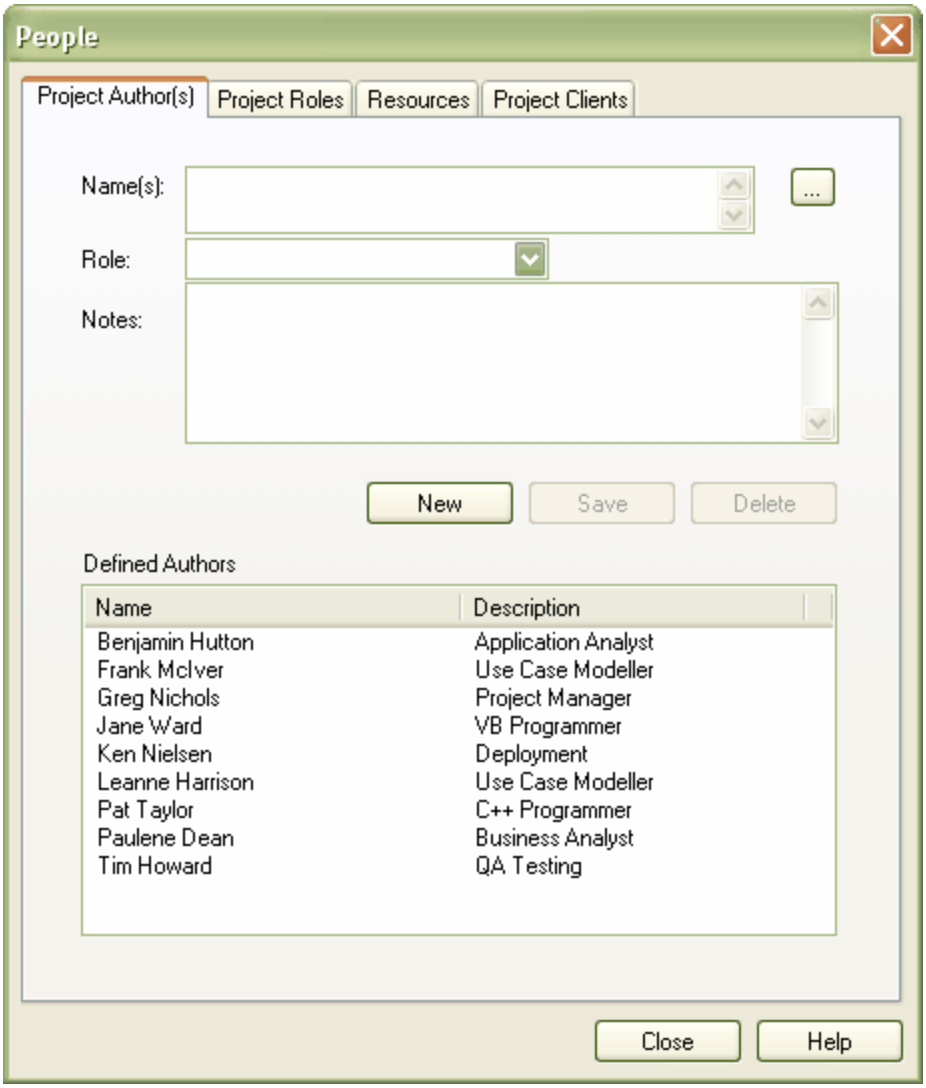
See Also

- People 633
- General Types 642
- Maintenance 649
- Metrics and Estimation 651
- UML 652
- Data Types 656
- Import and Export Reference Data 658

6.15.1 People

The *People* dialog enables you to control the following for your project:

- Project Authors 634
- Project Roles 637
- Project Resources 639
- Project Clients 640

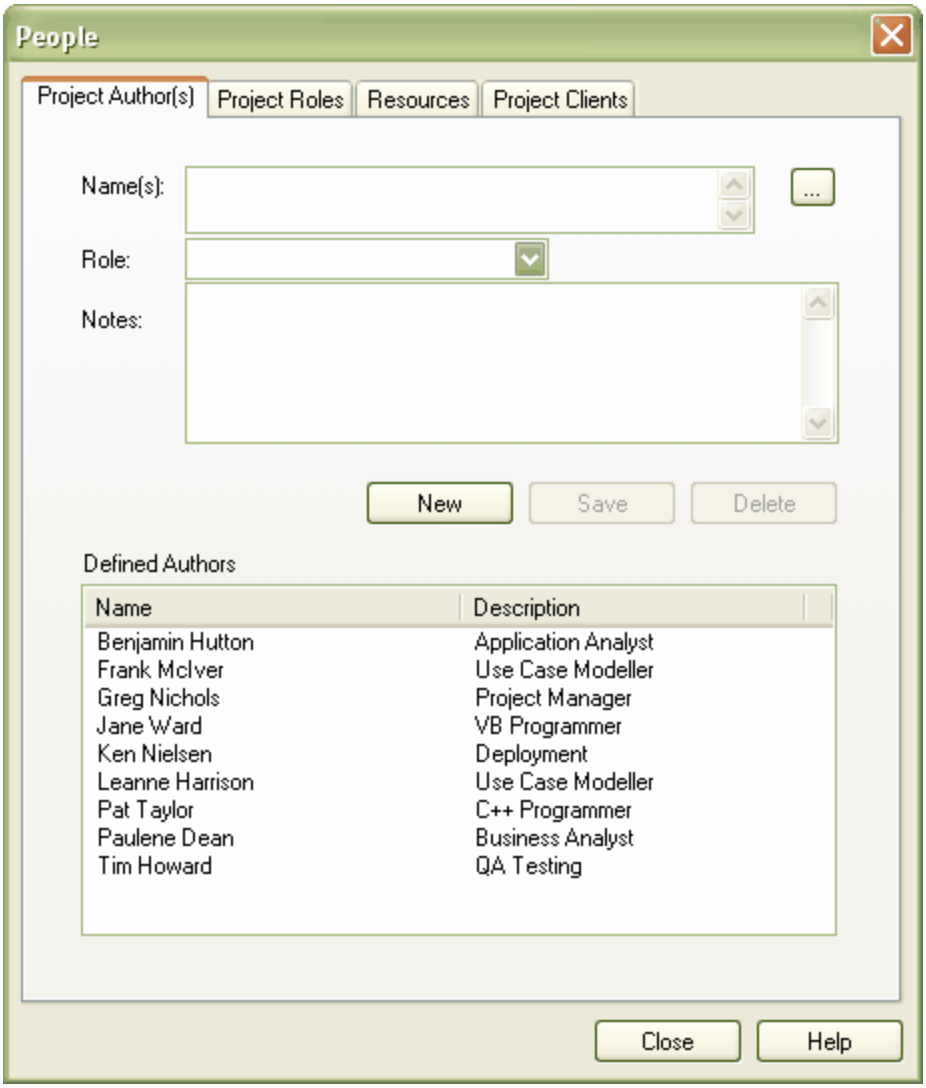


To display this dialog, select the **Settings | People** menu option.

6.15.1.1 Project Authors

You can define the people who are working on a project, such as the authors of specific elements.

To define the project authors, select the **Settings | People** menu option. The *People* dialog displays, defaulted to the *Project Author(s)* tab.



Complete the fields as described below:

Field	Description
Name	Type the name of the person registered as a Project Author. If you are using a Windows Active Directory, you can select names from the directory. Click on the **[...]** (Browse) button to display the *Select Users* 636 dialog. You can also type a list of names separated by semi-colons. This enables you to define a group of people sharing a role, such as a team of Developers, Testers or Analysts. Do not leave any spaces between the names and the semicolon. ***Note:*** *If you enter multiple names, Enterprise Architect adds them separately and in alphabetical order to the Defined Authors list. If you then click on one of these names, Enterprise Architect displays that name only in the* **Name** *field.*
Role	The role the Project Author plays in the project (eg. **Designer, Analyst, Architect**). You can type a role name or click on the drop-down arrow and select a role defined

Field	Description
	through the *Project Roles* 637 tab. ***Note:*** *If you type a role, this is not added to the roles on the Project Roles tab.*
Notes	Type any additional notes concerning the Project Author.
Defined Authors	Lists the Project Authors already defined.

Click on the **Save** button to add the new names to the *Defined Authors* list.

To add further Authors, click on the **New** button.

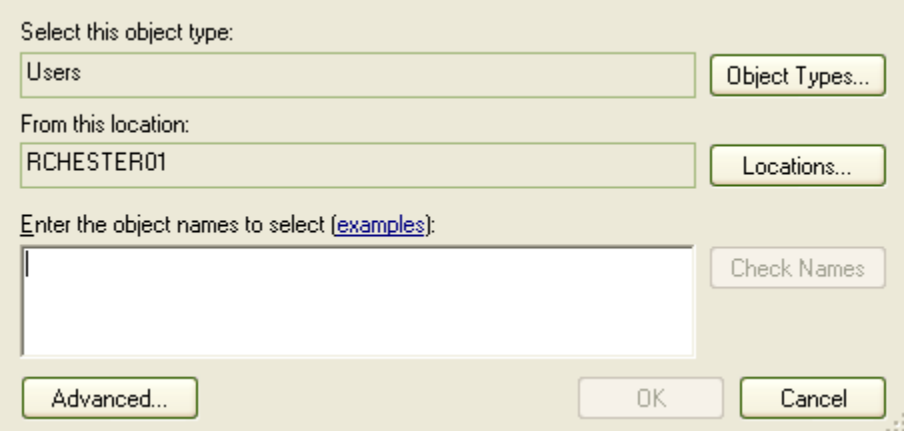
To delete a Project Author, click on the name in the *Defined Authors* list and click on the **Delete** button.

Note: *You can transport these author definitions between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

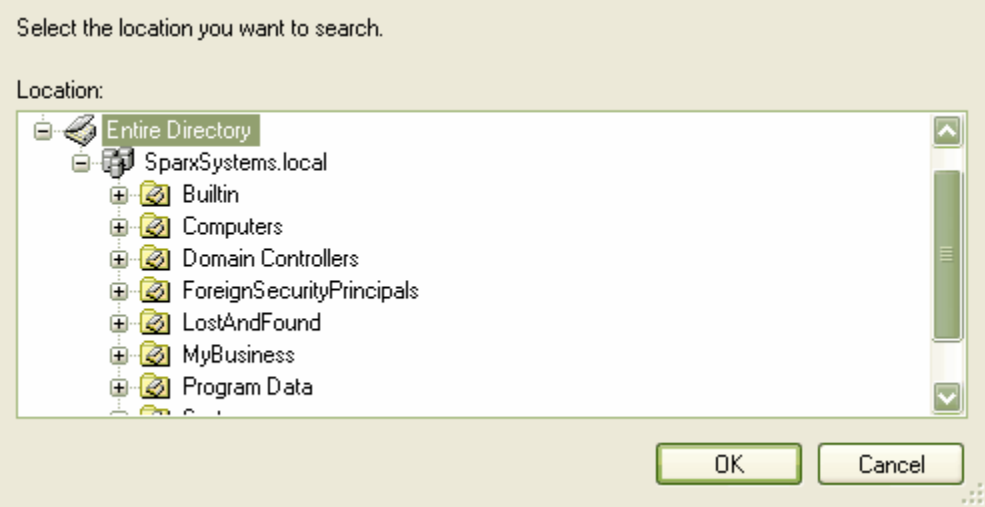
Select from User Directory

If your company is using a Windows Active Directory, you can select the Project Author names from the local or corporate-wide directory. To do this, follow the steps below:

1. On the *Project Author(s)* tab, click on the **[...]** button. The *Select Users* dialog displays.



2. Click on the **Object Types** button and select the checkbox for the object type **User**.
3. Click on the **OK** button to return to the *Select Users* dialog.
4. Click on the **Locations** button. The *Locations* dialog displays.



5. Click on the appropriate area or level of the directory, and click on the **OK** button. The *Select Users* dialog redisplays.
6. In the **Enter the object names to search** field, type the first letter of the user name you want to search for.
7. Click on the **Check Names** button. The *Multiple Names Found* dialog displays, listing the names starting with the specified letter found in the directory location.
8. Click on the required name (or press and hold **[Ctrl]** and click on several names), and click on the **OK** button. The simple *Select Users* dialog redisplays, with the selected names listed.
9. Click on the **OK** button. The *Project Authors* tab redisplays, with the selected name or names in the **Name(s)** field.

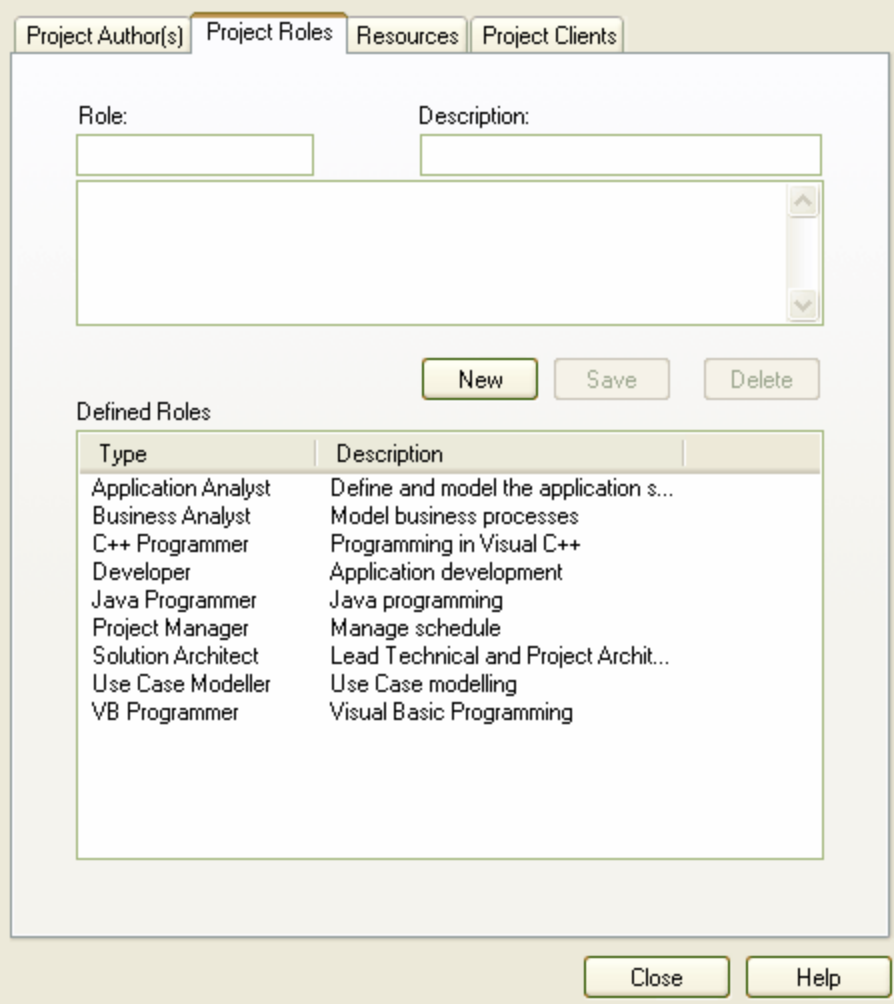
See Also

- Project Roles 637
- Project Resources 639
- Project Clients 640

6.15.1.2 Project Roles

People associated with a project play a *role* in analysis, design or implementation, such as Application Analyst, Architect, Developer and Project Manager. Project roles define the activities that resources can undertake.

To define the role types that are captured within Enterprise Architect, select the **Settings | People** menu option and, on the *People* dialog, click on the *Project Roles* tab.



To add further roles, click on the **New** button and complete the fields as described below:

Field	Description
Role	Type the name of the role.
Description	Type a short description of the role.
Notes	Type any additional information related to the role.
Defined Roles	Lists all roles that have been previously defined in Enterprise Architect.

Click on the **Save** button to add the new role to the *Defined Roles* list.

The *Defined Roles* list is available for selection for any element in the model; for example, you can select roles on the *Project Author* 634 tab of the *People* dialog, and the *Resource Allocation* 676 tab of the *Project Management* window. You can also specify other roles on these dialogs, but such roles are not added to the *Defined Roles* list.

To delete a role, click on the role type in the *Defined Roles* list and click on the **Delete** button.

Note: *Deleting a role has no effect on any Project Author definition having this role; the deleted role becomes a simple text entry in the Project Author definition.*

Note: *You can transport these role definitions between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

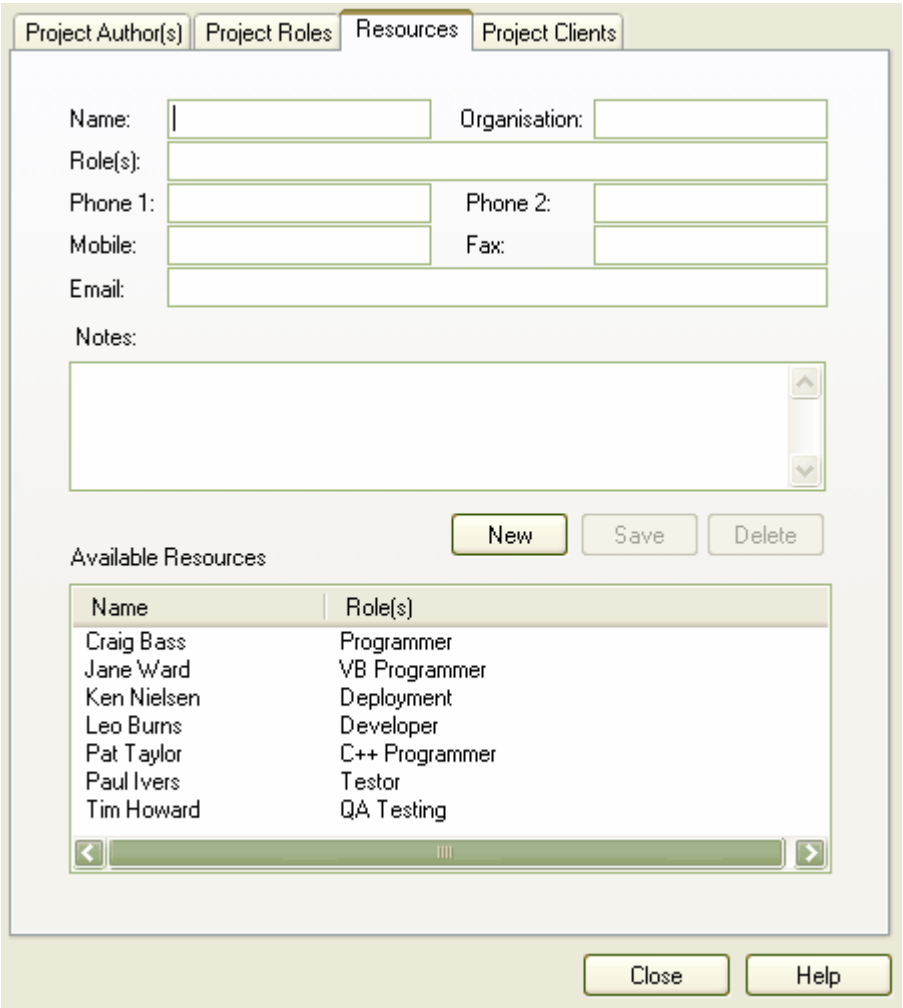
See Also

- Project Authors 634
- Project Resources 639
- Project Clients 640

6.15.1.3 Project Resources

Resources are, for example, project authors, analysts, programmers and architects. That is, anyone who might work on the system over time, either adding to the model or programming and designing elements of the system outside Enterprise Architect.

To record information on project resources, select the **Settings | People** menu option and, on the *People* dialog, click on the *Resources* tab.



Complete the fields as described below:

Field	Description
Name	Type the name of the person listed as a resource. The resource name is available for use in Resource Management 676.
Organization	Type the name of the organization employing the resource.
Role(s)	Type the role the resource plays in the project (eg. Designer, Analyst, Architect).
Phone 1, Phone 2, Mobile, Fax	Type the contact telephone numbers for the resource.
Email	Type the email address for the resource.
Notes	Type any additional notes on the resource.
Available Resources	Resources that have already been defined.

Click on the **Save** button to add the new resource to the *Available Resources* list.

To add further resources, click on the **New** button.

To delete a resource, click on the name in the *Available Resources* list and click on the **Delete** button.

Note: *You can transport these resource definitions between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

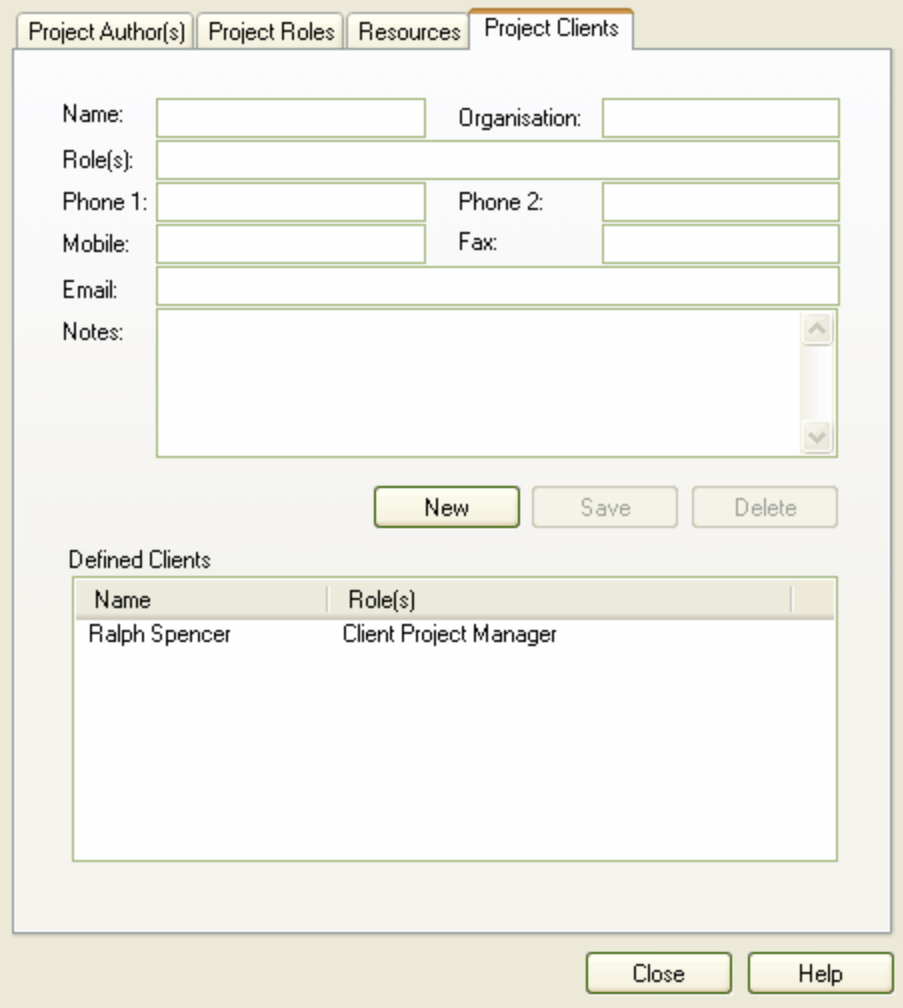
See Also

- Project Authors 634
- Project Roles 637
- Project Clients 640

6.15.1.4 Project Clients

Project clients are the eventual owners of the software system.

To capture client details associated with the current model, select the **Settings | People** menu option and, on the *People* dialog, click on the *Project Clients* tab.



Complete the fields as described below:

Field	Description
Name	Type the name of the client.
Organization	Type the name of the organization that employs the client.
Role(s)	Type the role the client plays in the project (eg. Manager, Sponsor).
Phone 1, Phone 2, Mobile, Fax	Type the contact telephone numbers for the client.
Email	Type the email address of the client.
Notes	Type additional notes on the client.
Defined Clients	Lists clients that have already been defined.

Click on the **Save** button to add the new client to the *Defined Clients* list.

To add details of further clients, click on the **New** button.

To delete a client record, click on the name in the *Defined Clients* list and click on the **Delete** button.

Note: *You can transport these client definitions between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

See Also

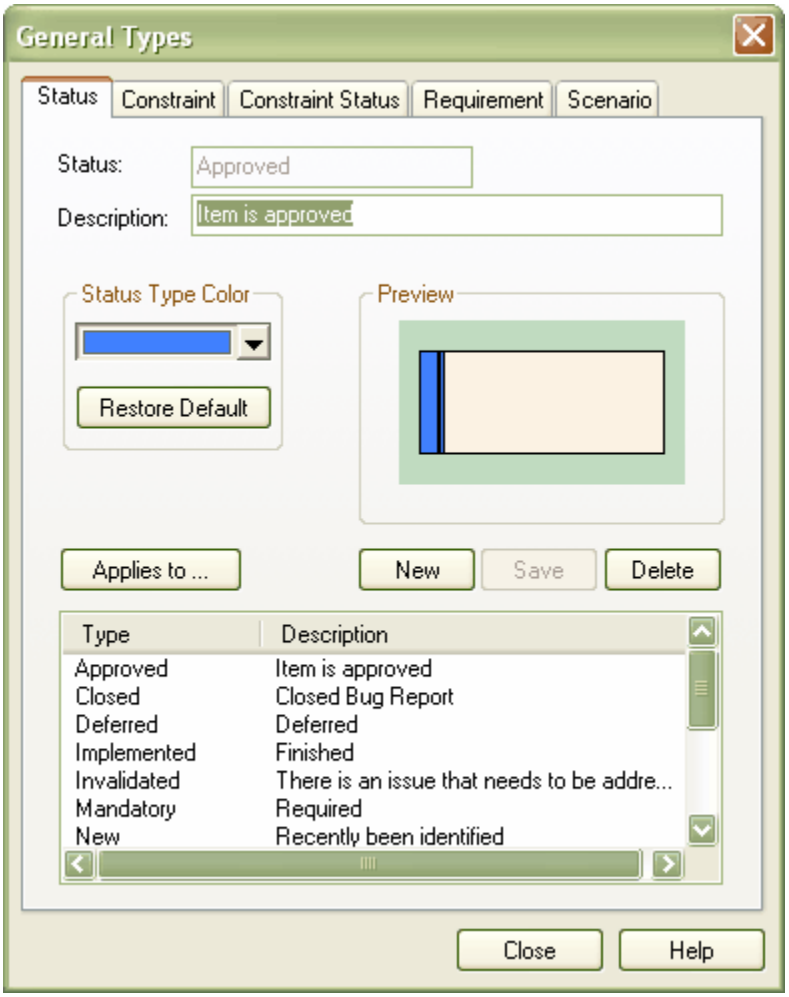
- Project Authors 634
- Project Roles 637
- Project Resources 639

6.15.2 General Types

The *General Types* dialog enables you to configure:

- Status types 643
- Constraint types 644
- Constraint Status types 645
- Requirement types 646
- Scenario types. 647

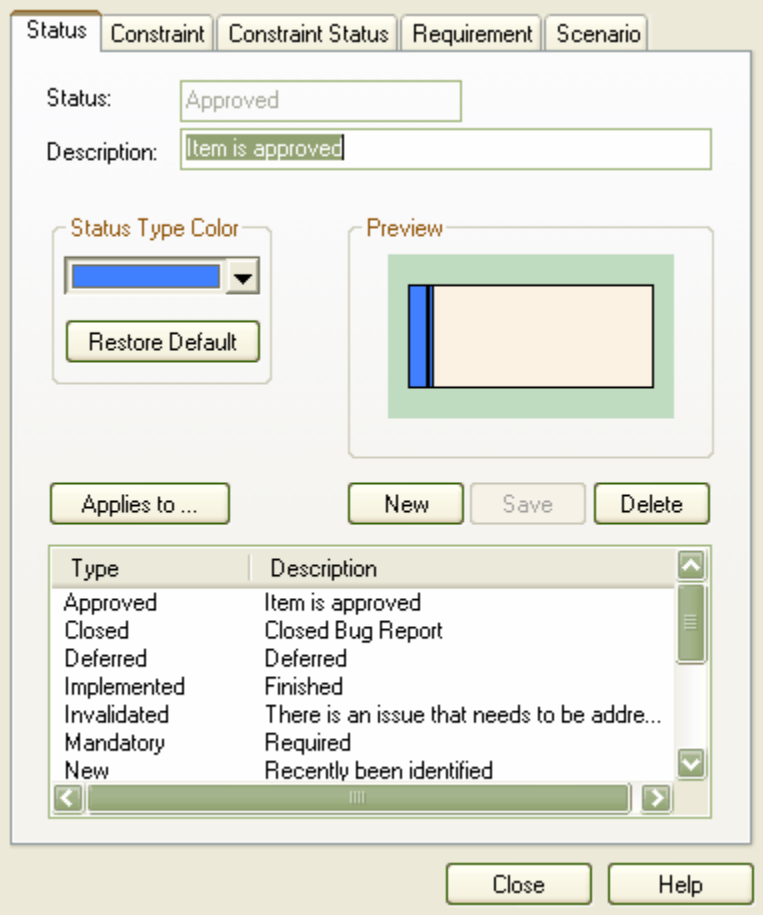
To display the *General Types* dialog, select the **Settings | General Types** menu option.



6.15.2.1 Status Types

You can configure a basic list of status types used in Enterprise Architect. Note that whilst most dialogs use this list, not all do so.

To configure status types, select the **Settings | General Types** menu option. The *General Types* dialog displays at the *Status* tab.



Create New Status Type

When you display the *Status* tab, the fields default to the definition of the first type in the *Type* list. To add a new type, click on the **New** button and:

- In the **Status** field, type the name of the status
- In the **Description** field, type a short description of the status
- Click on the **Save** button.

The status type displays in the *Type* list. Add the status definition as described in the following sections.

Note: *You can transport the status types (or the colors assigned to status types) between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

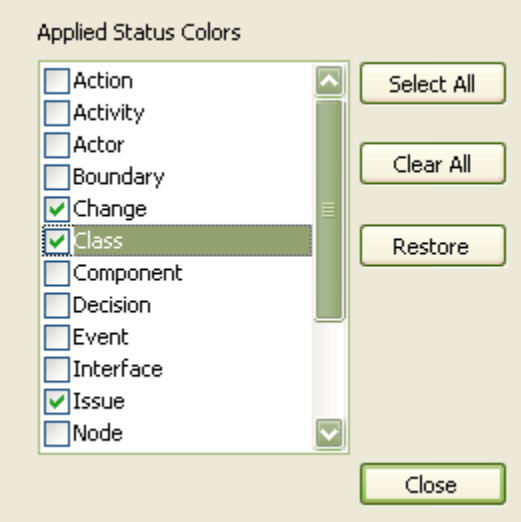
Status Type Color

It is possible to assign a color to each status type, which gives a visual indication of the status of each diagram object. Select a named status type from the *Type* list, click on the **Status Type Color**drop-down list and select

the color for that status. Click on the **Save** button to keep your changes.

Apply Colors to UML Elements

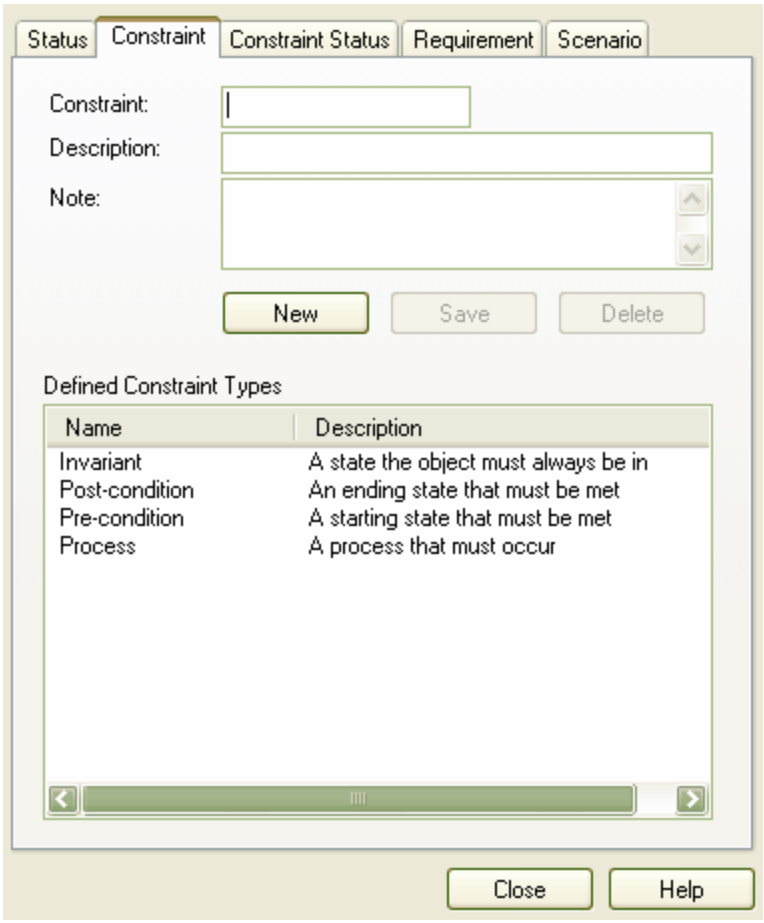
By default, status colors only apply to Requirement, Issue and Change elements. You might decide to also apply these colors to other UML elements, such as Use Cases or Classes. To do this, click on the **Applies to...** button and select the checkbox against each required element type in the *Applied Status Colors* list.



6.15.2.2 Constraint Types

The *Constraint* tab of the *General Types* dialog enables you to define constraints. These are picked up in a variety of places where constraints might fall into more categories than the basic (default) *Pre-, Post-* and *Invariant* conditions.

To access this dialog, select the **Settings | General Types** menu option. Click on the *Constraint* tab.



To add a new constraint, click on the **New** button and:

- In the **Constraint** field, type the name of the constraint; for example, *Assumption*
- In the **Description** field, type a brief description of the constraint
- In the **Note** field type any additional information required
- Click on the **Save** button.

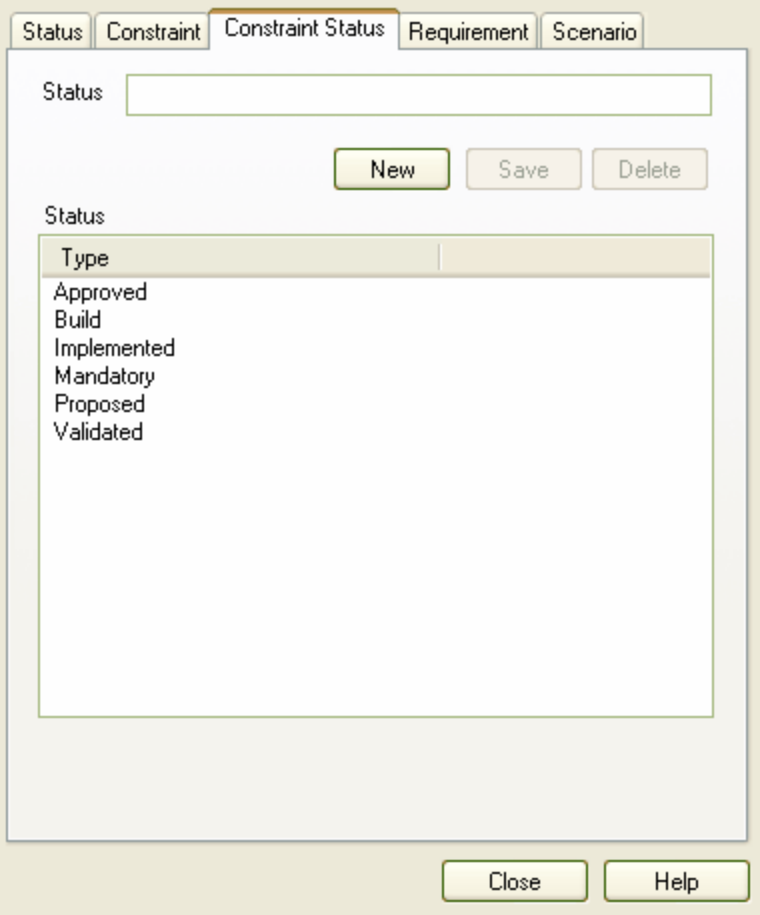
The constraint displays in the *Defined Constraint Types* list.

Note: *You can transport these constraints between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

6.15.2.3 Constraint Status Types

You can configure the basic list of *constraint status types* used in Enterprise Architect, using the *Constraint Status* tab of the *General Types* dialog.

To access this dialog, select the **Settings | General Types** menu option. Click on the *Constraint Status* tab.



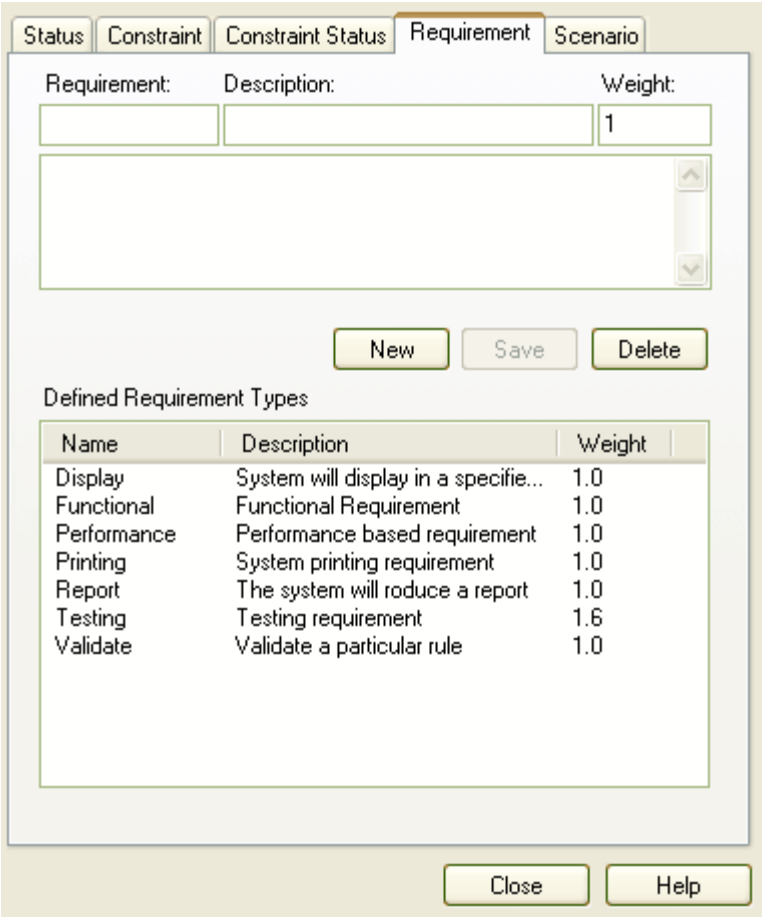
To add a new constraint status type, click on the **New** button, type the status type in the **Status** field, and click on the **Save** button. The constraint status type displays in the *Status* list.

Note: *You can transport these constraint status types between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

6.15.2.4 Requirement Types

The *Requirement* tab of the *General Types* dialog enables you to specify the generic set of requirement types that can be entered into the requirements sections of dialogs. This helps to maintain a single set of typed requirements.

To access this dialog, select the **Settings | General Types** menu option. Click on the *Requirement* tab.



To add a new requirement, click on the **New** button and:

- In the **Requirement** field type the name of the requirement
- In the **Description** field type a short description of the requirement
- In the **Weight** field type the weighting to apply to the requirement
- In the Note field, type any additional information on the requirement
- Click on the **Save** button.

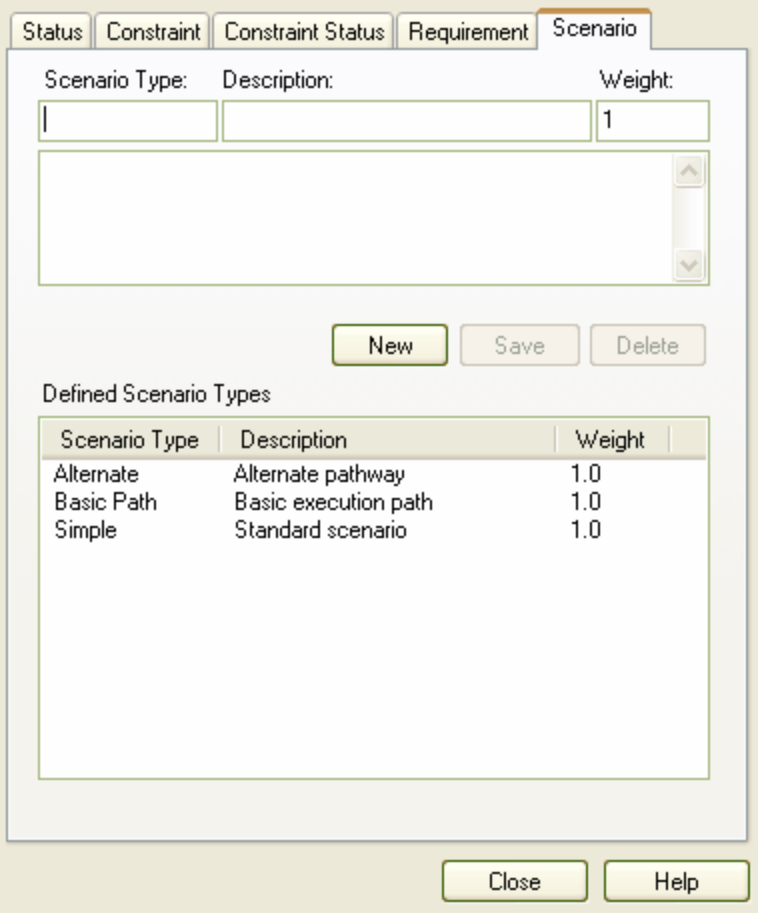
The requirement displays in the *Defined Requirement Types* list.

Note: *You can transport these requirement types between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

6.15.2.5 Scenario Types

A drop-down list of scenario types is available in the scenario dialog 364, with the standard types *Basic Path* and *Alternate Flow*. You can set additional scenario types using the *Scenario* tab of the *General Types* dialog.

To access this dialog, select the **Settings | General Types** menu option. Click on the *Scenario* tab.



To add a new scenario, click on the **New** button and:

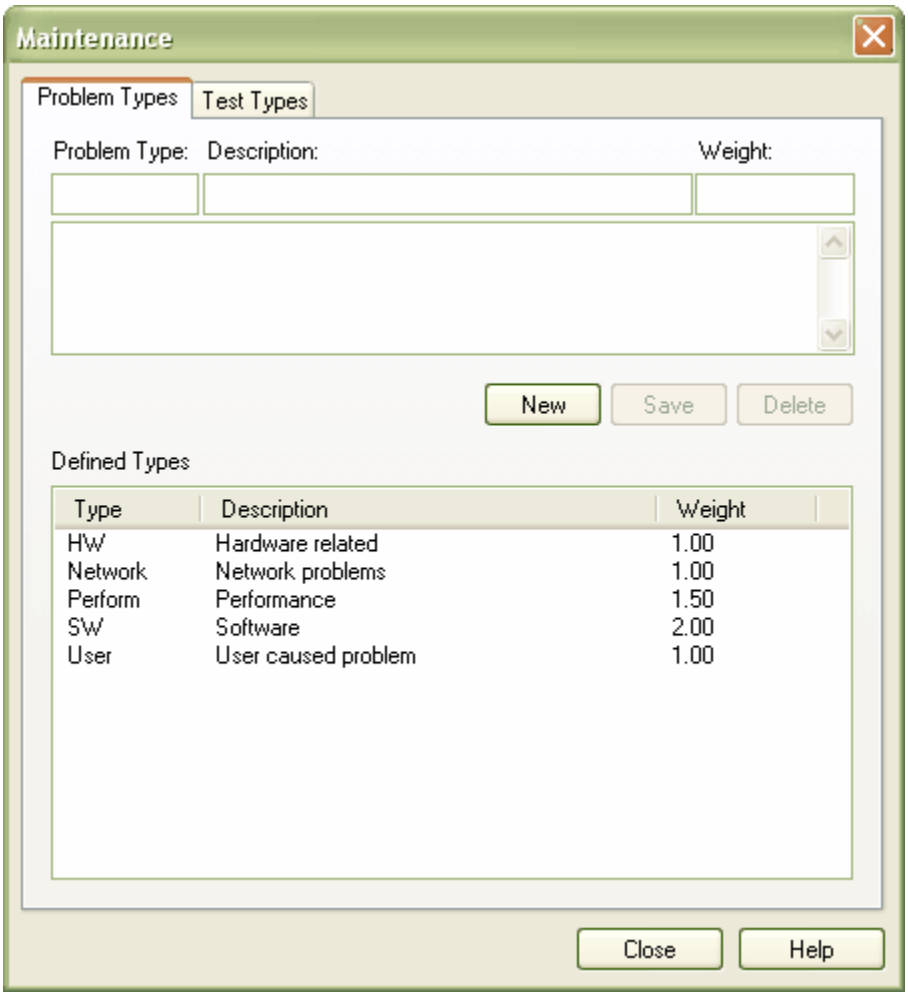
- In the **Scenario Type** field type the name of the scenario type
- In the **Description** field type a short description of the scenario type
- In the **Weight** field type the weighting to apply to the scenario type
- In the Note field, type any additional information on the scenario type
- Click on the **Save** button.

The constraint displays in the *Defined Scenario Types* list.

Note: *You can transport these scenario types between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

6.15.3 Maintenance

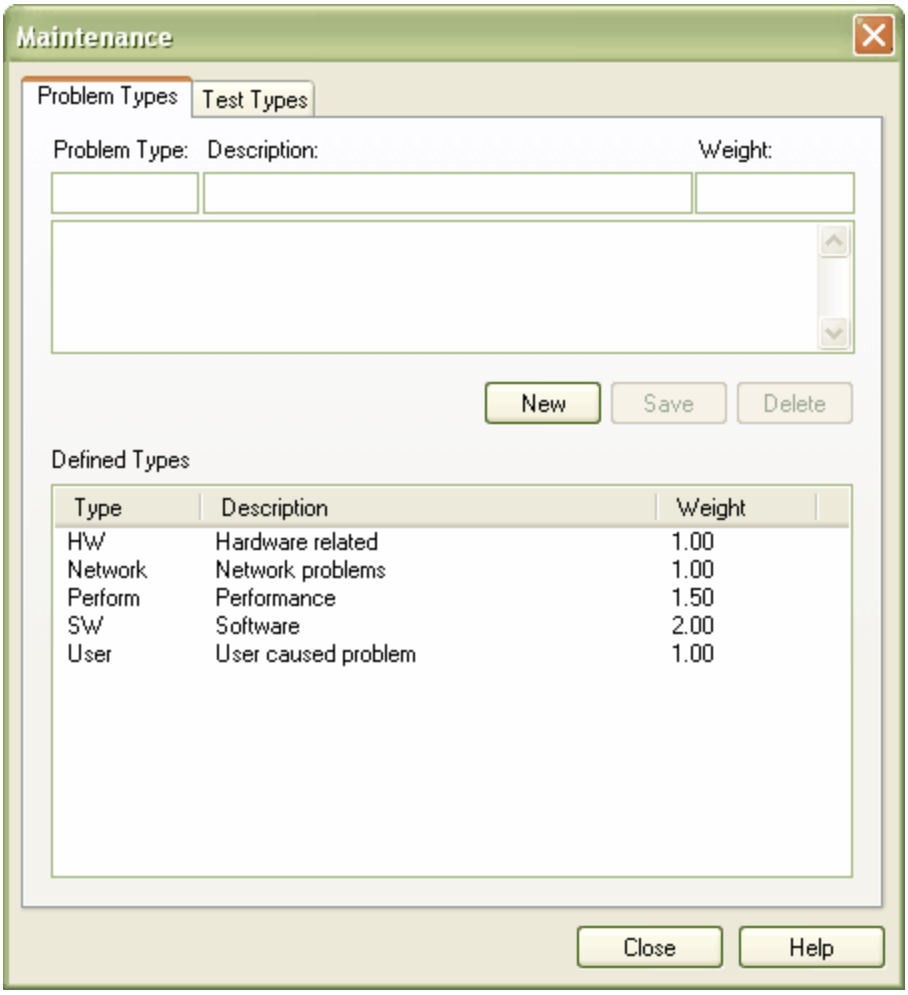
To control Problem types 649 and Testing types 650 for your project, select the **Settings | Maintenance** menu option to display the *Maintenance* dialog.



6.15.3.1 Problem Types

For the maintenance and change control screens, you can use the *Maintenance* dialog to set the base *Problem Types* that are handled. Examples are hardware-related issues, performance problems, software bugs and network problems.

To access this dialog, select the **Settings | Maintenance** menu option. The *Maintenance* dialog displays, defaulting to the *Problem Types* tab.



To add a new problem type, click on the **New** button and:

- In the **Problem Type** field type the name of the problem type
- In the **Description** field type a short description of the problem type
- In the **Weight** field type the weighting to apply to the problem type
- In the Note field, type any additional information on the problem type
- Click on the **Save** button.

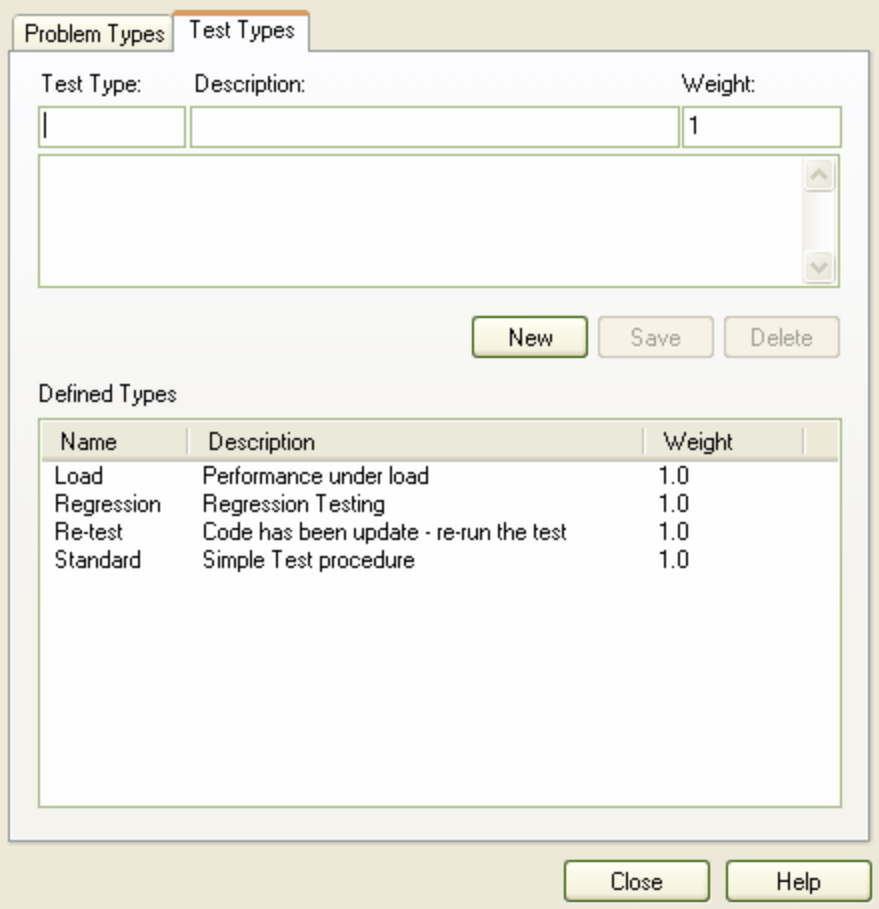
The problem type displays in the *Defined Types* list.

Note: *You can transport these problem types between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

6.15.3.2 Testing Types

Use the *Test Types* tab of the *Maintenance* dialog to add testing types to the basic set that comes with Enterprise Architect. Typical test types are load tests, performance tests and function tests.

To access this dialog, select the **Settings | Maintenance** menu option. The *Maintenance* dialog displays. Click on the *Test Types* tab.



To add a new test type, click on the **New** button and:

- In the **Test Type** field type the name of the testing type
- In the **Description** field type a short description of the testing type
- In the **Weight** field type the weighting to apply to the testing type
- In the Note field, type any additional information on the testing type
- Click on the **Save** button.

The testing type displays in the *Defined Types* list.

Note: *You can transport these test types between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

6.15.4 Metrics and Estimation

TCF values, EFC values and Default Hour Rate for a project are controlled from the *Estimation Factors* dialog.

Risk, metric and effort types for a project are controlled from the *Project Indicators* dialog.

For further information on these see the Project Management 669 and Resource Management 675 topics, or specifically:

- Technical Complexity Factors 670
- Environment Complexity Factors 671

- Default Hours 674
- Effort Types 680
- Metric Types 682
- Risk Types. 683

6.15.5 UML Types

The *UML Types* dialog enables you to configure stereotypes 652, Tagged Value types 654 and the cardinality list 655 for your project.

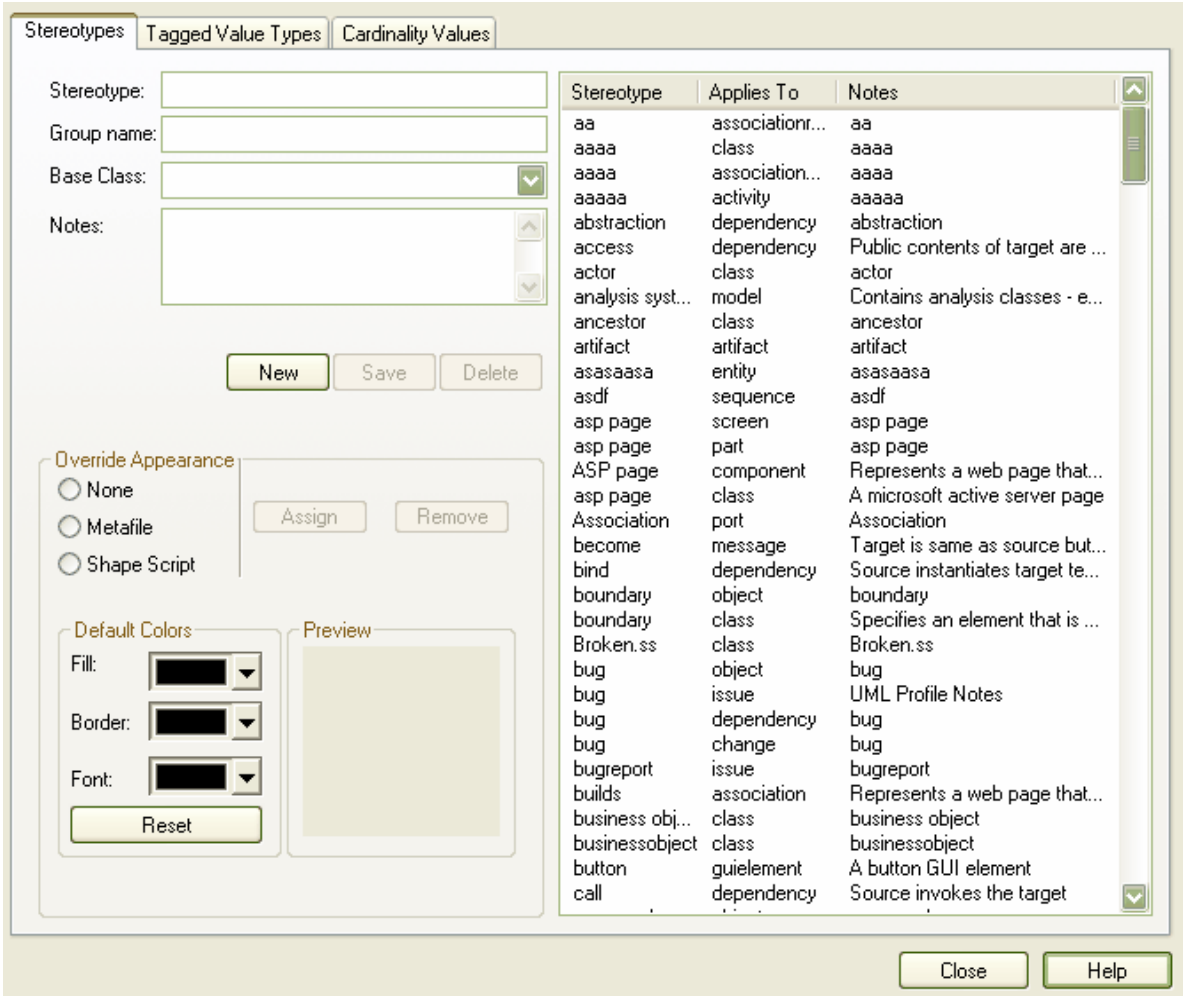
Select the **Settings | UML** menu option to display this dialog.

6.15.5.1 Stereotype Settings

Enterprise Architect has an extensive set of Standard Element Stereotypes. 422 Using the *Stereotypes* tab of the *UML Types* dialog, a Technical Developer can also customize the stereotypes 1224 for your project by adding, modifying and deleting them.

Stereotypes can be modified to make use of metafiles (image files) or customized colors, or to make use of the Enterprise Architect Shape Scripts 653 to make new element shapes to determine the shape and dimensions of the element.

To display the *Stereotypes* tab, select the **Settings | UML** menu option. The *UML Types* dialog displays, showing the *Stereotypes* tab.



For information on customizing stereotypes, see the *Enterprise Architect Software Developers' Kit (SDK)* 1224.

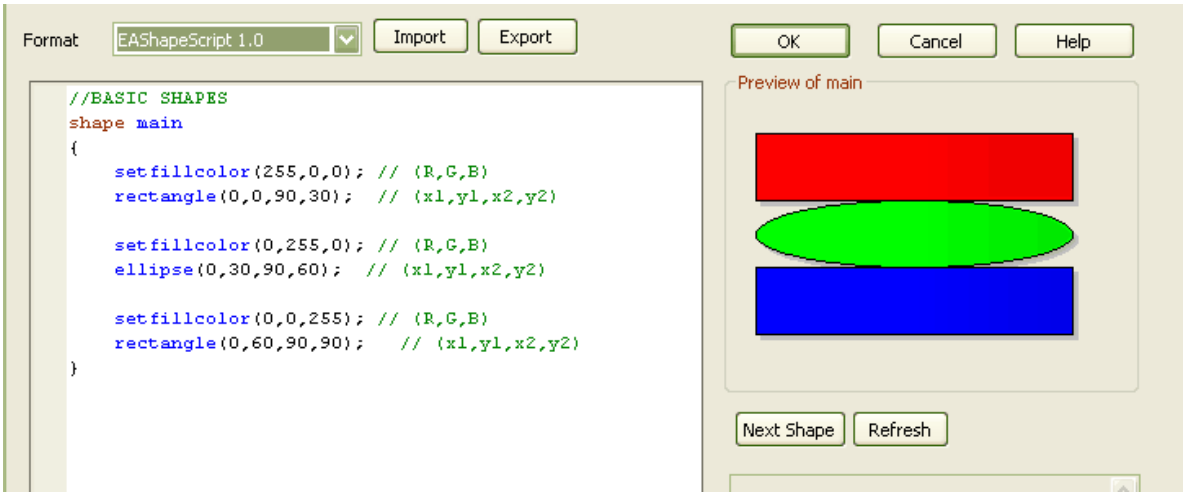
See Also

- Apply Stereotypes 419
- Stereotype Selector 420
- Stereotype Visibility 421

6.15.5.1.1 Shape Editor

Shape Editor

The *Shape Editor* enables a Technology Developer to specify custom shapes via a scripting language. These custom shapes are drawn instead of the standard UML notation. Each script is associated with a particular Stereotype, and is drawn for every element of that stereotype.



Note: *Shapescripts adopt the same color gradient settings as normal elements, as defined in the Standard Colors page of the Options dialog.*

Note: *Custom shapes do not function in Sequence (Interaction) diagrams.*

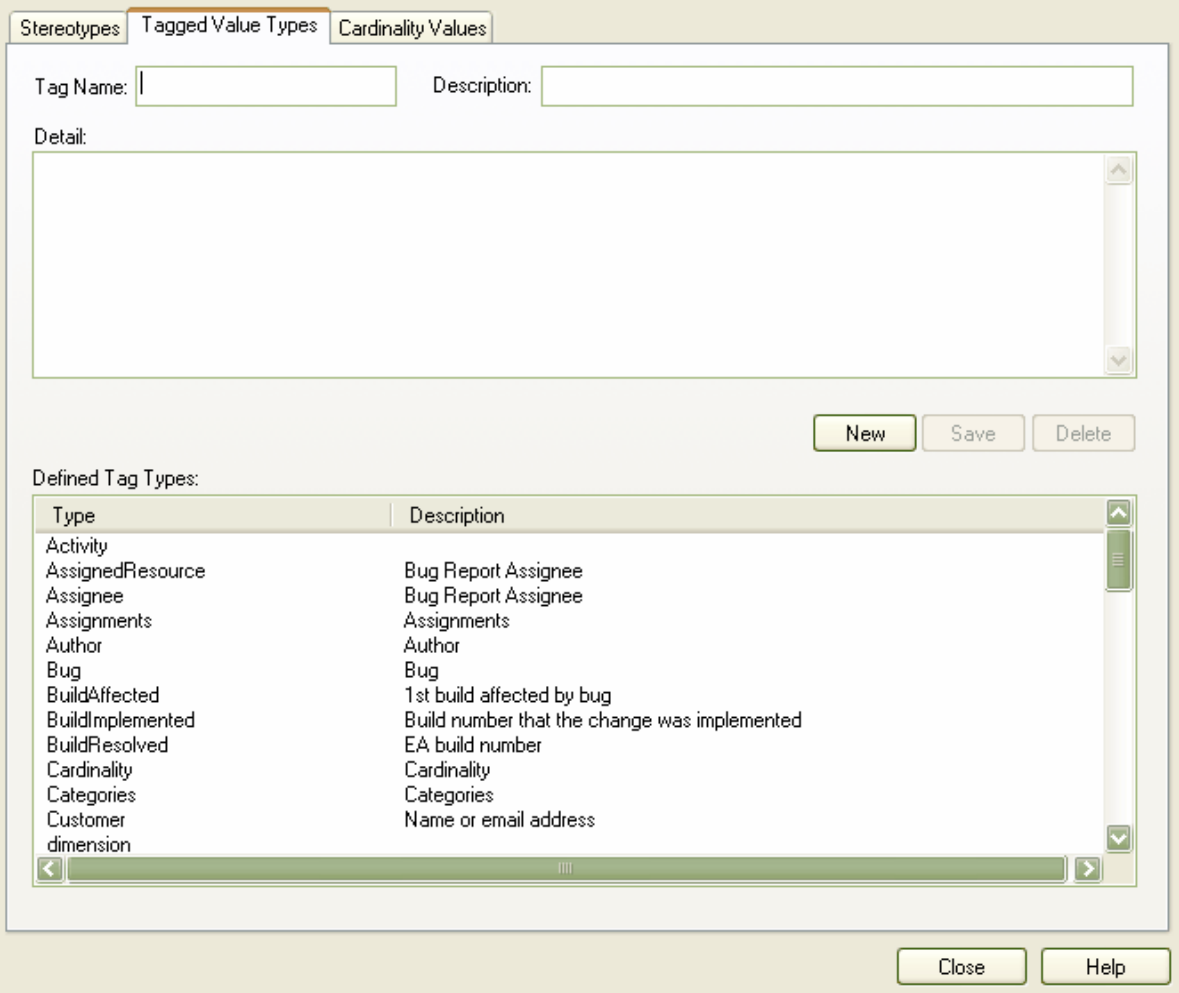
For information on creating Shape Scripts, see the *Enterprise Architect Software Developers' Kit (SDK)* 1261.

6.15.5.2 Tagged Values

Tagged values are used in a variety of places within Enterprise Architect to specify additional information about an element. The *Tagged Values* tab of the *UML Types* dialog enables a Technology Developer to add default Tagged Value names.

Any Tagged Value names created display in the drop-down lists of Tagged Value names in the *Tagged Value* dialogs for elements, operations and attributes. For more information regarding the use of Tagged Values see the Tagged Values Window 169 topic.

To display the *Tagged Values* tab, select the **Settings | UML** menu option to display the *UML Types* dialog, and click on the *Tagged Value Types* tab.



For information on adding and modifying Tagged Values, see the *Enterprise Architect Software Developers' Kit (SDK)* 1277.

6.15.5.3 Cardinality

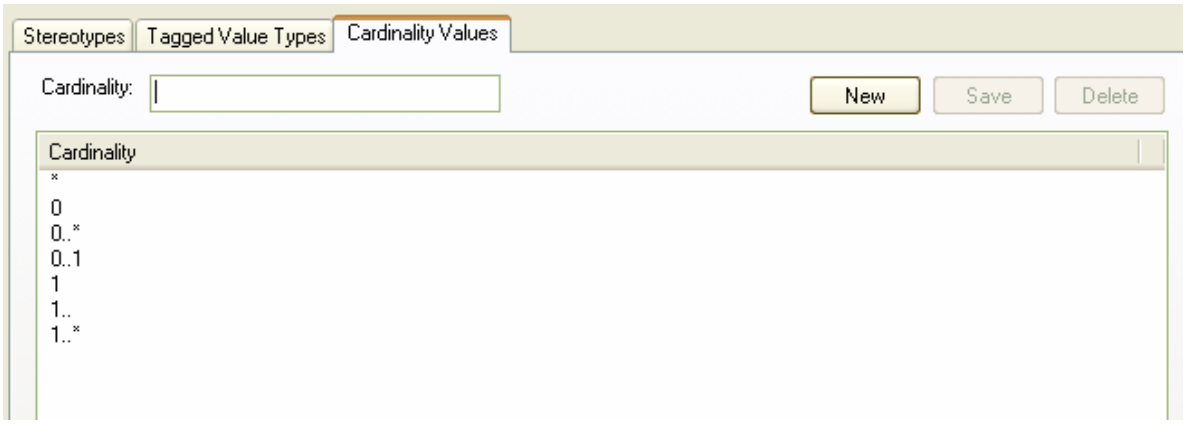
The *Cardinality Values* tab of the *UML Types* dialog enables you to add, modify and delete values in the default cardinality list.

The cardinality values are used to define the multiplicity of source 404 and target 406 elements in relationships. This is the range of instances of the role that can be active in the relationship; for example, one employee can be assigned to tasks; for the target role you define the range of instances (e.g. tasks) the employee could be assigned to.

The values have the following formats:

- ***,** or **0..*** - zero, one or many instances
- **0..n** - zero or up to n instances, but no more than n
- **n** - exactly n instances
- **n..*** - n, or more than n instances.

To access this dialog, select the **Settings | UML** menu option. Click on the *Cardinality Values* tab.



To add a new cardinality value, click on the **New** button. To modify an existing value, click on it in the *Cardinality* list.

In the **Cardinality** field, type the required cardinality value. Click on the **Save** button.

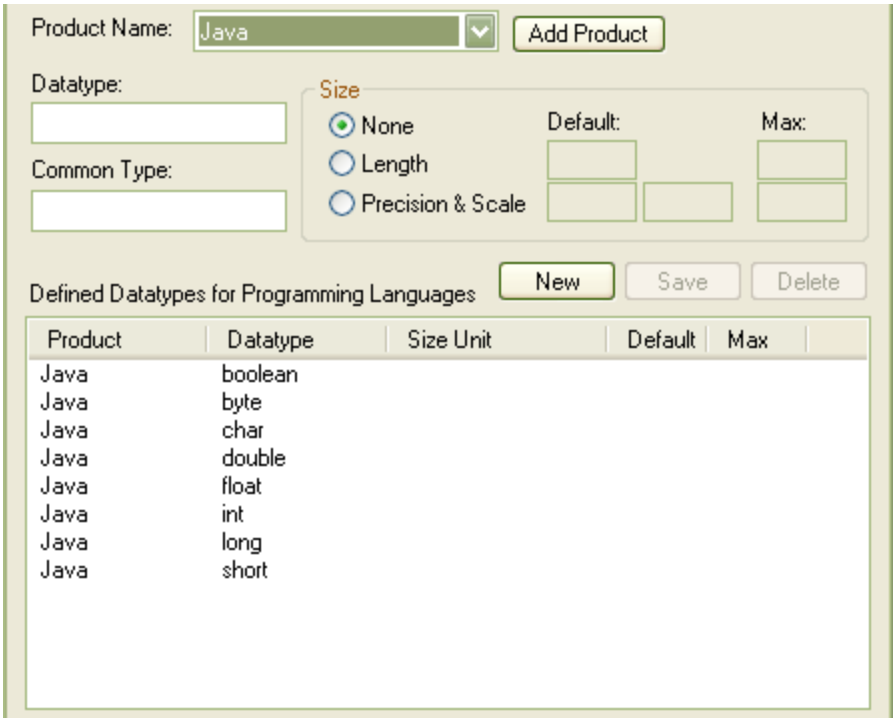
Note: *You can transport these cardinality values between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

6.15.6 Data Types

Different programming languages support different inbuilt data types. The *Programming Languages Datatypes* dialog enables you to extend and manage the set of inbuilt data types associated with a language as well as create new programming languages for use within Enterprise Architect.

Note: *You can delete data types that you have defined, but you cannot delete any of the predefined data types.*

To access this dialog, select the **Settings | Code Datatypes** menu option.



Field/Button	Description
Product Name	The name of the programming language.
Add Product	Enables you to add a new programming language to the drop-down fields for Class elements within the Enterprise Architect model and enables the new language to be made available to the *Code Template Editor* 765 once at least one datatype has been added to the language.
Datatype	The name of the datatype; this is the language-specific name of the datatype.
Common Type	The common type is the generic name of the datatype; for example, the Java *boolean* datatype has a common datatype *Boolean*.
New	Creates a new data type.
Save	Saves the newly created datatype.
Delete	Deletes the selected datatype.

Note: *You can transport these data types between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

See Also

- Class Attributes 329
- Class Operations 341

6.15.7 Import and Export Reference Data

Reference data (including Glossary and Issue information) can be imported and exported to XML files for convenient update of models.

Examples of where this can be useful include:

- Copying glossaries from one model to another
- Adding additional stereotype profiles by merging new stereotypes into the model
- Updating reference data from files supplied by Sparx Systems as a maintenance release
- Copying resources, clients and so on from one model to another.

See Also

- Export Reference Data 658
- Import Reference Data 660

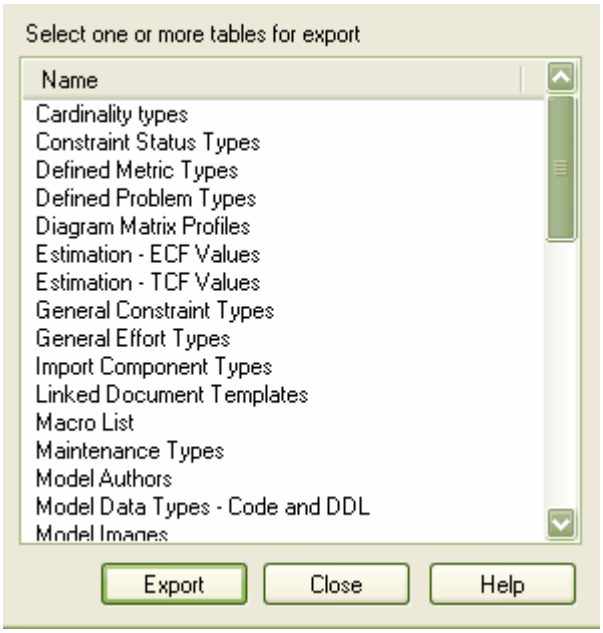
6.15.7.1 Export Reference Data

When reference and project data is exported, Enterprise Architect writes it out to a custom XML file. This includes table information, filter information, rows and columns.

Export Data

To export data, follow the steps below:

1. Select the **Tools | Export Reference Data** menu option. The *Data Exporter* dialog displays.



2. From the *Name* list, select the table to export. You can select one or more tables for a single file.
3. Click on the **Export** button.
4. When prompted to do so, enter a valid file name with a .XML extension.

This exports the data to the file. You can use any text or XML viewer to examine this file.

The data exported includes all instances of the data type in the model; for example, all defined cardinality values, or all RTF Style Templates. For information on each category of data you can export, refer to the

following topics:

- Cardinality Types 655
- Constraint Status Types 645
- Defined Metric Types 682
- Defined Problem Types 649
- Diagram Matrix Profiles 257 (Model Profiles)
- Estimation - ECF Values 671
- Estimation - TCF Values 670
- General Constraint Types 644
- General Effort Types 680
- Import Component Types 739
- Linked Document Templates 381
- Macro List 745 (Preprocessor macros)
- Maintenance Types 649 (both Problem Types and Test Types)
- Model Authors 634
- Model Data Types - Code 656 and DDL 864
- Model Images 260
- Project Clients 640
- Project Glossary 710
- Project Issues 704
- Project Resources 639
- Project Roles 637
- Project Tasks 702
- Property Types 1277 (Tagged Value Types)
- Requirement Types 646
- Risk Types 683
- Scenario Types 647
- Security - Group Permission 546
- Security - Groups 544
- Security User Groups 541
- Security - User Permissions 542
- Security - Users 540
- Standard Complexity Types - currently, these cannot be directly edited and are therefore effectively standard for all models; they can be listed using the Predefined Tagged Value type 1280 *ComplexityTypes*.
- Status Colors 643 (the colors defined for status types)
- Status Types 643
- Stereotypes 1224 (all those listed on the *Stereotypes* page of the *UML Types* dialog)
- Templates - HTML Style (exports the web templates 997 listed in the *Templates* folder of the *Resources* window)
- Templates - HTML Style Detail (exports the content of the HTML report templates)
- Templates - RTF Document (exports the Extended RTF Style templates 946 in the *Templates* folder of the *Resources* window)
- Templates - RTF Style (exports the Legacy RTF Style templates 976 in the *Templates* folder of the *Resources* window)
- Templates - RTF Style Detail (exports the content of the RTF templates)
- Templates - RTF Tag and Language Options (exports RTF word substitution 979 templates)
- Test Types 650

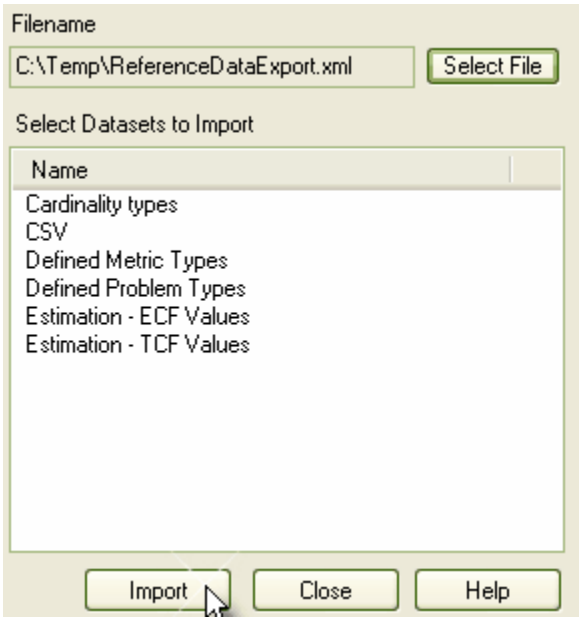
6.15.7.2 Import Reference Data

When you import data into Enterprise Architect, the system merges the incoming data with the existing data. If a record already exists it is updated to the new values. If the record does not exist, Enterprise Architect adds a new record. Enterprise Architect never deletes records.

Import Data

To import data, follow the steps below:

1. Select the **Tools | Import Reference Data** menu option. The *Import Reference data* dialog displays.



2. Click on the **Select File** button and select the filename to import data from. This must be an XML file produced by the Enterprise Architect Data Exporter 658.
3. If you have entered the name of a valid file, a list of available tables to import displays.
4. Select one or more of the tables to import.
5. Click on the **Import** button to start the process. A message displays when the import is complete. Generally the process is quite fast.

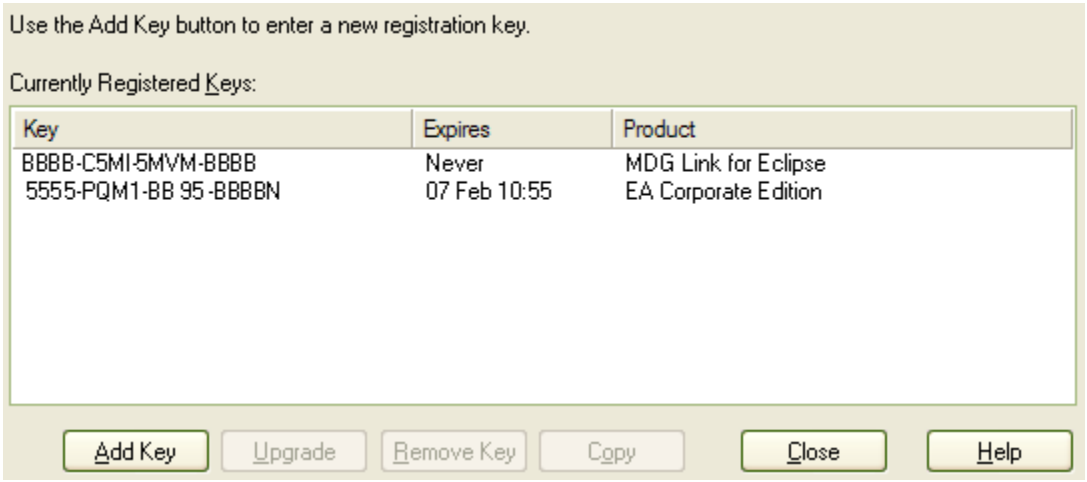
Part 7

7 License Management

The *License Management* dialog in Enterprise Architect enables you to upgrade Enterprise Architect and to register Add-Ins.

Note: *At Enterprise Architect release 7.0. support for Add-Ins created before 2004 is no longer available. If an Add-In subscribes to the* ***Addn_Tmpl.tlb*** *interface (2003 style), it will fail on load.*

To access License Management from within Enterprise Architect, select the **Help | Register and Manage License Key(s)** menu option. The *License Management* dialog displays, listing the currently-registered keys, their expiration date and the product each key applies to.



Use the buttons on the dialog as required:

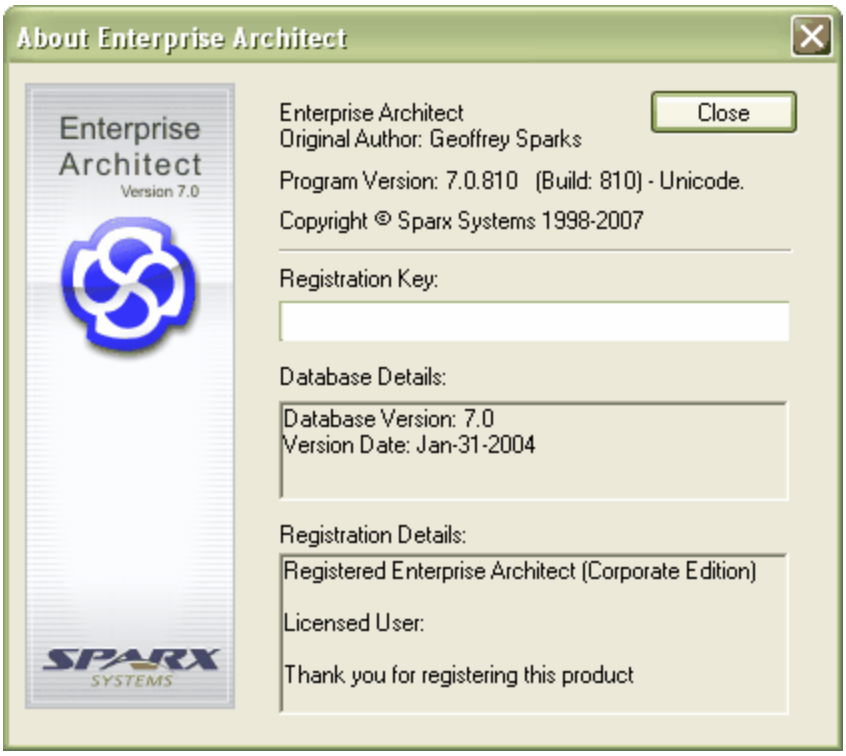
Button	Function
Add Key	Displays the *Add Registration Key* dialog, which enables you to: • Add a new key, either to update to a higher version of Enterprise Architect or to register a new Add-In. • Obtain a key from the Enterprise Key Store (available for version 4.51 and above). For more information on adding keys see the Add License Key 663 topic.
Upgrade	Enables the Enterprise Architect Desktop and Enterprise Architect Professional editions to be upgraded.
Remove Key	Makes the Add-In or current version of Enterprise Architect inoperable.
Copy	Places the highlighted key into the clipboard.
Close	Closes the dialog.
Help	Displays the help for this topic.

You can run the following tasks from the *License Management* dialog:

- Register a Full License 14
- Upgrade an Existing License 665
- Register an Add-In 1314

7.1 Finding Your License Information

You can find information on your Enterprise Architect license in the *About Enterprise Architect* dialog; select the **Help | About EA** menu option.



7.2 Add License Key

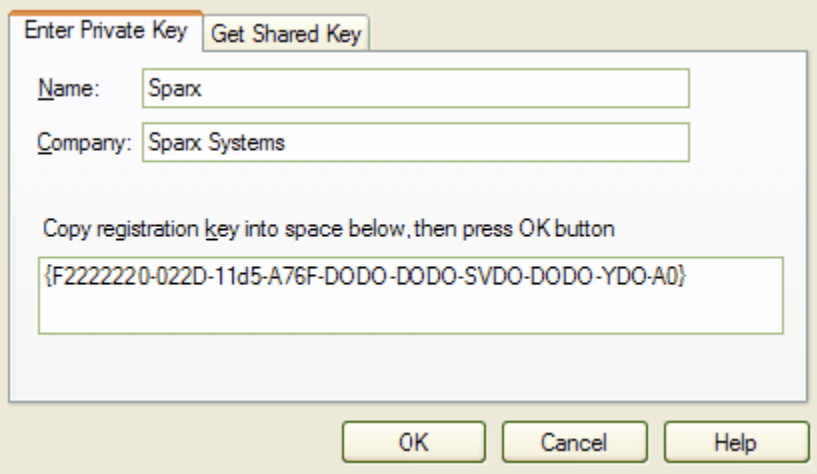
Two types of key can be used in conjunction with Enterprise Architect:

- Private keys, which enable you to register an Enterprise Architect license (Desktop, Professional or Corporate) or an Add-In key (MDG link for Eclipse and MDG Link for Visual Studio.NET) to the machine that you are currently using.
- Shared keys. which enable you to obtain a product key from key store. Shared Keys are only available with a floating license using the Sparx Enterprise Key Store and require Enterprise Architect version 4.51 or higher.

Add a Private Key

To add a private key, follow the steps below:

1. Select the **Help | Register and Manage License Key(s)** menu option. The *License Management* 662 dialog displays.
2. Click on the **Add Key** button. The *Add Registration Key* dialog displays.

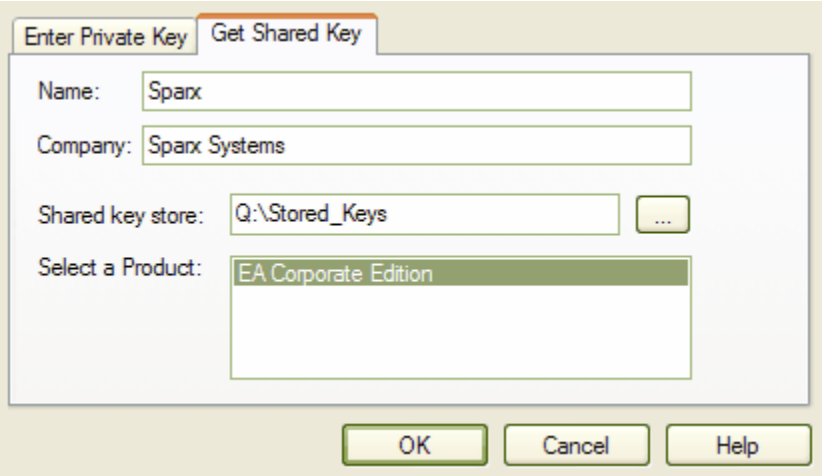


3. Click on the *Enter Private Key* tab.
4. In the **Name** and **Company** fields, type your user name and company name. Into the registration key field, copy the registration key.
5. Click on the **OK** button to confirm the key selection.

Add a Shared Key

To add a shared key, follow the steps below:

1. Select the **Help | Register and Manage License Key(s)** menu option. The *License Management* 662 dialog displays.
2. Click on the **Add Key** button. The *Add Registration Key* dialog displays.
3. Click on the *Get Shared Key* tab.



4. In the **Name** and **Company** fields, type your user name and company name.
5. In the **Shared key store** field, click on the **[...]** (Browse) button to locate and select the shared key store.
6. In the **Select a Product** field, click on the appropriate product name
7. Click on the **OK** button.

Note: *Shared Keys are only available with a floating license using the Sparx Enterprise Key Store. Shared Keys require Enterprise Architect version 4.51 or higher. Only the Key Administrator has to install the Key*

Store application; users simply connect to the configured key file using Enterprise Architect as described above.

See Also

- Enterprise Architect Corporate Floating License (Online Web page)
- Keystore Troubleshooting 665

7.3 Keystore Troubleshooting

Common Shared Key Issues

Message Displayed:	Explanation
Error reading Key Store file: Access to <filename> was denied.	All users who are to use the shared key facility require **read+write** access to the *sskeys.dat* file containing the shared keys. Please verify that all required users have sufficient permissions to the file and try again. If the problem continues, contact Sparx Support.
Error reading Key Store file: Key File has been moved	As a security measure in the key store, the hard drive serial number is recorded upon creation of the file. The file then cannot be moved from the original location in which it was created. If the key store has to be re-located for any reason, the administrator should re-create the key store in the new location using the original license keys. This message could also appear when configuring a key store on a Novell-based file system. When creating the key store, the administrator is prompted to confirm that the key store is on a Novell-based file system. If the administrator clicks on the **Yes** button, the key store instead records the logical path used to create it, and all users must connect to the key store using this same path.

7.4 Upgrade an Existing License

Enterprise Architect comes in three editions: Desktop, Professional and Corporate. If you are using the Desktop or Professional edition, you can upgrade your license at a future date. You can do this by purchasing an upgrade key from Sparx Systems (see the Sparx Systems website for purchase details).

An upgrade key is a special key that upgrades an existing license to a higher *edition*. Once you have purchased and received the appropriate key, use the following procedures to unlock additional features. The procedure for Enterprise Architect version 7.0 and later 666 releases differs from the procedure for earlier releases 665.

Note: *The Lite version and the Trial version cannot be registered or upgraded. If you have purchased Enterprise Architect, you must download the registered version from www.sparxsystems.com/securedownloads/easetupfull.exe before you can enter your registration key.*

Tip: *Once you have successfully completed the upgrade, go to* **Help | About EA**. *Copy the registration key shown and store it somewhere safe; this is a key to the full license of the edition you have upgraded to. If you ever have to reinstall Enterprise Architect, you can register it with this key, so you won't have to go through the upgrade process again.*

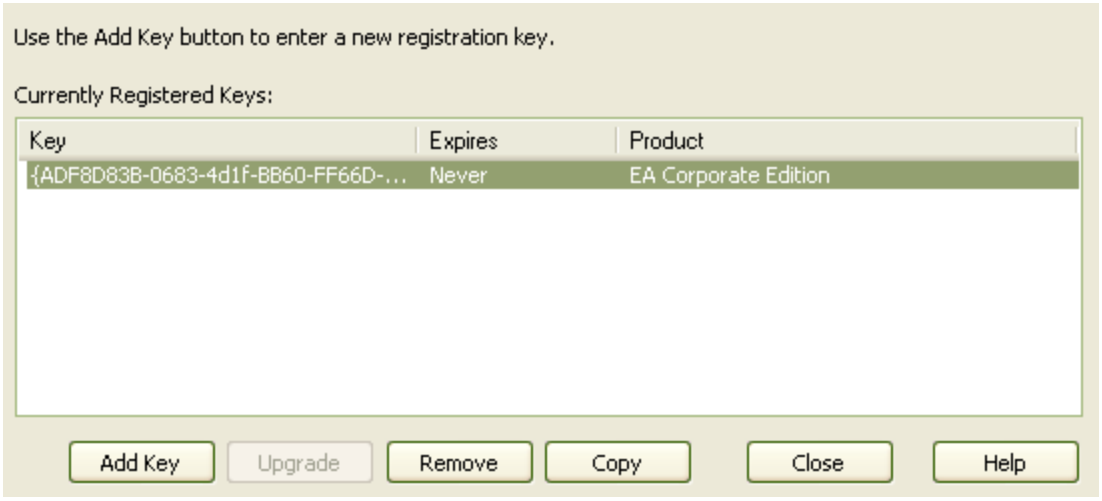
Upgrade Enterprise Architect Version 6.5 and Earlier

To upgrade from one license edition to another, follow the steps below:

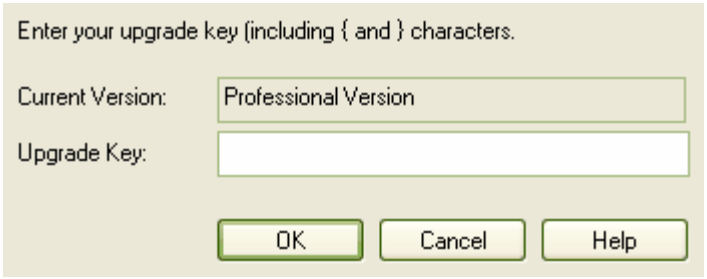
1. Make sure you have a valid upgrade key purchased from Sparx Systems; you typically receive this in an

email or PDF format.

2. Open Enterprise Architect.
3. Select the **Help | Register and Manage License Key(s)** menu option. The *License Management* dialog displays



4. Click on the **Add Key** button or the **Upgrade** button to enter a new license key.
5. If you selected the **Add key** option, the *Add Registration Key* dialog displays. Enter the key you received for the upgraded edition of Enterprise Architect, including the **{** and **}** bracket characters (use copy and paste from an email to avoid typing mistakes).
6. If you selected the **Upgrade** option, the *Upgrade Key* dialog displays. Enter the key you received for the upgraded edition of Enterprise Architect, including the **{** and **}** bracket characters (use copy and paste from an email to avoid typing mistakes).

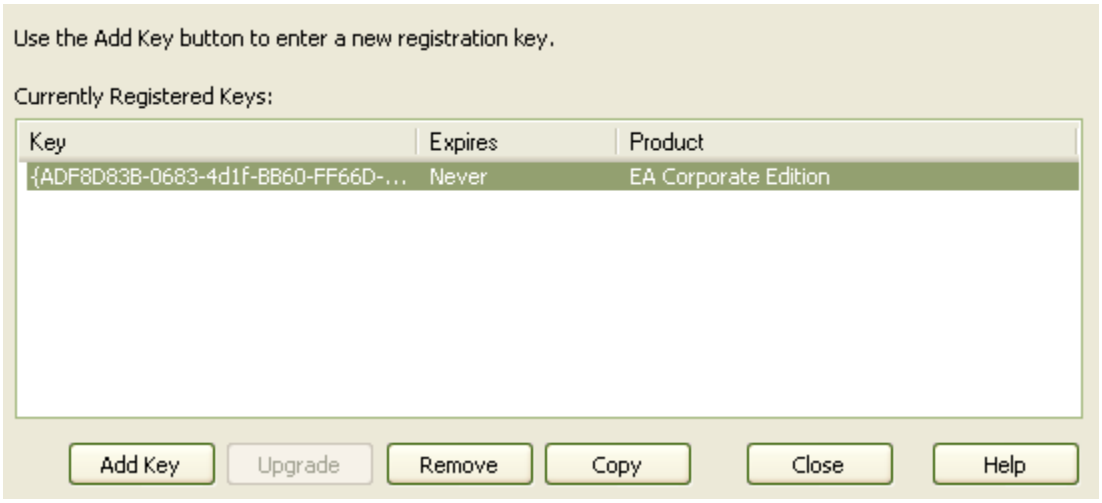


7. Click on the **OK** button. If the key is valid, Enterprise Architect modifies the **Current Version** field to reflect the upgrade.
8. Close Enterprise Architect and restart to enable the unlocked features.

Upgrade Enterprise Architect Version 7.0 and Later

To upgrade from one license edition to another, follow the steps below:

1. Make sure you have a valid upgrade key purchased from Sparx Systems; you typically receive this in an email or PDF format.
2. Open Enterprise Architect.
3. Select the **Help | Register and Manage License Key(s)** menu option. The *License Management* dialog displays.



4. Click on the **Add Key** button; the *Add Registration Key* dialog displays

5. In the **Name** and **Company** fields, type your name and company name.
6. To avoid typing mistakes, copy the key you received for the upgraded edition of Enterprise Architect - including the **{** and **}** bracket characters - from the email and paste the key into the **Copy registration key** field.
7. Click on the **OK** button. Enterprise Architect displays a *Registration succeeded – Thank you for purchasing Enterprise Architect Professional Edition* message.
8. Click on the **OK** button, and then on the **Close** button to continue working in Enterprise Architect.

Part 8

8 Project Management

Enterprise Architect provides strong support for managing your project. Project Managers can use Enterprise Architect to estimate project size, measure risk and effort, and assign resources to elements. Enterprise Architect also provides support for change control and maintenance.

Metrics and Estimation

Project estimation 669 is working out how much time and effort is required to build and deploy a solution. Enterprise Architect provides the *Use Case metrics* facility as a means of roughly measuring the complexity of a system and getting an indication of the effort required to implement the model, and the project timescale. You base these estimates on carefully-calibrated metrics.

Resource Management

Resources 675 are the people who work on a project. You can assign roles and allocate tasks to them, which enables tracking of effort and estimation of time to complete.

Project Maintenance

During a project you monitor and manage the development and progress of individual model elements. You can record problems, changes, issues and tasks 695 that affect these individual elements as they arise, and document the solution and associated details.

Similarly, Enterprise Architect helps you to manage changes and issues 698 that apply to the whole system.

Project Tasks and Issues

In the course of a project, there are various non-technical tasks 702 that are vital to the successful management and completion of the project, such as meetings. Enterprise Architect helps you to record and monitor these, and to manage non-technical project issues 704 as they arise.

See Also

- Testing 684
- Project Glossary 710
- Update Package Status 716
- Manage Bookmarks 717

8.1 Estimation

Metrics and Estimation

Project estimation is the task of working out how much time and effort is required to build and deploy a solution.

The Use Case metrics facility in Enterprise Architect provides a starting point for estimating project effort. Using this facility you can get a rough measure of the complexity of a system and some indication of the effort required to implement the model. Like all estimation techniques, this one requires some experience with previous projects to 'calibrate' the process.

There is additional information available on Use Case metrics at www.sparxsystems.com/UCMetrics.htm.

Calibrating

The following values must be carefully calibrated in order to gain the best possible estimates:

- Technical Complexity Factors 670, which are values that attempt to quantify the difficulty and complexity of the work in hand
- Environment Complexity Factors 671, which are values that attempt to quantify non-technical complexities

such as team experience and knowledge

- Default Hour Rate 674, which sets the number of hours per use case point.

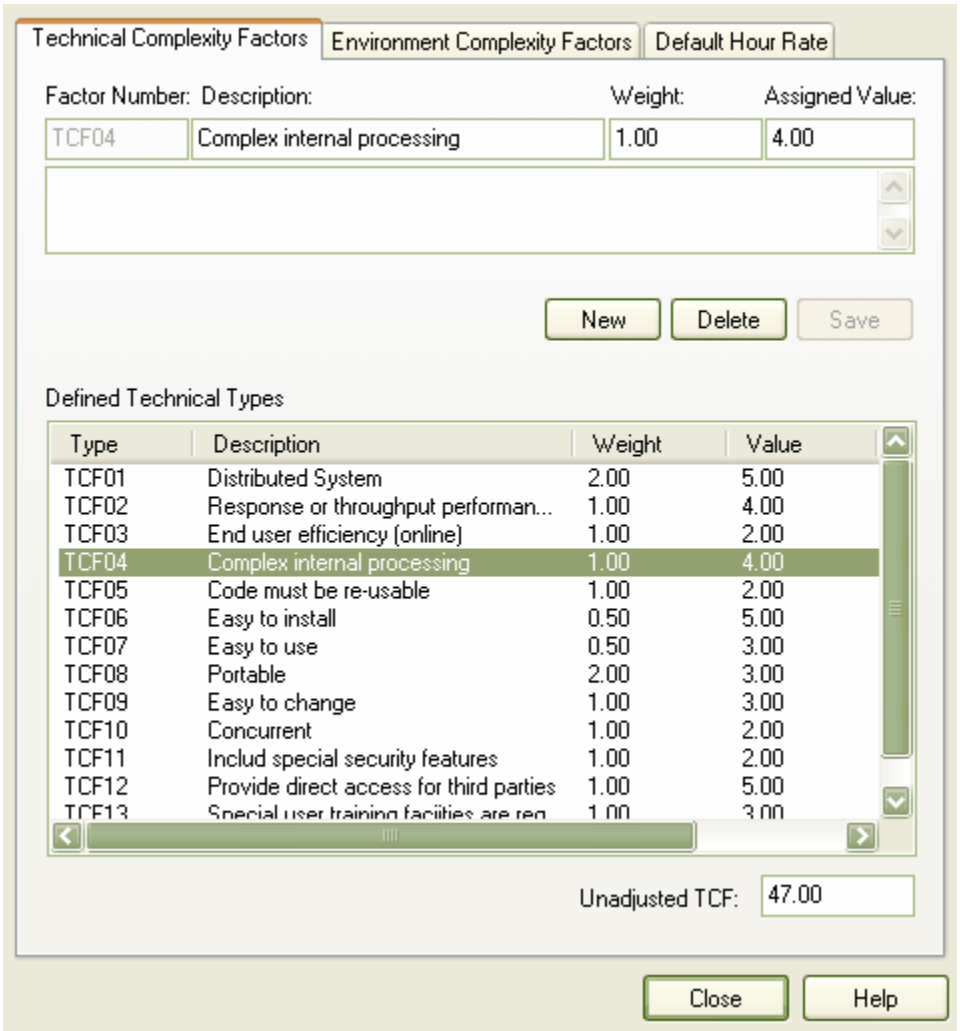
Estimating

Once you have entered all the calibration values, you can estimate the project timescale through the *Use Case Metrics* 673 dialog 673.

8.1.1 Technical Complexity Factors

Technical Complexity Factors are used in the *Use Case Metrics* estimation technique. You can add or modify these factors using the *Estimation Factors* dialog.

To open this dialog, select the **Settings | Estimation Factors** menu option. Click on the *Technical Complexity Factors* tab.



Defined Technical Types

This editable list should contain all factors that could affect the technical complexity of the project environment.

These configured factors, whose summed **Ex Values** yield the **Unadjusted TCF** value, work together with the

Environment Complexity Factors 671 to skew the overall complexity up or down, depending on the level of technical complexity and the corresponding level of environmental support.

Note: *You can transport the Technical Complexity Factors between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

Weight

The TCF **Weight** indicates how much technical complexity you assign to a factor. For example, *'the system is to be developed in ADA'* might warrant a higher weight than *'the system is to be a shell script'*. A weight evaluates its respective factor, but is irrelevant to a project; the **Value** field assesses each factor's role within a project. The supplied factors and their associated weights are defined by the *Use Case Points Method*, although they can be adjusted to suit a project's specific requirements.

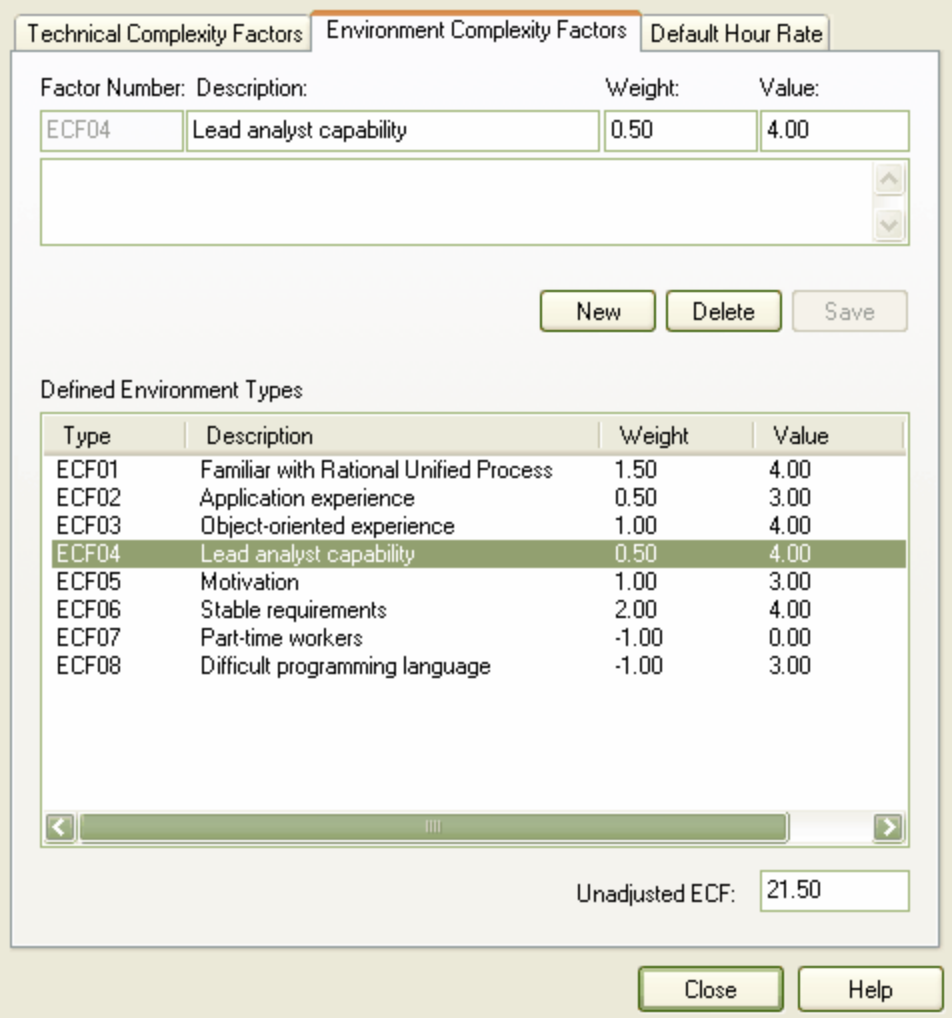
Value

For most purposes, the only table column requiring adjustment is **Value**, which indicates the degree of influence a particular factor has on the project. As a suggested gauge, a value of **0** indicates no influence, **3** indicates average influence and **5** indicates strong influence.

8.1.2 Environment Complexity Factors

Environment Complexity Factors are used in the *Use Case Metrics* estimation technique. You can add or modify these using the *Estimation Factors* dialog.

To open this dialog, select the **Settings | Estimation Factors** menu option. Click on the *Environment Complexity Factors* tab.



Defined Environment Types

This editable list should contain all factors affecting the general design and development environment, including team experience and knowledge, team size, expertise and other non-functional environmental factors.

These configured factors, whose summed **Ex Values** yield the **Unadjusted ECF** value, work together with the *Technical Complexity Factors* 670 (TCFs) to skew the overall complexity up or down, depending on the level of technical complexity and the corresponding level of environmental support.

Note: *You can transport the Environment Complexity Factors between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

Weight

A **Weight** evaluates its respective factor's complexity in comparison to other factors, but is irrelevant to a project; the **Value** field assesses each factor's role within a project. The supplied factors and their associated weights are defined by the *Use Case Points Method*, although they can be adjusted to suit a project's specific requirements.

Value

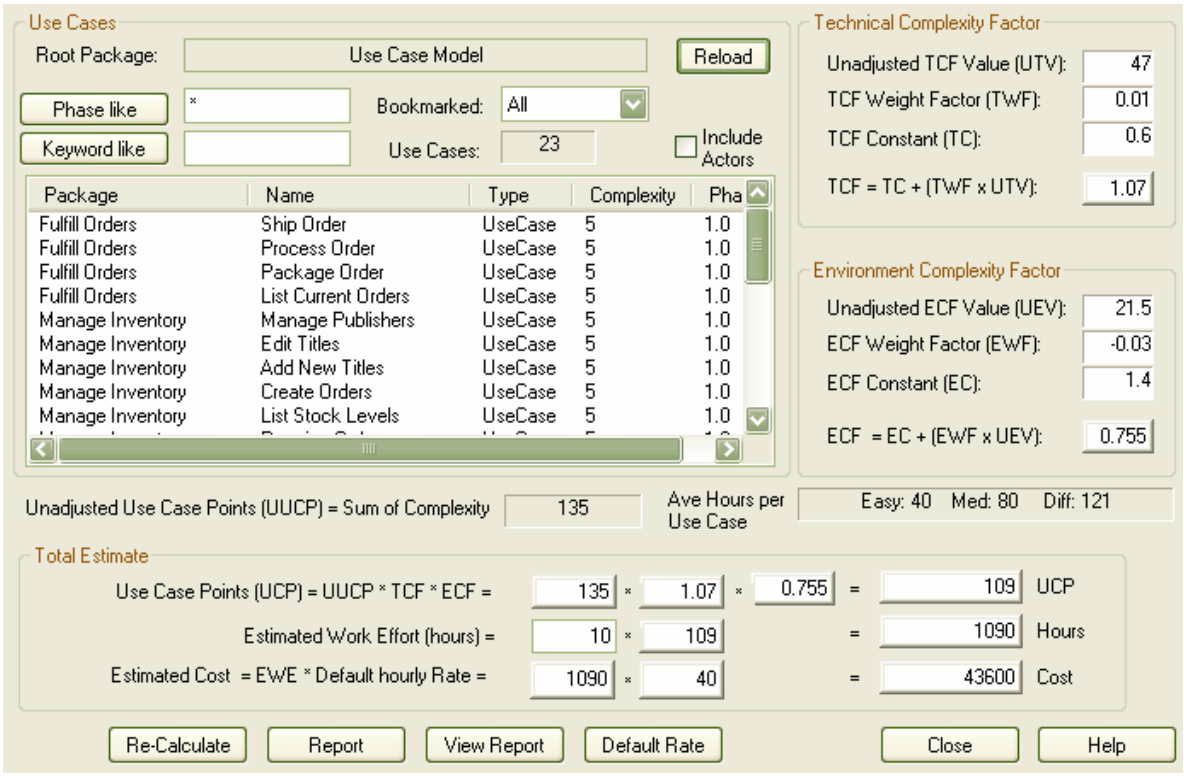
For most purposes, the only table column requiring adjustment is **Value**, which indicates the degree of influence a particular factor has over the project. As a suggested gauge, a value of **0** indicates no influence, **3** indicates average influence and **5** indicates strong influence.

8.1.3 Estimating Project Size

Note: *This technique is of value only once you have developed a couple of known projects to use as a baseline. Please DO NOT use the provided 'guesstimates' as a real world measure until you have some real world base lines to measure against.*

Enterprise Architect uses a simple estimation technique based on the number of Use Cases to be built, the difficulty level of those Use Cases, some project environment factors and some build parameters. Once the parameters are set up and the Use Cases defined, open the *Use Case Metrics* dialog by:

- Navigating to the package of interest and selecting the **Project | Use Case Metrics** menu option, or
- Right-clicking on the package of interest in the *Project Browser* window and selecting the **Documentation | Package Metrics** menu option.



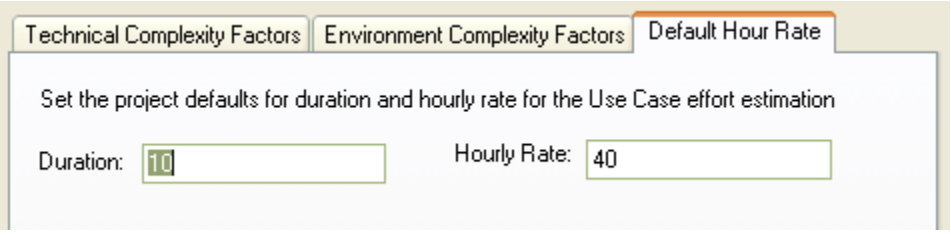
Field/Button/Panel	Description
Root Package	The root package in the hierarchy. All Use Cases under here could potentially be included in the report.
Reload	Re-run the search, usually after you change the filter criteria.

Field/Button/Panel	Description
Phase like	Include Use Cases with a phase that matches the wildcard value in the field (use ***** to match any characters, for example 1.* for 1.1 and 1.2).
Keyword like	Include Use Cases with a keyword that matches the wildcard value in the field (use ***** to match any characters).
Use Cases	Total count of Use Cases in estimate.
Technical Complexity Factor	This panel lists parameters that describe the degree of technical complexity of the project. While the unadjusted TCF value comes from the *Technical Complexity Factor* 670 tab of the *Metrics and Estimation Types* dialog, the other values compose the Use Case Points Method formula. Modify these fields with caution. The final project estimate is directly proportional to the TCF.
Environment Complexity Factor	This panel lists parameters that calculate the degree of environmental complexity of the project, from factors such as programmer motivation or experience. The listed parameters compose the formula calculating the ECF, defined by the Use Case Points Method; the only parameter affected by the project is the unadjusted ECF value, derived from the *Environment Complexity Factors* 671 tab of the *Metrics and Estimation Types* dialog. The final project estimate is directly proportional to the ECF.
Unadjusted Use Case Points (UUCP)	This equals the sum of the Use Case complexity numbers.
Ave Hours per Use Case	Averages the number of hours assigned to easy, medium and difficult Use Cases; for information purposes only.
Total Estimate	This panel provides a detailed breakdown of the final figure. Note that you must tailor the hours per Use Case point figure to the level that matches your type of project and capability based on known previous project outcomes.
Default Rate	Set the default hours fed into the final calculation.
Re-Calculate	Re-run the estimate, usually after you change the hours or Use Case point number.
Report	Produce a rich text formatted report from the current estimate.

8.1.4 Default Hours

Set the default hour rate per adjusted Use Case point using the *Default Hour Rate* tab of the *Estimation Factors* dialog. To access this tab:

- Click on the **Default Rate** button on the *Use Case Metrics* 673 dialog 673 (displays the tab as the only tab of the *Settings* dialog), or
- Select the **Settings | Estimation Factors** menu option and click on the *Default Hour Rate* tab.



Type values in the **Duration** and default **Hourly Rate** fields, and click on the **OK** button to save the current

values.

Note: *The values you enter are stored as local settings on your computer only.*

Setting an hourly rate is the most difficult factor in an accurate estimation. Typical ranges can vary from 10 to 30 hours per Use Case point. Studying the *Use Case Points Method*, from which this variable is defined, can help you to understand its role in the estimation and facilitate selection of a suitable initial value. The best way to estimate this value is through analysis of previous completed projects. By calculating the project estimation on a completed project for which the Use Cases and environment are configured within Enterprise Architect, you can adjust the hour rate to render an appropriate value for your unique work environment.

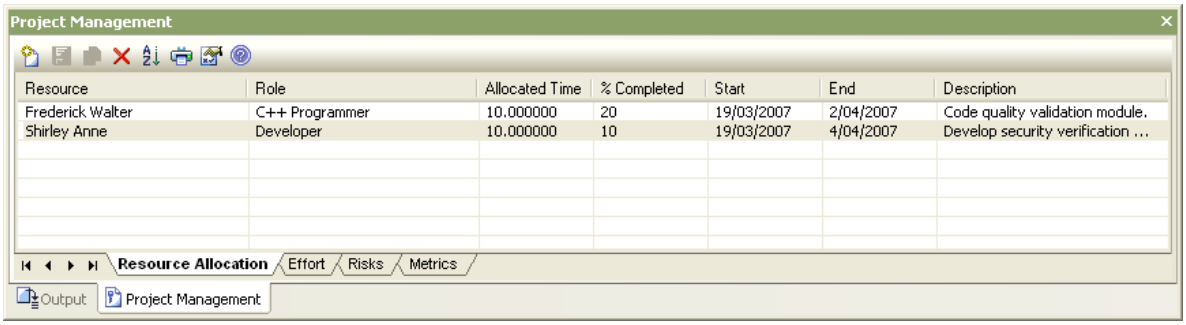
8.2 Resource Management

What is a Resource?

Resources are the people who work on a project. They can be assigned roles and allocated tasks, which enables tracking of effort and estimation of time to complete.

Project Management Window

Resources are added, modified and deleted from the *Project Management* window. To access this window, select the **View | Project Management** menu option, or press **[Ctrl]+[Shift]+[7]**. (If the window does not display as shown, click on the **Show/Hide Properties** button in the toolbar.)



What to Do?

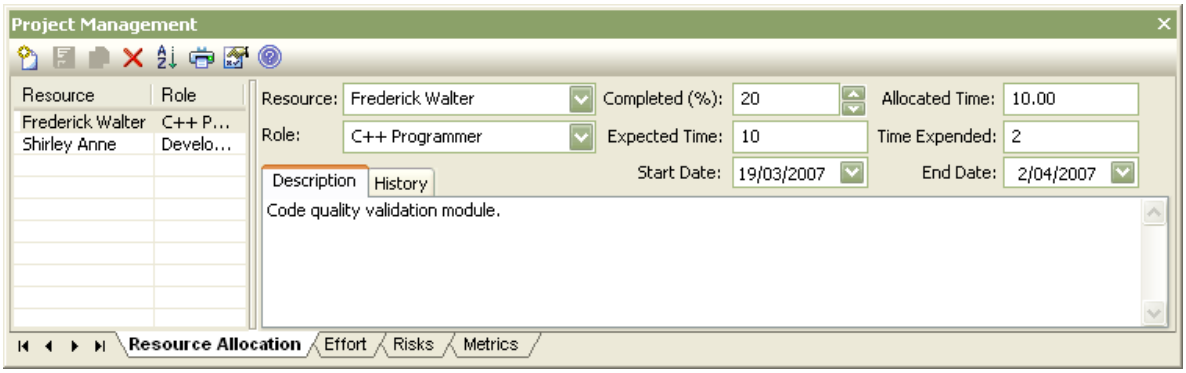
To find out more information about Project Resource Management tasks, see the following topics:

- To allocate a resource to an element, see Resource Allocation 676
- To record additional project management information for an element, see:
  - Effort Management 676 to record effort expended on the element
  - Risk Management 677 to record risk associated with the element
  - Metrics 678 to record metrics measured for an element
- To obtain a report of resource allocation details, see Resource Report 679
- To configure Project Management data and populate the drop-down lists used on the *Project Management* dialog tabs, see:
  - Roles 637
  - Clients 640
  - Effort Types 680
  - Metric Types 682
  - Risk Types 683
- To find out about the functions of the *Project Management* toolbar, see The Project Management Window 174.

8.2.1 Resource Allocation

Enterprise Architect enables you to link a named resource in a named role to a given model element. This enables the Project Manager to track how far development of required components and Classes has progressed (provided the programmers and others keep their figures up to date).

To enter Resource Allocation details for an element, select the element and select the **View | Project Management** menu option. The *Project Management* window displays, showing the *Resource Allocation* tab. Click on the **New** button on the *Project Management* window toolbar. (If the window does not display as shown, click on the **Show/Hide Properties** button on the toolbar.)



This tab enables you to enter the following data:

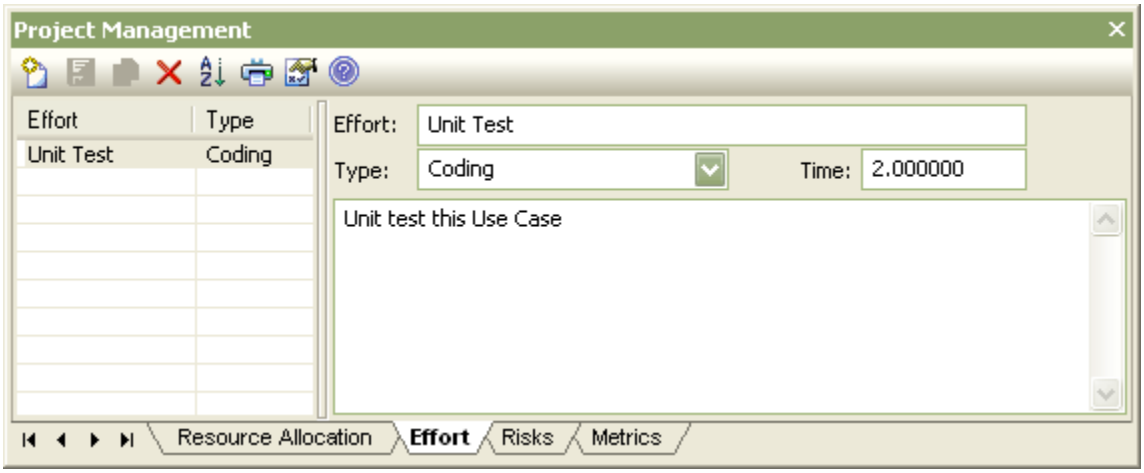
- The name of the resource (click on the drop-down arrow and select, or type the name in)
- The role of the resource (click on the drop-down arrow and select, or type the name in)
- The start and end date for the resource availability
- The time allocated to the resource
- The percentage of the task the resource has completed
- The expected time allocated to the resource
- The actual time expended by the resource
- A description of the work being done by the resource
- Notes on the activity history of the resource.

To edit existing items, click on the required item in the list on the left of the window.

8.2.2 Effort Management

To enter *effort* details for an element, follow the steps below:

1. Select the element.
2. Select the **View | Project Management** menu option. The *Project Management* window displays, showing the *Resource Allocation* tab.
3. Click on the *Effort* tab.
4. Click on the **New** button on the *Project Management* window toolbar. (If the window does not display as shown, click on the **Show/Hide Properties** button on the toolbar.)



The *Effort* tab enables you to enter the following data:

- A name for the effort (short description)
- The type of effort (click on the drop-down arrow and select, or type the name in; typed names are not added to the global effort type 680 list)
- The time the effort will expend
- Some notes on the effort.

To edit an existing item, click on the required item in the list on the left of the window.

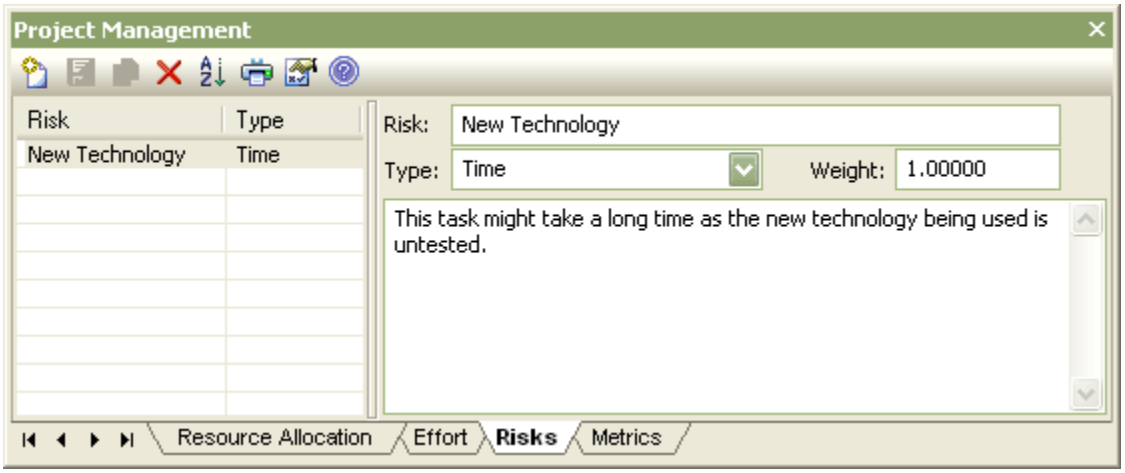
Note: *The drop-down arrow on the* **Type** *field displays a list of effort types as defined on the Effort tab of the Metric and Estimation Types dialog. If required, you can type in alternative effort types, but these are not added to the drop-down list of defined types.*

Note: *Although Enterprise Architect does not currently provide detailed reports on effort within a model, you can use the Automation Interface or similar tools to create your own custom reports based on effort information you enter.*

8.2.3 Risk Management

To enter risk details for an element, follow the steps below:

1. Select the element.
2. Select the **View | Project Management** menu option. The *Project Management* window displays, showing the *Resource Allocation* tab.
3. Click on the *Risks* tab.
4. Click on the **New** button on the *Project Management* window toolbar. (If the window does not display as shown, click on the **Show/Hide Properties** button on the toolbar.)



The *Risks* tab enables you to enter the following data:

- A name for the risk (short description)
- The type of risk (click on the drop-down arrow and select, or type the name in; typed names are not added to the global risk type 683 list)
- A weighting for the risk
- Some notes on the risk.

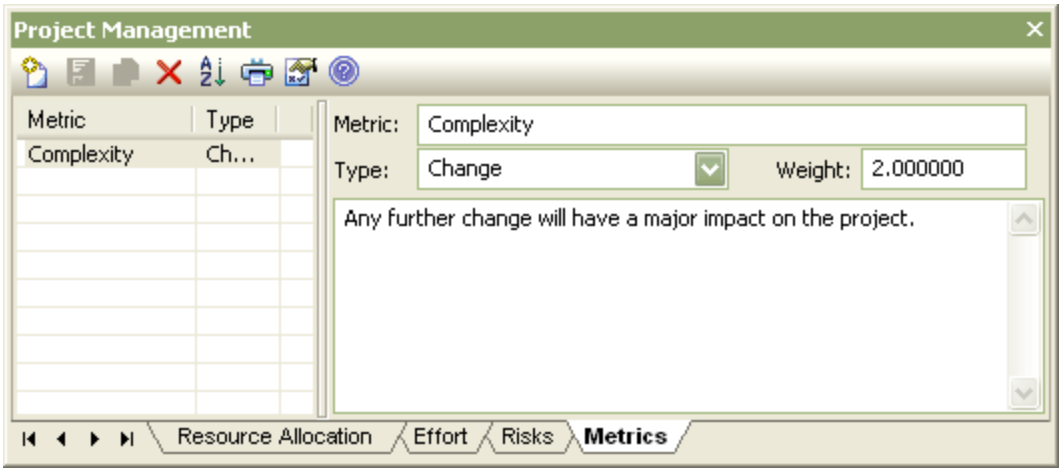
To edit an existing item, click on the required item in the list on the left of the window.

Note: *Although Enterprise Architect does not currently provide detailed reports on risks within a model, you can use Automation Interface or similar tools to create your own custom reports based on risk information you enter.*

8.2.4 Metrics

To enter metrics for an element, follow the steps below:

1. Select the element.
2. Select the **View | Project Management** menu option. The *Project Management* window displays, showing the *Resource Allocation* tab.
3. Click on the *Metrics* tab.
4. Click on the **New** button on the *Project Management* window toolbar. (If the window does not display as shown, click on the **Show/Hide Properties** button on the toolbar.)



The *Metrics* tab enables you to enter the following data:

- A name for the metric (short description)
- The type of metric (click on the drop-down arrow and select, or type the name in; type names are not added to the global metric type 682 list))
- A weighting for the metric
- Some notes on the metric.

To edit an existing item, click on the required item in the list on the left of the window.

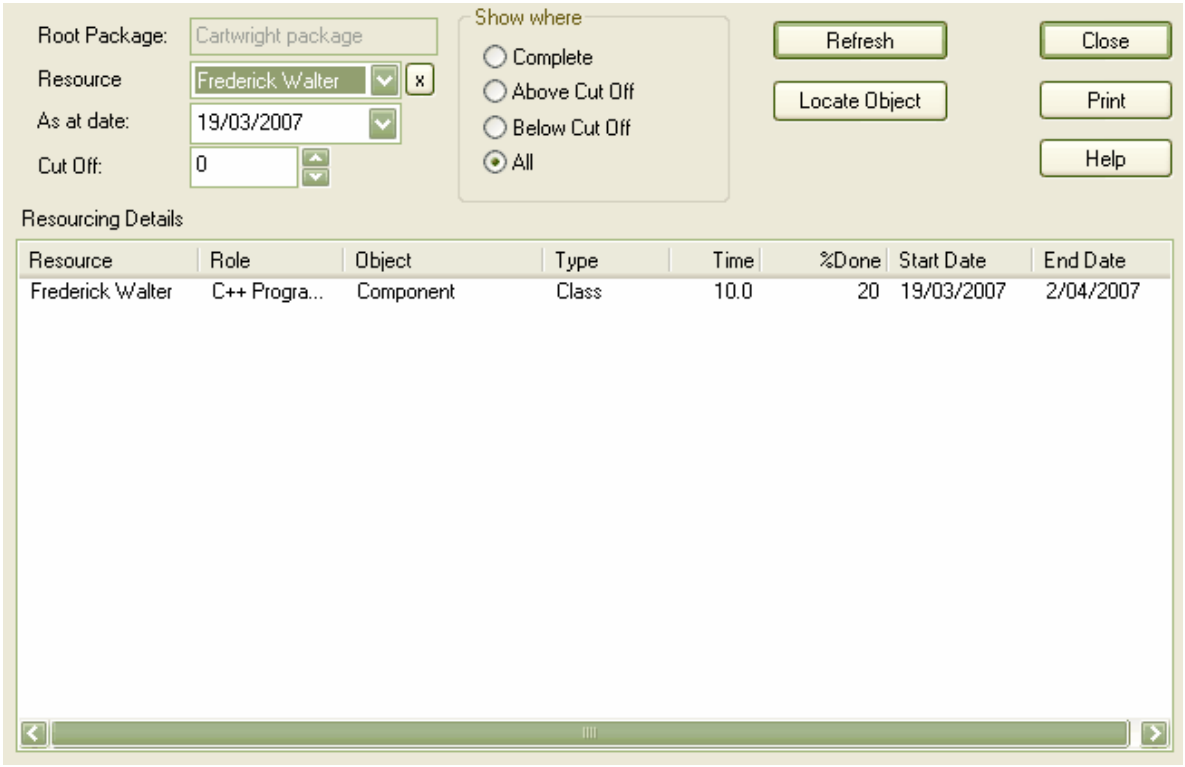
Note: *Although Enterprise Architect does not currently provide detailed reports on metrics within a model, you can use Automation Interface or similar tools to create your own custom reports based on metric information you enter.*

8.2.5 Resource Report

To generate a resource report on a package, either:

- In the *Project Browser* window, right-click on the package to create a report for and, from the context menu, select the **Documentation | Resource Allocation** option, or
- If the diagram currently active belongs to the package to create a report for, select the **Project | Documentation | Resource and Tasking Details** menu option.

The *Resource and Tasking Details* dialog displays a list of all elements that have resources allocated to them. The result list includes the resource allocated, the start and end dates, the percentage complete and other relevant information. You can print out the results if required.

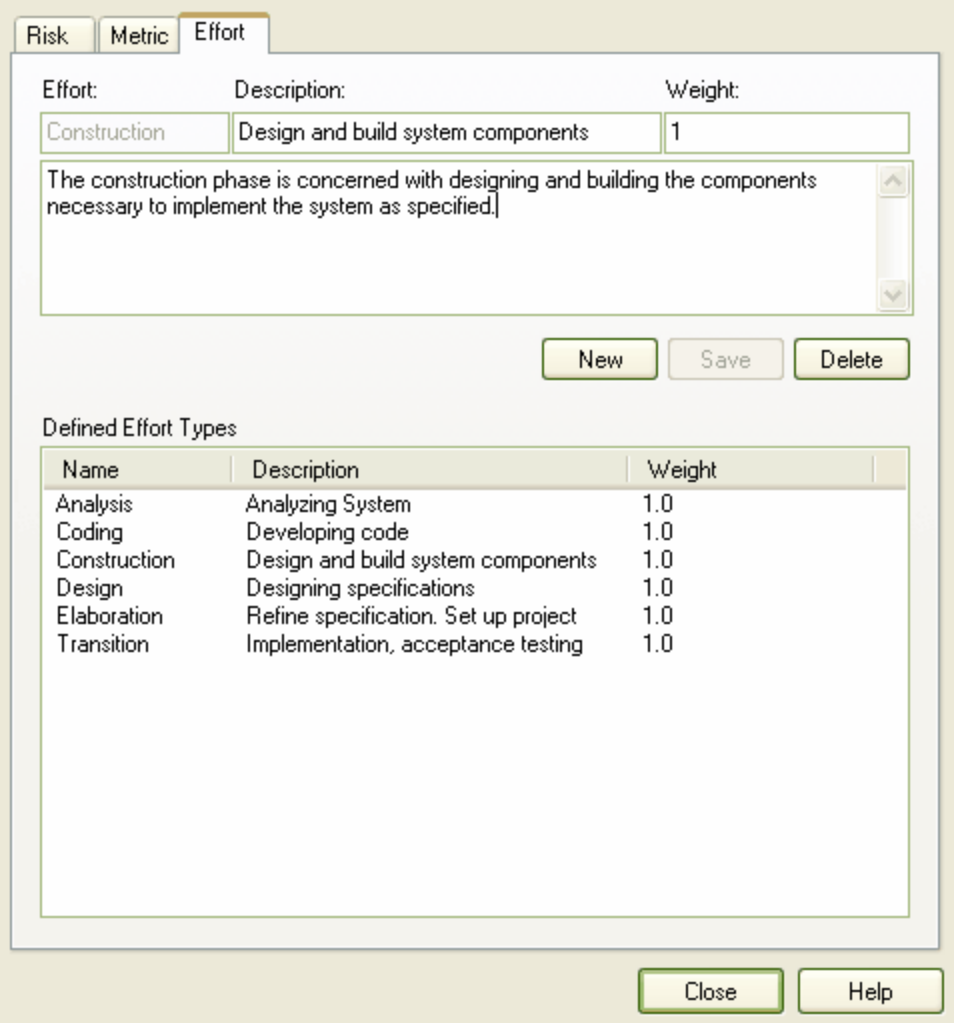


Field/Button	Description
Root Package	The name of the root package for which resourcing is being determined.
Resource	The (optional) name of a specific resource assigned to the project.
As At Date	Date to run the resource report for.
Cut Off	Set the percentage complete limit to include or exclude resource details; see **Show Where**.
Show Where	Show resourcing where percentage complete is **Complete**, **Above the cut-off**, **Below the cut-off**, or any of these three.
Refresh	Click on this button to refresh the form.
Locate Object	(Click on an entry in the report.) Click on this button to find the selected element from the results list in the *Project Browser* window.
Print	Click on this button to print the report.
Resourcing Details	List of resources that meet the search criteria.

8.2.6 Effort Types

You can specify the *effort types* used when assigning effort to an element in Enterprise Architect, using the *Effort* tab of the *Project Indicators* dialog. Creating an effort type using this dialog adds to a global list of effort types that can be added to any element in the model. This list of types displays in the **Type** field drop-down list on the *Effort* tab of the *Project Management* 669 window.

To open the *Project Indicators* dialog, select the **Settings | Project Indicators** menu option. Click on the *Effort* tab.



To create a new effort type, click on the **New** button, or to edit an existing effort type, click on the effort type name in the *Defined Effort Types* list. Complete the fields as follows:

- In the **Effort** field type the name of the effort type
- In the **Description** field type a short description of the effort type
- In the **Weight** field type the weighting to apply to the effort type
- In the Note field, type any additional information on the effort type
- Click on the **Save** button.

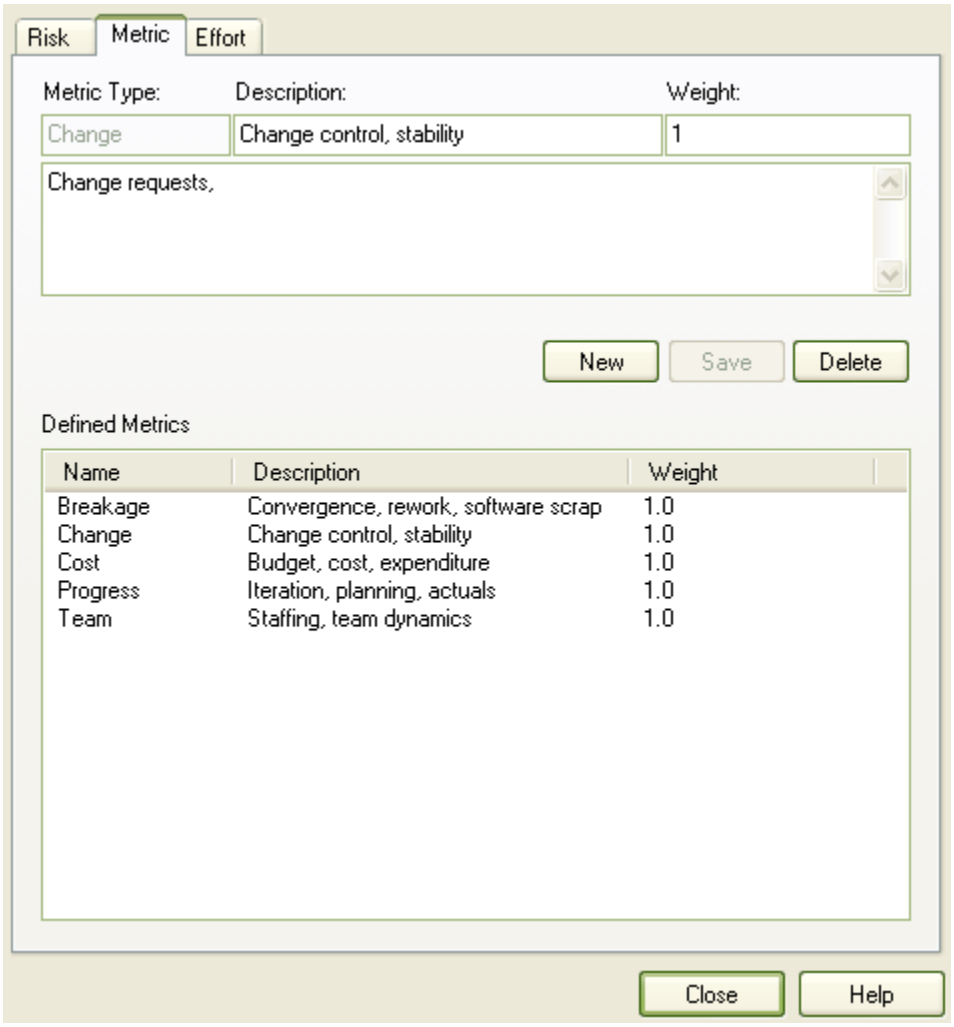
Note: *Although Enterprise Architect does not currently provide detailed reports on effort within a model, you can use the Automation Interface or similar tools to create your own custom reports based on effort information you enter.*

Note: *You can transport these effort types between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

8.2.7 Metric Types

You can specify the *metric types* used when assigning metrics to an element in Enterprise Architect, using the *Metric* tab of the *Project Indicators* dialog. Creating a metric using this dialog creates a global list of metrics that can be added to any element in the model. You can define a metric on other screens, such as the *Metrics* 678 tab of the *Project Management* window, but such metrics are not added to the global list.

Select the **Settings | Project Indicators** menu option. On the the *Project Indicators* dialog, click on the *Metric* tab.



To create a new metric type, click on the **New** button, or to edit an existing metric type, click on the metric type name in the *Defined Metrics* list. Complete the fields as follows:

- In the **Metric Type** field type the name of the metric type
- In the **Description** field type a short description of the metric type
- In the **Weight** field type the weighting to apply to the metric type
- In the Note field, type any additional information on the metric type
- Click on the **Save** button.

Note: *Although Enterprise Architect does not currently provide detailed reports on metrics within a model, you*

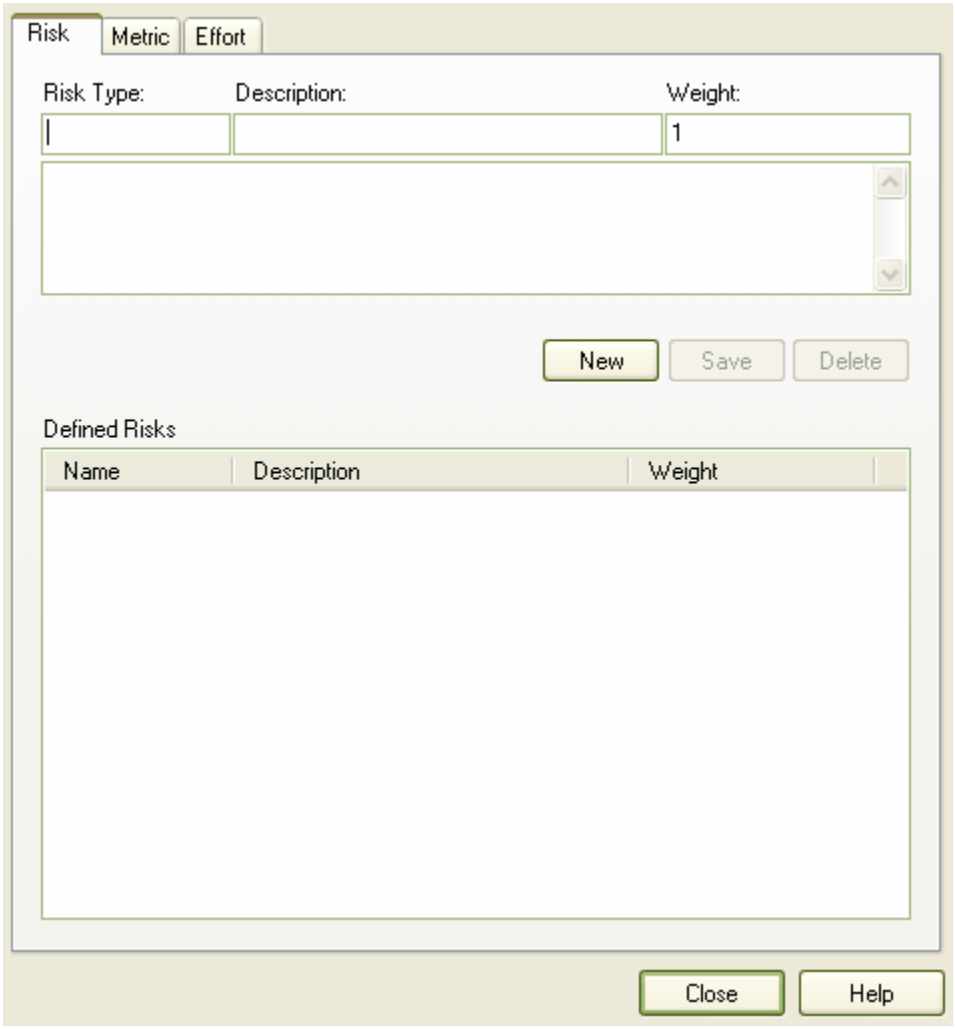
can use Automation Interface or similar tools to create your own custom reports based on metric information you enter.

Note: *You can transport these metric types between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

8.2.8 Risk Types

You can specify the *risk types* used when assigning risk to an element in Enterprise Architect, using the *Risk* tab of the *Project Indicators* dialog. Creating a risk type using this dialog creates a global list of risk types that can be added to any element in the model. You can define a risk type on other screens, such as the *Risks* 677 tab of the *Project Management* window, but such risks are not added to the global list.

Select the **Settings | Project Indicators** menu option. On the *Project Indicators* dialog, click on the *Risk* tab.



To create a new risk type, click on the **New** button, or to edit an existing risk type, click on the risk type name in the *Defined Risks* list. Complete the fields as follows:

- In the **Risk Type** field type the name of the risk type
- In the **Description** field type a short description of the risk type

- In the **Weight** field type the weighting to apply to the risk type
- In the Note field, type any additional information on the risk type
- Click on the **Save** button.

Note: *Although Enterprise Architect does not currently provide detailed reports on risks within a model, you can use Automation Interface or similar tools to create your own custom reports based on risk information you enter.*

Note: *You can transport these risk types between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

8.3 Testing

Introduction to Testing

Enterprise Architect enables you to create test scripts for model elements. Typically you create: *unit* tests for things that are being built, such as Classes and components; *integration* tests to test how components work together; *system* tests to ensure the system meets business requirements; *acceptance* tests to test user satisfaction; and *scenario* tests to test the end-to-end suitability and functionality of the application.

Basic Tasks

Simple tasks that you might perform include:

- Open the Testing Workspace 684
- Use the Test Details Dialog 685.

Categories

Tests are grouped into the following categories:

- Unit tests 686
- Integration tests 687
- System tests 688
- Acceptance tests 688
- Scenario tests 689.

Using Tests

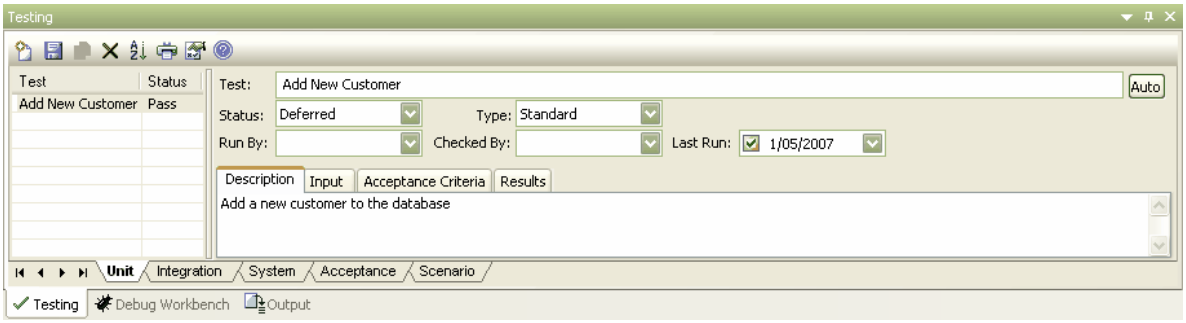
Other tasks that you might perform when working with tests include:

- Import Scenario as Test 690
- Import Test from Other Elements 691
- Test Details Report 692
- Show Test Scripts in Compartments 693
- Create Test Documentation 694.

8.3.1 The Testing Workspace

The *Testing* window, or Workspace, provides a quick and convenient method of working with element tests. When you select an element in a diagram or in the *Project Browser* window, if the *Testing* window is visible the lists of tests for that element are loaded ready for modification or addition.

To open the *Testing* window, select the **View | Testing** menu option. Alternatively, press **[Alt]+[3]**. (If the window does not display as shown, click on the **Show/Hide Properties** button in the toolbar.)



This window can be docked to the application workspace.

Click on an existing item to edit the details, or click on the **New** icon in the *Testing* window toolbar to add further items. Alternatively, use the *Test details* 685 dialog.

There are five tabs along the base of the window; one for each of the following types of testing:

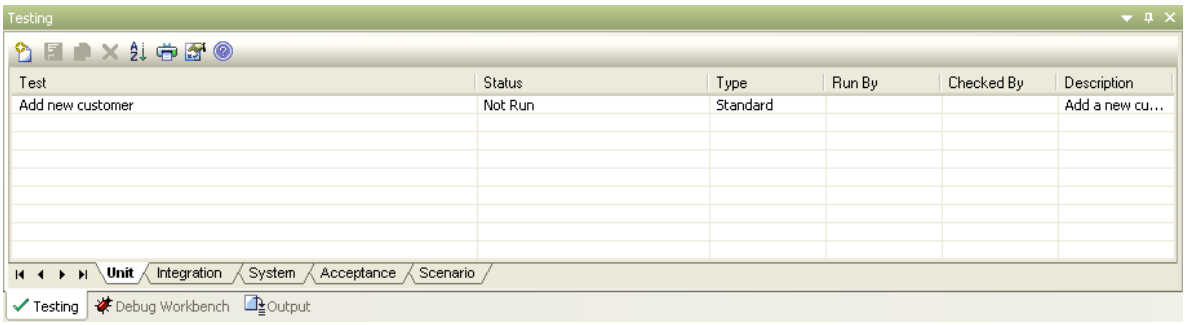
- Unit testing 686
- Integration testing 687
- System testing 688
- Acceptance testing 688
- Scenario testing 689

See Also

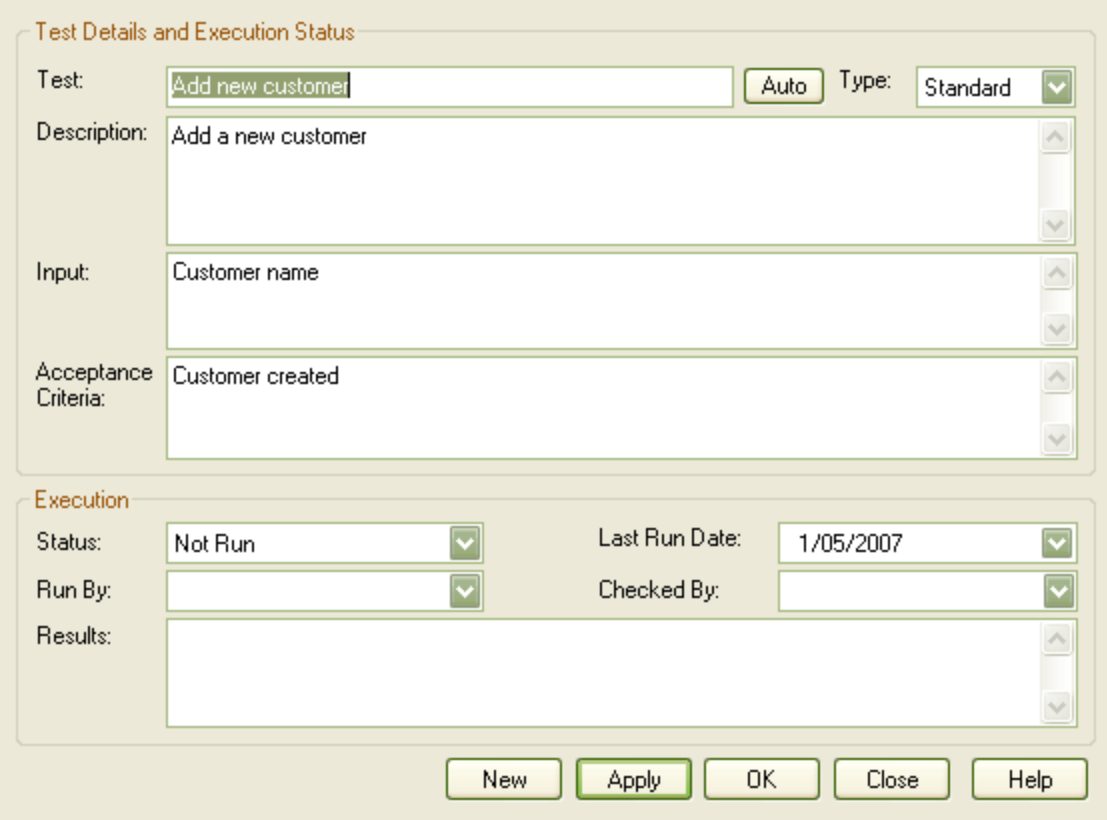
- Test Details dialog 685

8.3.2 The Test Details Dialog

The *Test details* dialog opens from the *Testing* window in *list* mode. (The *Testing* window displays as shown below in list mode. If it does not display like this, click on the **Show/Hide Properties** icon in the window toolbar.)



Double-click on an existing test case or click on the **New** icon in the window toolbar. The *Test details* dialog displays.

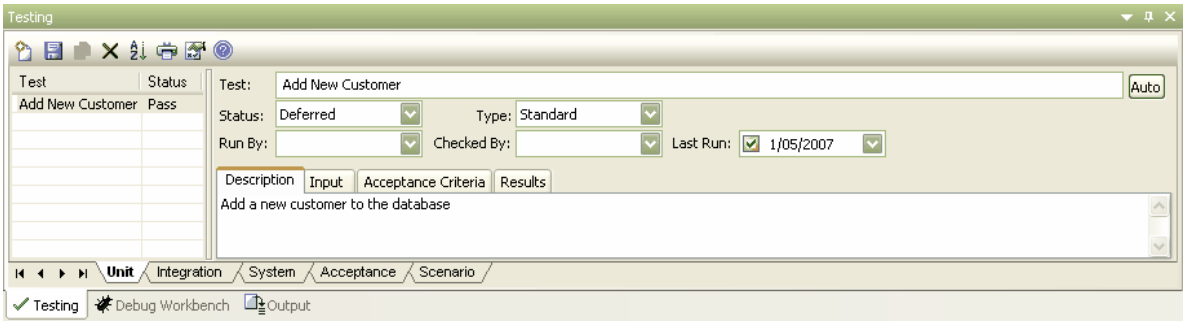


Tip: *Add multiple test cases in one batch by using the* **New** *and* **Apply** *buttons.*

8.3.3 Unit Testing

Use Unit Testing to test Classes, components and other elements as programmers build them.

The *Unit* testing tab is displayed in the *Testing* window by default. To open the *Testing* window, select the **View | Testing** menu option. Open a diagram and select the required element; all of the test scripts for that element display in the *Testing* window.

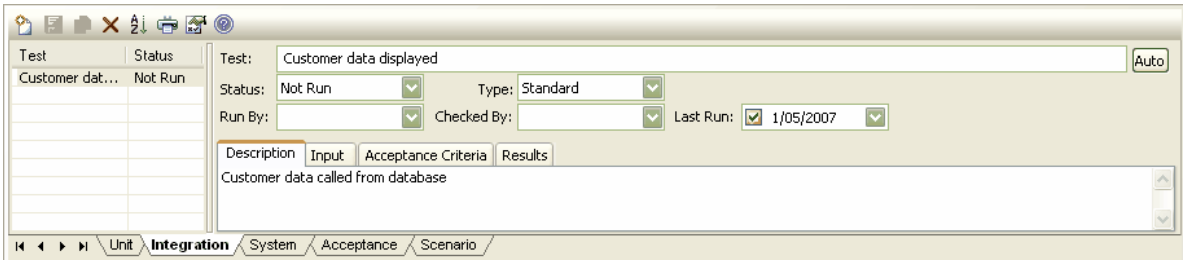


Field/Tab	Description
Test	Name of the test.
Status	The current status of the test.
Type	The type of test.
Run By	Name of the person who ran the test.
Checked By	Name of the person who checked the test run.
Last Run	The date on which the test was last run.
Description	A description of the test.
Input	Input data.
Acceptance Criteria	Acceptance or test success conditions.
Results	Results of last test.

8.3.4 Integration Testing

Use Integration Testing to test how the constructed components work together.

To display Integration Testing details select the **View | Testing** menu option to display the *Testing* window. Open a diagram and select the required element; all of the test scripts for that element display in the *Testing* window. Click on the *Integration* tab.



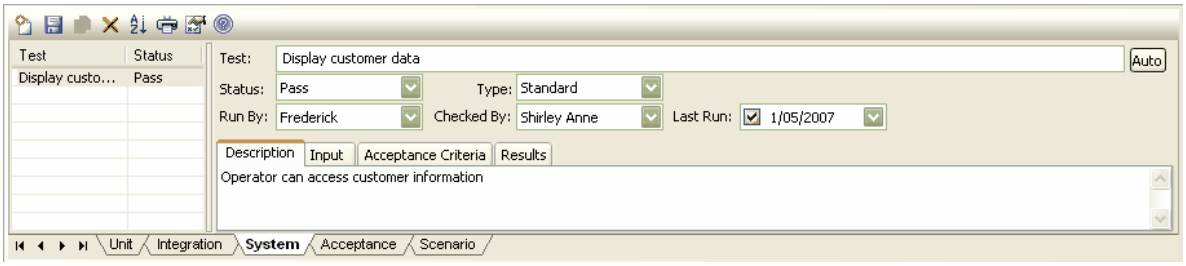
Field/Tab	Description
Test	Name of the test.
Status	The current status of the test.
Type	The type of test.
Run By	Name of the person who ran the test.
Checked By	Name of the person who checked the test run.
Last Run	The date on which the test was last run.
Description	A description of the test.
Input	Input data.
Acceptance Criteria	Acceptance or test success conditions.

Field/Tab	Description
Results	Results of last test.

8.3.5 System Testing

Use System Testing to test that the system performs the right business functions correctly.

To display System Testing details select the **View | Testing** menu option to display the *Testing* window. Open a diagram and select the required element; all of the test scripts for that element display in the *Testing* window. Click on the *System* tab.

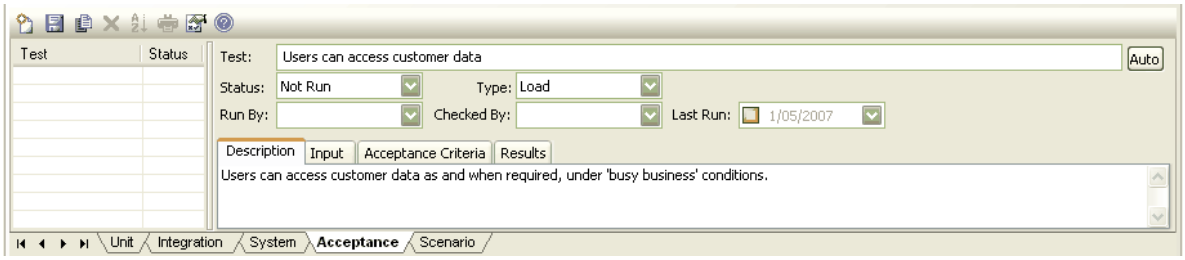


Field/Tab	Description
Test	Name of the test.
Status	The current status of the test.
Type	The type of test.
Run By	Name of the person who ran the test.
Checked By	Name of the person who checked the test run.
Last Run	The date on which the test was last run.
Description	A description of the test.
Input	Input data.
Acceptance Criteria	Acceptance or test success conditions.
Results	Results of last test.

8.3.6 Acceptance Testing

Use Acceptance Testing to ensure that users are satisfied with the system.

To display Acceptance Testing details select the **View | Testing** menu option to display the *Testing* window. Open a diagram and select the required element; all of the test scripts for that element display in the *Testing* window. Click on the *Acceptance* tab.



Field/Tab	Description
Test	Name of the test.
Status	The current status of the test.
Type	The type of test.
Run By	Name of the person who ran the test.
Checked By	Name of the person who checked the test run.
Last Run	The date on which the test was last run.
Description	A description of the test.
Input	Input data.
Acceptance Criteria	Acceptance or test success conditions.
Results	Results of last test.

8.3.7 Scenario Testing

Use Scenario Testing to test the application with real-world situations and scenarios. An end-to-end test of all functions.

To display Scenario Testing details select the **View | Testing** menu option to display the *Testing* window. Open a diagram and select the required element; all of the test scripts for that element display in the *Testing* window. Click on the *Scenario* tab.

Field/Tab	Description
Test	Name of the test.
Status	The current status of the test.

Field/Tab	Description
Type	The type of test.
Run By	Name of the person who ran the test.
Checked By	Name of the person who checked the test run.
Last Run	The date on which the test was last run.
Description	A description of the test.
Results	Results of last test.

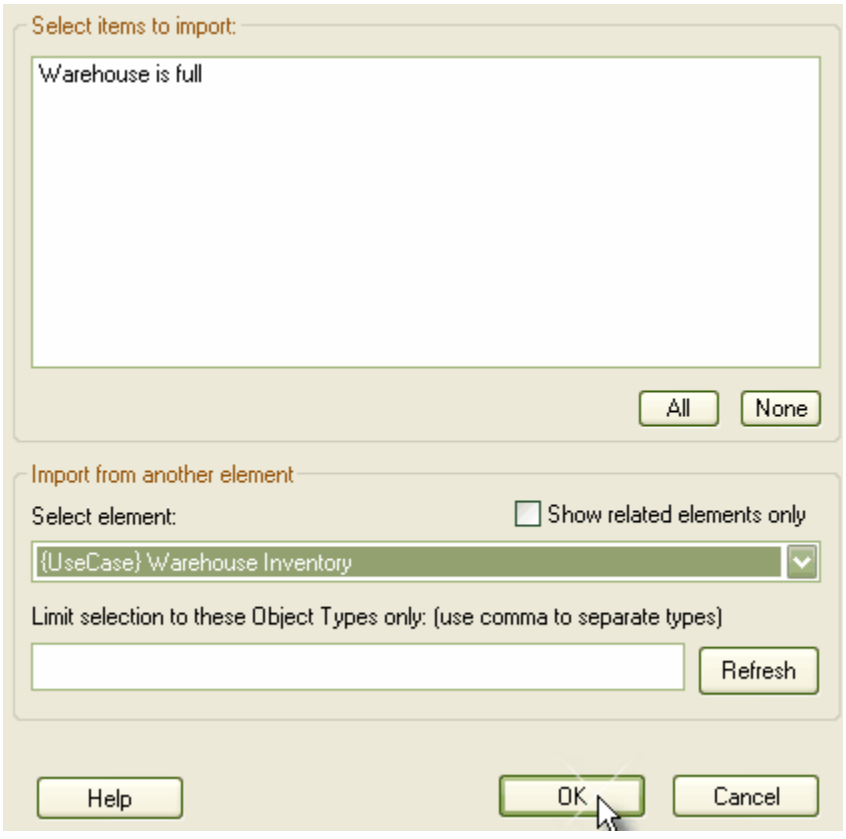
8.3.8 Import Scenario as Test

You can import a scenario from a Use Case or other element into the Test Scenarios list. This avoids having to duplicate the scenario information manually.

Import a Scenario

To import a scenario, follow the steps below:

1. Select the **View | Testing** menu option to display the *Testing* window. Open a diagram and select the required element; all of the test scripts for that element display in the *Testing* window. Click on the *Scenario* tab.
2. Right-click on the list of tests to display the context menu, and select the **Import element scenario(s)** menu option. The *Import Scenario* dialog displays.



3. Select the scenarios to import from the *Select items to import* list. You can import scenarios from any element in the model by clicking on the **Select element** drop-down arrow and selecting the required element.
4. Click on the **OK** button to import the selected scenario(s).

The *Import Scenario* dialog has the following additional options:

Field/Button	Description
Show related elements only	Filters selection to apply only to related elements.
Limit Selection to these Object Types only	Type in specific element types, separated by commas, to filter for only those element types.
Refresh	Refresh available options.

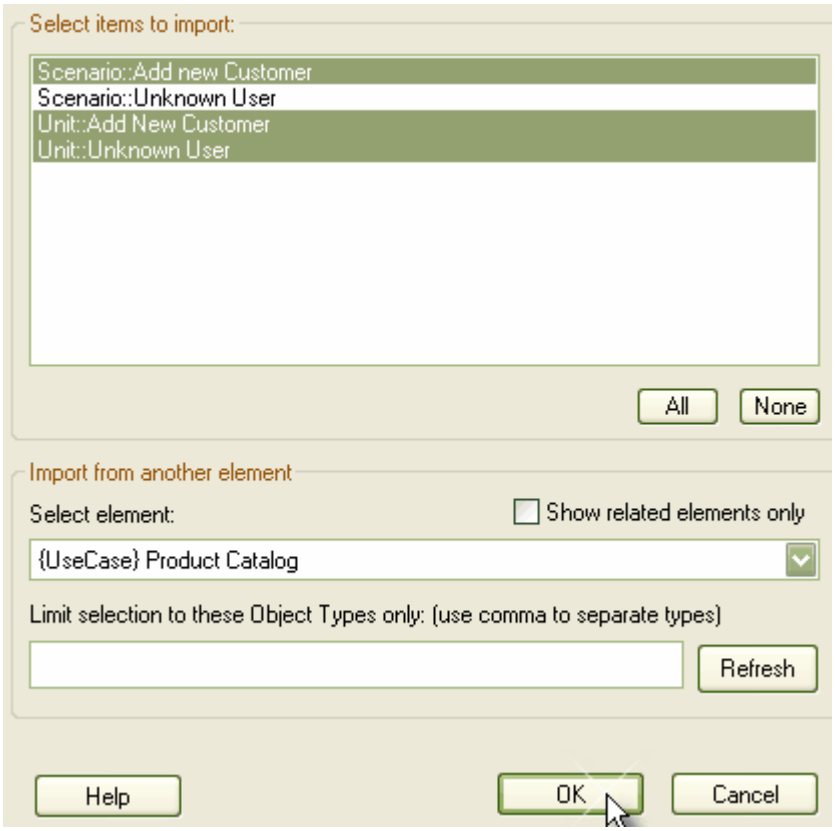
8.3.9 Import Test From Other Elements

You can import any test from a Use Case or other element into the *Testing* window. This avoids having to duplicate the test information manually.

Import a Test

To import a test, follow the steps below:

1. Select the **View | Testing** menu option to display the *Testing* window. Open a diagram and select the required element; all of the test scripts for that element display in the *Testing* window.
2. Right-click on the list of test cases to display the context menu, and select the **Import Tests from Other Element** menu option. *The Import Element Tests* dialog displays



3. Select the test to import from the *Select items to import* list. You can import tests from any element in the model by clicking on the **Select element** drop-down arrow and selecting the required element.
4. Click on the **OK** button to import the selected test(s).

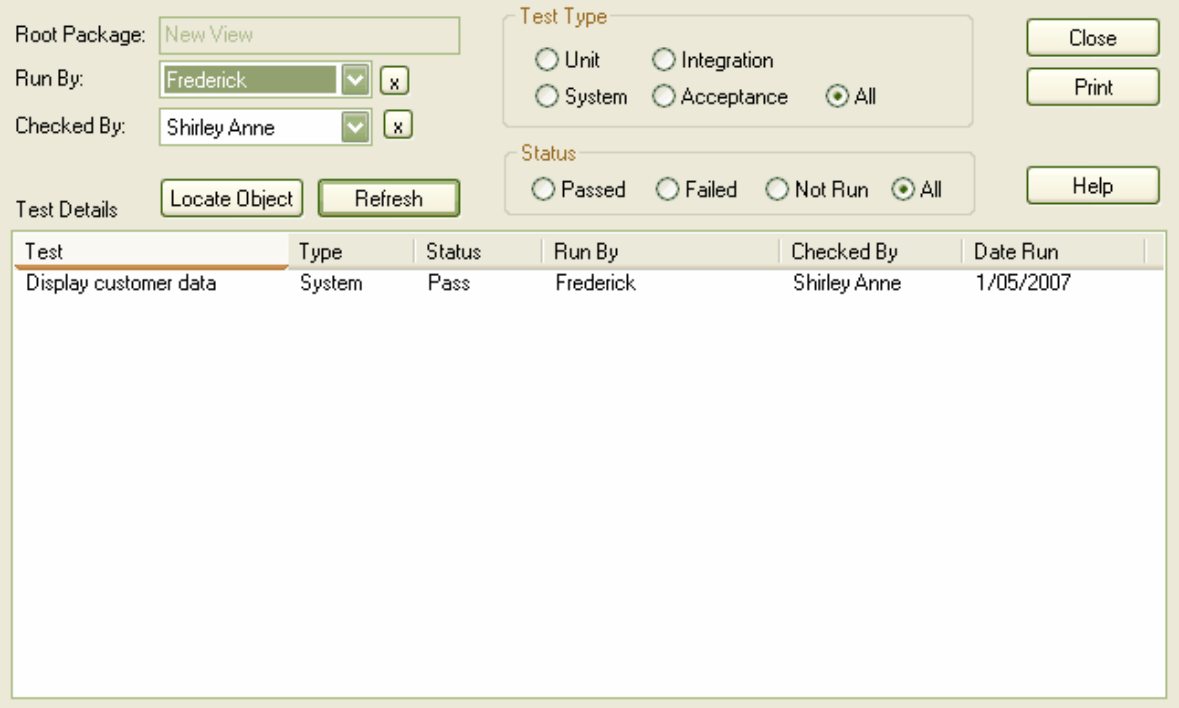
The *Import Element Tests* dialog has the following additional options:

Field/Button	Description
Show related elements only	Filters selection to apply only to related elements.
Limit Selection to these Object Types only	Type in specific element types, separated by commas, to filter for only those element types.
Refresh	Refresh available options.

8.3.10 Testing Details Report

You can view the *Testing Details* dialog for a package, which enables you to run filtered reports on all elements in the package hierarchy under your selection. You can also print the report details.

To access the *Testing Details* dialog, right-click on a package in the *Project Browser* window to display the context menu, and select the **Documentation | Testing Details** menu option.



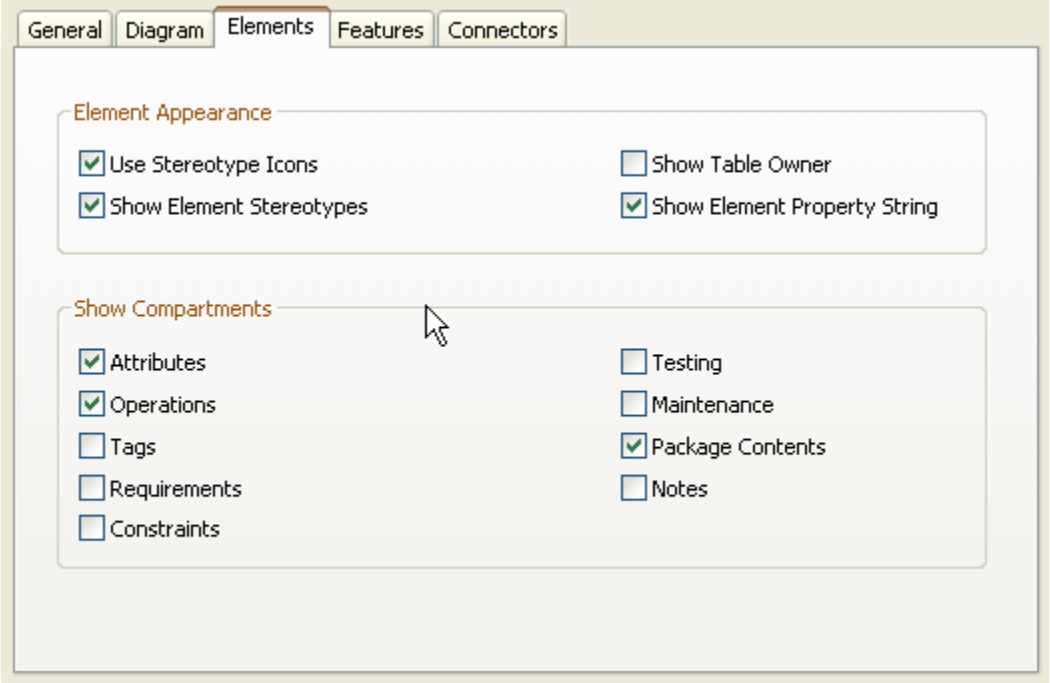
The *Testing Details* dialog includes the following options:

Field/Button	Description
Run By	Click on the drop-down arrow and select a name to filter for tests run by that person. Click on the **x** button to clear the field.
Checked By	Click on the drop-down arrow and select a name to filter for tests checked by that person. Click on the **x** button to clear the field.
Test Type	Click on the radio button for the required test type.
Status	Click on the radio button for the required status.
Locate Object	Click on an element in the *Test Details* list and click on this button to locate the element in the *Project Browser* window.
Refresh	Re-run the report query.
Print	Click on this button to print a summary of the test results.

8.3.11 Show Test Scripts in Compartments

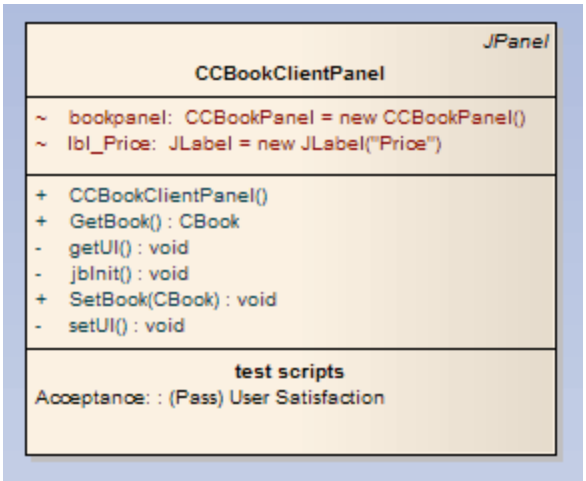
Any element that is capable of displaying a compartment can be used to show test scripts in a diagram. To make use of the feature the element must have an attached test. To use this feature follow the steps below:

1. Open a diagram containing the element with the attached test items.
2. Double-click on the diagram background to display the *Diagram Properties* dialog. Click on the *Elements* tab.



3. In the *Show Compartments* panel, select the **Testing** checkbox.
4. Click on the **OK** button to save the setting.

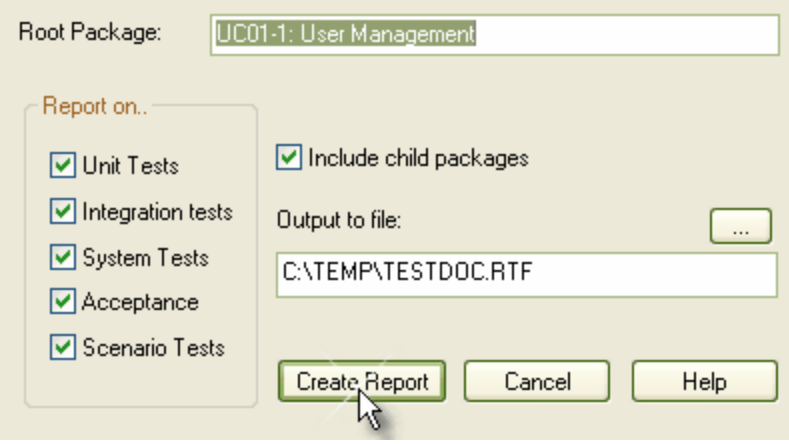
The tests now appear as an item in the test scripts compartment of the diagram element.



8.3.12 Test Documentation

Enterprise Architect enables you to output the test scripts and results you have entered against elements in the model, in Rich Text format. For more information on entering test scripts and details see the previous sections of the Testing 684 topic.

To create the documentation, right-click on a package in the *Project Browser* window and select the **Documentation | Testing Report** context menu option. The *Create Test Documentation* dialog displays.



Note: *You can also access the Create Test Documentation dialog by selecting the* **Project | Documentation | Testing Report** *menu option.*

The *Create Test Documentation* dialog enables you to set up your report. You can configure which tests to include or exclude in the report, whether to include child packages and what file to output to.

8.4 Maintenance

Maintenance Elements

Maintenance elements are defects, changes, issues and tasks. They all apply to individual model elements and can be used to record and capture problems, changes, issues and tasks as they arise, and document the solution and associated details. They are defined as follows:

- A **defect** can be considered as a failure to meet a requirement for the current model element
- A **change** can be considered as a change in requirement for the current model element
- An **issue** is a record of a risk or other factor that might affect the project being recorded for the current model element
- A **task** is a means of recording work in progress and work outstanding for the current model element.

Note that each of these maintenance elements applies at the model element level. For changes and issues that apply to the whole system, see the Changes and Defects 698 topic; for tasks that apply to the whole system, see the Project Tasks 702 topic.

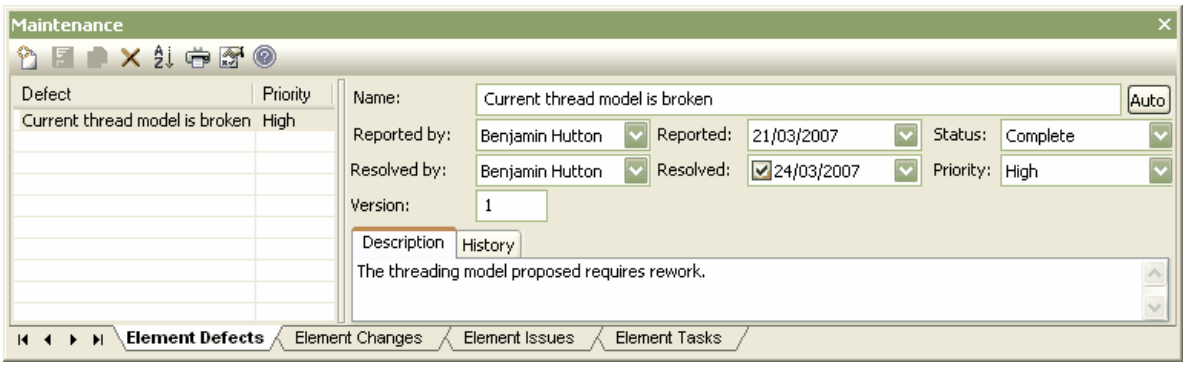
See Also

- The Maintenance Workspace 695, which shows how to create, modify, print and delete maintenance elements.
- Show Maintenance Scripts in Compartments 696, which shows how to display maintenance elements on diagrams.
- Maintenance Element Properties 697, which shows how to complete the *Properties* dialog for the various maintenance elements.

8.4.1 The Maintenance Workspace

Enterprise Architect makes it easy to record and capture problems and issues as they arise, and document the solution and associated details. The *Maintenance* window provides a quick method of viewing and modifying the list of defects, changes, issues and 'to do' items associated with a particular model element. Access this window by selecting the **View | Maintenance** menu option, or by pressing **[Alt]+[4]**.

Four tabs provide access to *Element Defects*, *Element Changes*, *Element Issues* and *Element Tasks*; click on the required tab and select model elements in diagrams or in the *Project Browser* window to see the associated maintenance items. You can include defects, changes, issues and tasks in the main RTF documentation and HTML produced by Enterprise Architect. The *RTF Setup* dialog has checkboxes to show or hide element defects, changes, issues and tasks.



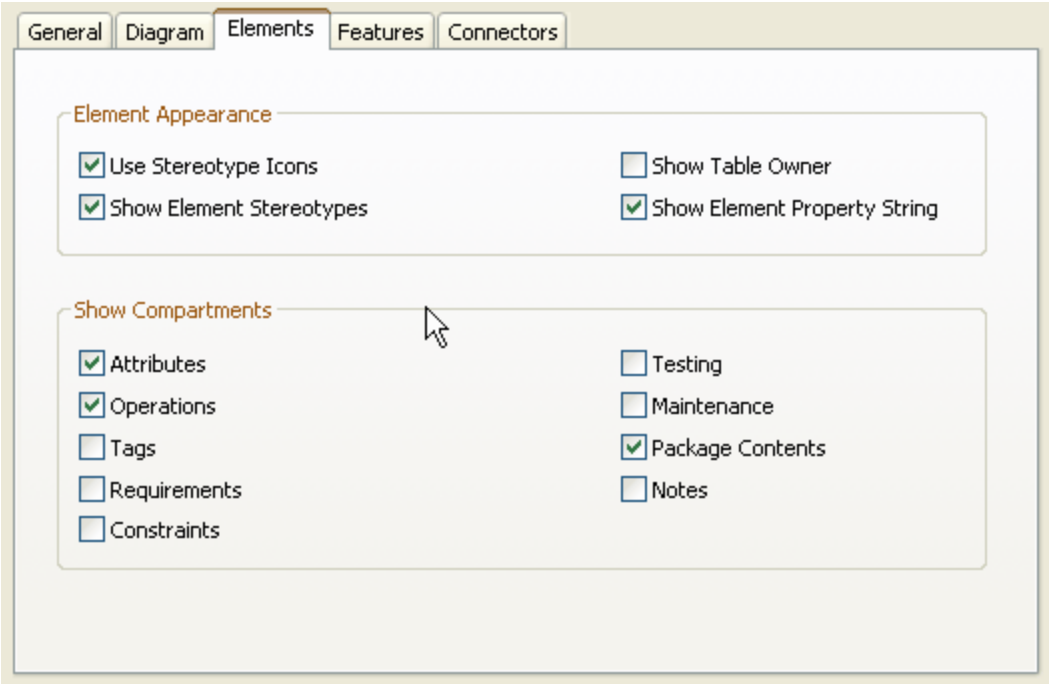
Using the toolbar, you can add or delete items and show or hide the *Properties* window to enable you to edit each item in the list.

8.4.2 Show Maintenance Scripts in Compartments

Any element that is capable of displaying a compartment can show maintenance scripts in a diagram. To make use of the feature the element must have an attached maintenance item.

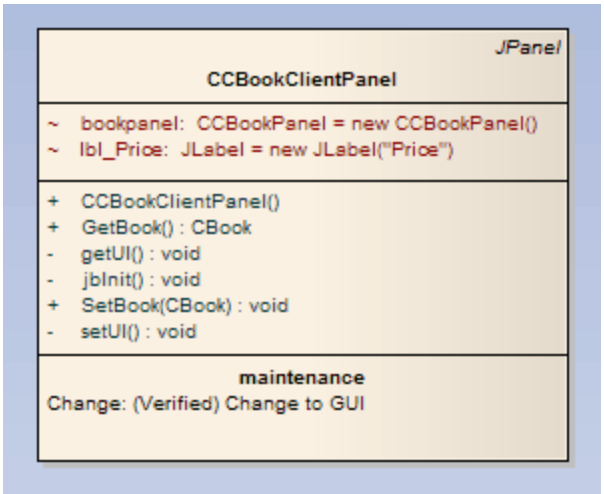
To use this feature follow the steps below:

1. Open a diagram containing the element with the attached maintenance items.
2. Double-click on the diagram background to display the *Diagram Properties* dialog. Click on the *Elements* tab.



3. In the *Show Compartments* panel, select the **Maintenance** checkbox.
4. Click on the **OK** button to save the setting.

The Maintenance Items now appear as items in the maintenance scripts compartment of the diagram element.

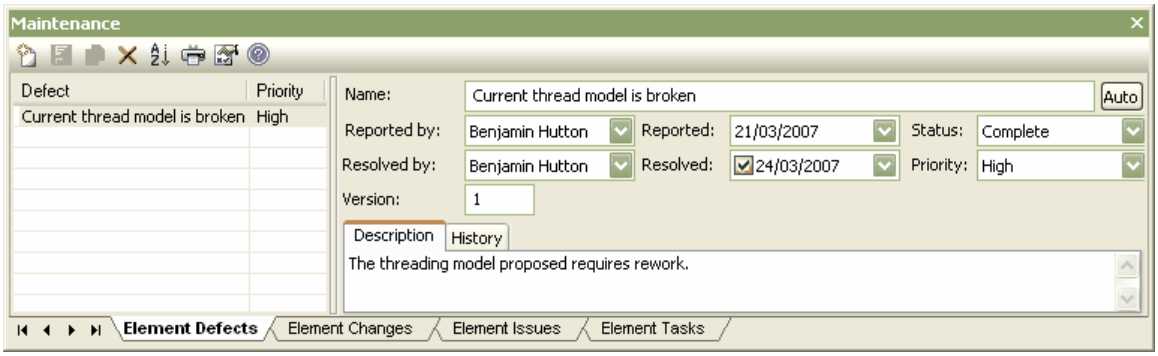


8.4.3 Maintenance Element Properties

Note: *This topic describes the Element Defects tab of the Maintenance window. The Element Changes, Element Issues and Element Tasks tabs differ only in minor details such as field names.*

Element defect details are recorded via the *Element Defects* tab. To access this tab, follow the steps below:

1. Select the **View | Maintenance** menu option. The *Maintenance* window displays. (If the window does not have the format shown below, click on the **Show/Hide Properties** button in the *Maintenance* window toolbar.)



2. Open a diagram and select an element. All of the maintenance entries for that element are shown in the *Maintenance* window, under the various tabbed sections.
3. Click on the *Element Defects* tab.
4. To:
   - Add a new item, click on a blank line in the *Defect* list and complete the fields as described in the table below
   - Modify an existing item, click on that item in the *Defect* List and edit the fields as described in the

table below

- Delete an existing item, right-click on the item in the *Defect* list and select the **Delete** context menu option.

5. Click on the **Save** button in the window toolbar.

Complete or edit the following fields on the *Maintenance* window:

Field	Description
Defect	Displays a list of recorded defects associated with the element.
Name	Type the name or a short description of the defect.
Reported by	Click on the drop-down arrow and select the name of the person who reported the defect.
Reported	Click on the drop-down arrow and select the date on which the defect was reported.
Status	Click on the drop-down arrow and select the defect status, such as **Complete** or **Approved**.
Resolved by	Click on the drop-down arrow and select the name of the person who fixed the defect.
Resolved	Click on the drop-down arrow and select the date on which the defect was resolved.
Priority	Click on the drop-down arrow and select the priority assigned to resolving the defect.
Version	Type the version number associated with this fix.
Description	Type a longer description of the defect.
History	Click on this tab and enter any notes or references to previous occurrences of this defect.

8.5 Changes and Defects

Change and Defect Elements

Changes 700 and Defects 699 are structured comments that can be used in managing change in a project. A *Defect* element (also known as an *Issue* element) corresponds to a failure to match the requirements for the current system. A *Change* element corresponds to a change in requirements for the current system.

Using Structured Comments

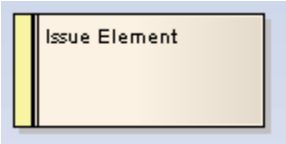
You can track changes and defects (issues) in an Enterprise Architect model. Change and Defect elements can be created in UML diagrams and linked using Realization, Dependency, Aggregation and other relationships to show what model element each affects and how each is resolved.

See Also

- Change and Issue Element Properties 701
- Assign People to Defects or Changes 701

8.5.1 Defects (Issues)

A *Defect* (or *Issue*) element is a structured comment that contains information about defects and issues that relate to the system or model. This corresponds in some sense to a failure to meet defined requirements for the current system. An Issue element looks the same as a Requirement element:



Enterprise Architect enables you to generate and handle issues in much the same way as you can handle and color code 439 Requirements. See the Requirements Management 436 topic for more information.

You can link Issues using *Realization* connectors to model elements that are responsible for the defect. You can even structure a hierarchy of Issues using aggregation.

Note: *Issue elements can be created with or without an identifying* ***I*** *in the top right corner of the element. To toggle display of the this letter, select or deselect the* **Show stereotype icon for requirements** *checkbox on the Options dialog, Objects 188 page.*

Add an Issue Using the Enterprise Architect UML Toolbox

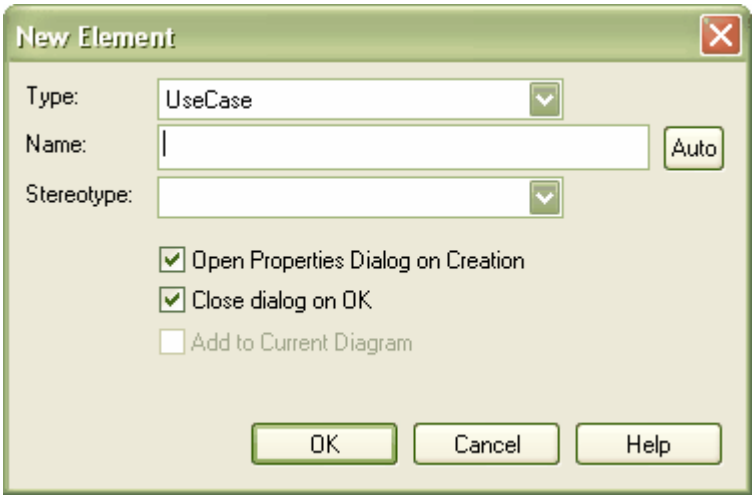
To add an Issue to the model using the Enterprise Architect UML *Toolbox:*

1. Open a *Custom* diagram.
2. From the Custom pages 116 or Common page 104 of the Enterprise Architect UML *Toolbox*, drag the *Issue* icon onto the diagram.
3. Enter the details as required.

Add an Issue Using the Insert New Element Dialog

To add an Issue to the model using the *Insert New Element* dialog, follow the steps below:

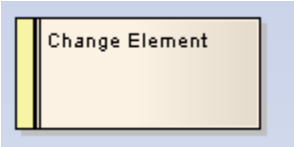
1. Right-click on a package in the *Project Browser* window.
2. Select the **Insert | New Element** menu option. The *New Element* dialog displays.



3. In the **Type** field, click on the drop-down arrow and select **Issue**.
4. In the **Name** field, type a name for the element.
5. Click on the **OK** button.

8.5.2 Changes

A *Change* element is a structured comment that contains information about requested changes to the system/ model. This corresponds in some sense to a change in requirements for the current system. A Change element looks the same as a Requirement element:



Enterprise Architect enables you to generate and handle Changes in much the same way as you can handle and color code 439 Requirements. See the Requirements Management 436 topic for more information.

You can link *Changes* using *Realization* connectors to model elements that implement the Change, and you can structure a hierarchy of changes using aggregation.

Note: *Change elements can be created with or without an identifying* ***C*** *in the top right corner of the element. To toggle display of the this letter, select or deselect the* **Show stereotype icon for requirements** *checkbox on the Options dialog, Objects 188 page.*

Add a Change Using the Enterprise Architect UML Toolbox

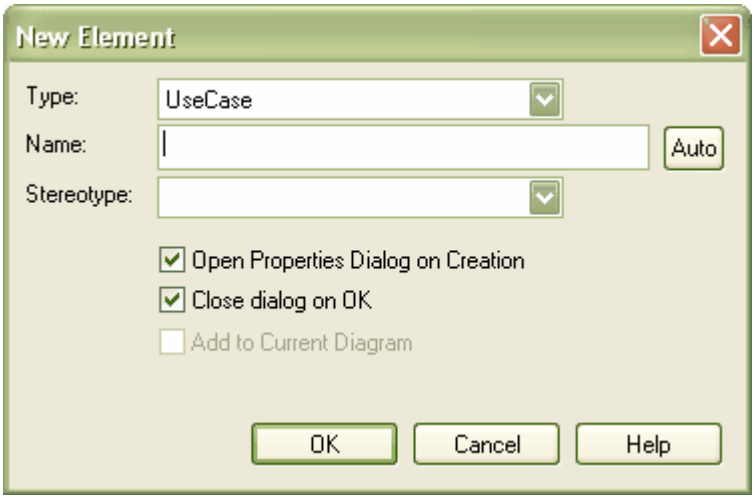
To add a Change to the model using the Enterprise Architect UML *Toolbox*:

1. Open a *Custom* diagram.
2. From the Custom pages 116 or Common page 104 of the Enterprise Architect UML *Toolbox*, drag the *Change* icon onto the diagram.
3. Enter the details as required.

Add a Change Using the Insert New Element Dialog

To add a Change to the model using the *Insert New Element* dialog, follow the steps below:

1. Right-click on a package in the *Project Browser* window.
2. Select the **Insert | New Element** menu option. The *New Element* dialog displays.

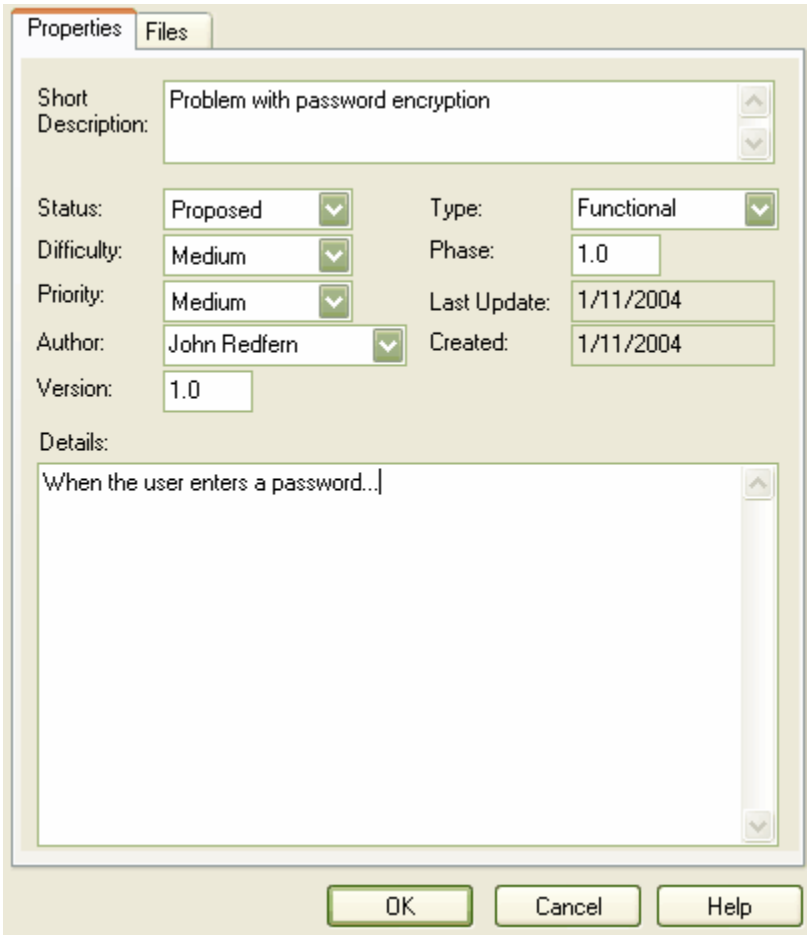


3. In the **Type** field, click on the drop-down arrow and select **Change**.
4. In the **Name** field, type a name for the element.

5. Click on the **OK** button.

8.5.3 Element Properties

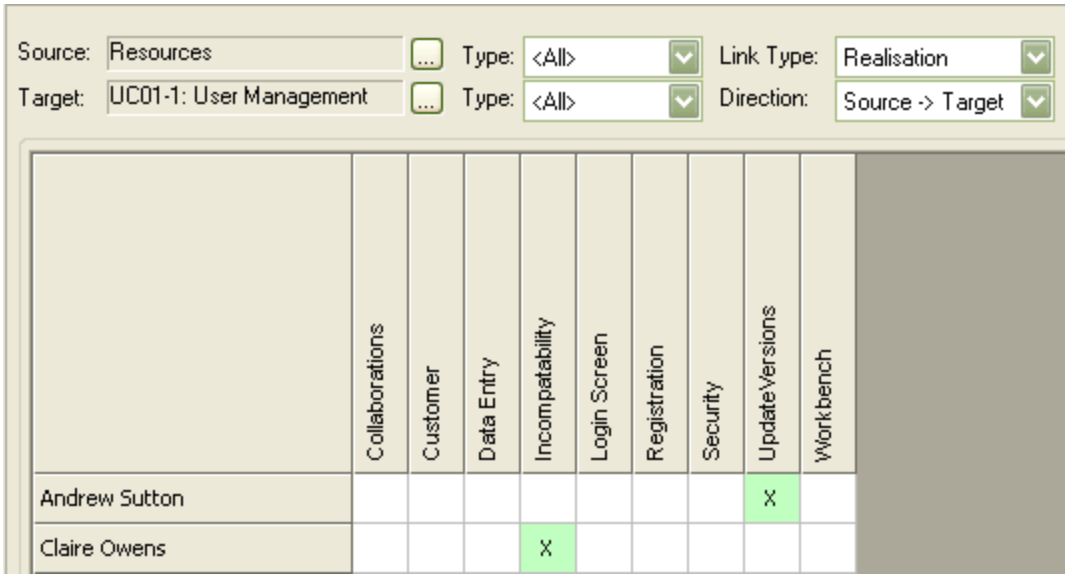
The *Properties* dialog for Changes and Issues is similar to that used by Requirements. It has a *Properties* tab containing the name of the Issue and relevant management details (such as owner and dates). You can also associate files 365 with the issue and add Tagged Values 369.



8.5.4 Assign People to Defects or Changes

As an example of how you might use the Relationship Matrix to monitor issues or changes, the screen below illustrates staff (actors) being linked through *Realization* connectors to *Issues*. Each highlighted square indicates a responsibility of a staff member to work on or correct a named issue.

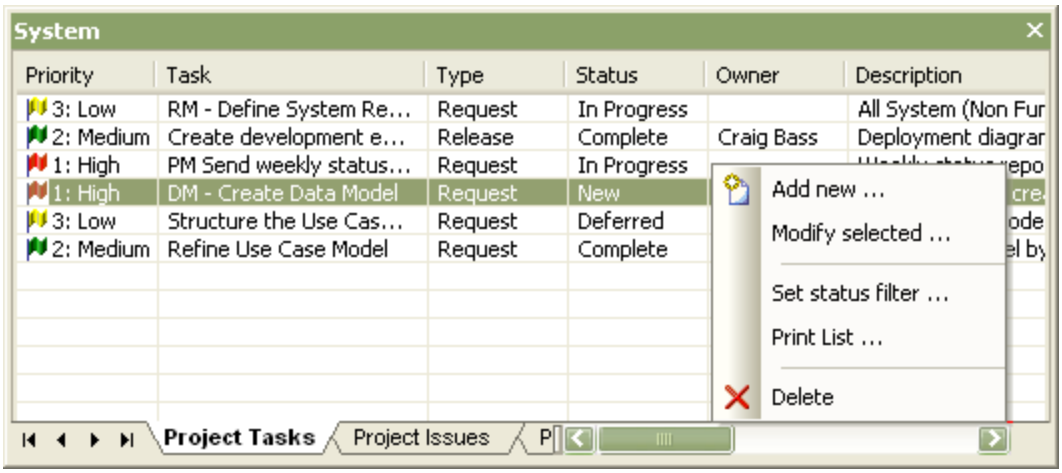
This same approach can be used for any mix of model elements.



8.6 Project Tasks List

The *Project Tasks List* is a convenient 'To Do' list of major project work items that are not recorded elsewhere. It can also be used to track things like requests or meetings.

The Project Tasks List is available as a tab on the *System* window. Open the *System* window by selecting the **View | System** menu option, or by pressing **[Alt]+[2]**. Select the *Project Tasks* tab.



Right-click on the list to view the context menu, which enables you to add, modify and delete list items, and to set a status filter. You can also set the sort order by clicking the title-bar of the column on which to index the tasks.

For more information see the Add, Modify and Delete Tasks 703 topic.

Tip: *Select the* **Print List** *menu option to print out the currently displayed items.*

Note: *You can transport these task definitions between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

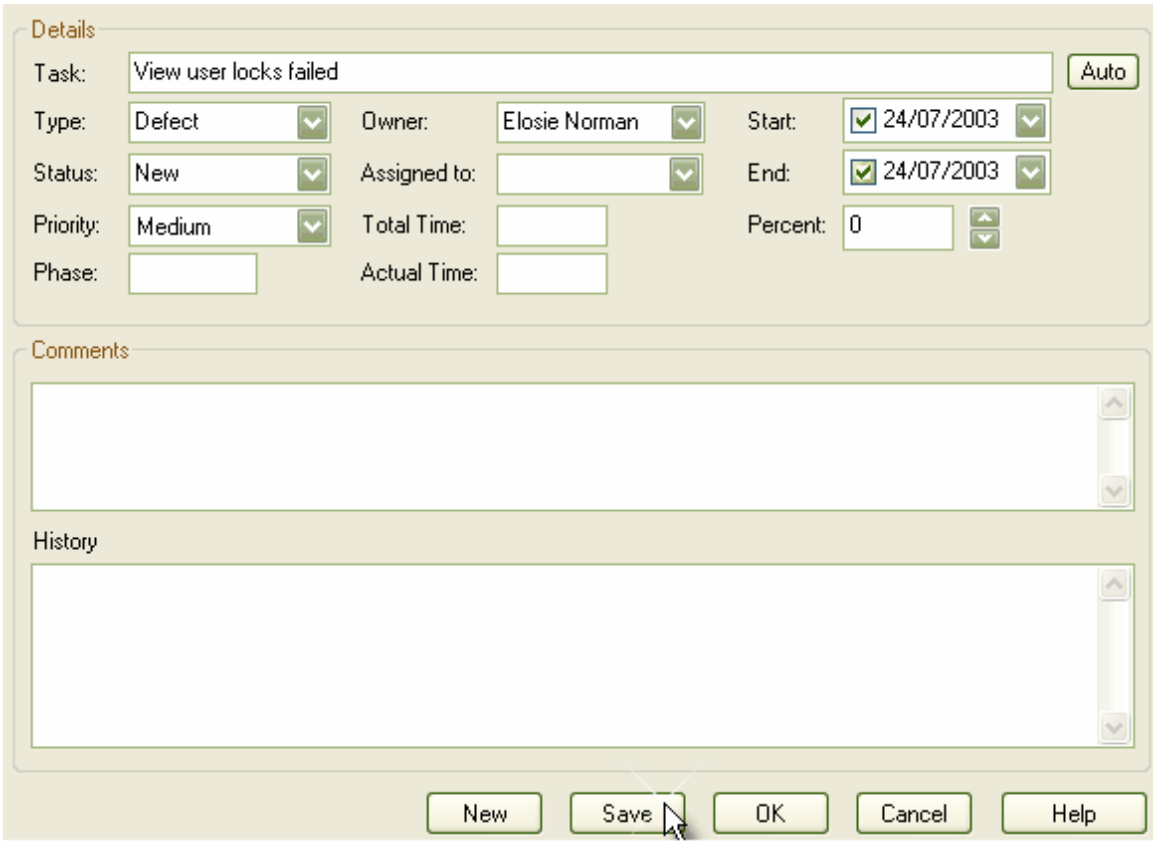
8.6.1 Add, Modify and Delete Tasks

From the *Project Tasks* tab on the *System* window, display the *Task Detail* dialog to Add 703, Modify 704 and Delete 704 tasks.

Add a Task

To add a task, follow the steps below:

1. Double-click in a blank area of the *Project Tasks* tab, or right-click and select the **Add New** context menu option. The *Task Detail* dialog displays.



2. Enter the details for the task. You can define the following:
   - The task name
   - Auto counters 295 (if you have configured these, click on the **Auto** button)
   - The task type
   - The task owner
   - The expected start and end date for the task
   - The current status of the task
   - The person this task has been assigned to
   - The task priority: high, medium or low
   - The expected total time for the task
   - The percent complete
   - The phase associated with this task
   - The actual time expended.

3. Click on the **Save** button.
4. To create another entry, click on the **New** button.
5. To close, click on the **OK** button.

Modify a Task

To modify a task, on the *Project Tasks* tab, either:

- Double-click on the task to modify, or
- Right-click on the task to modify and, from the context menu, select the **Modify Selected** menu option.

The *Task Detail* dialog displays, and you can edit the task data.

Delete a Task

To delete a task, follow the steps below:

1. On the *Project Tasks* tab, right-click on the task to delete. The context menu displays.
2. Select the **Delete** menu option.

8.7 Project and Model Issues

Any identified issues can be recorded against the current project. Issues are raised with a description, date, owner and status. You can also save a report 707 on project issues in Rich Text Format.

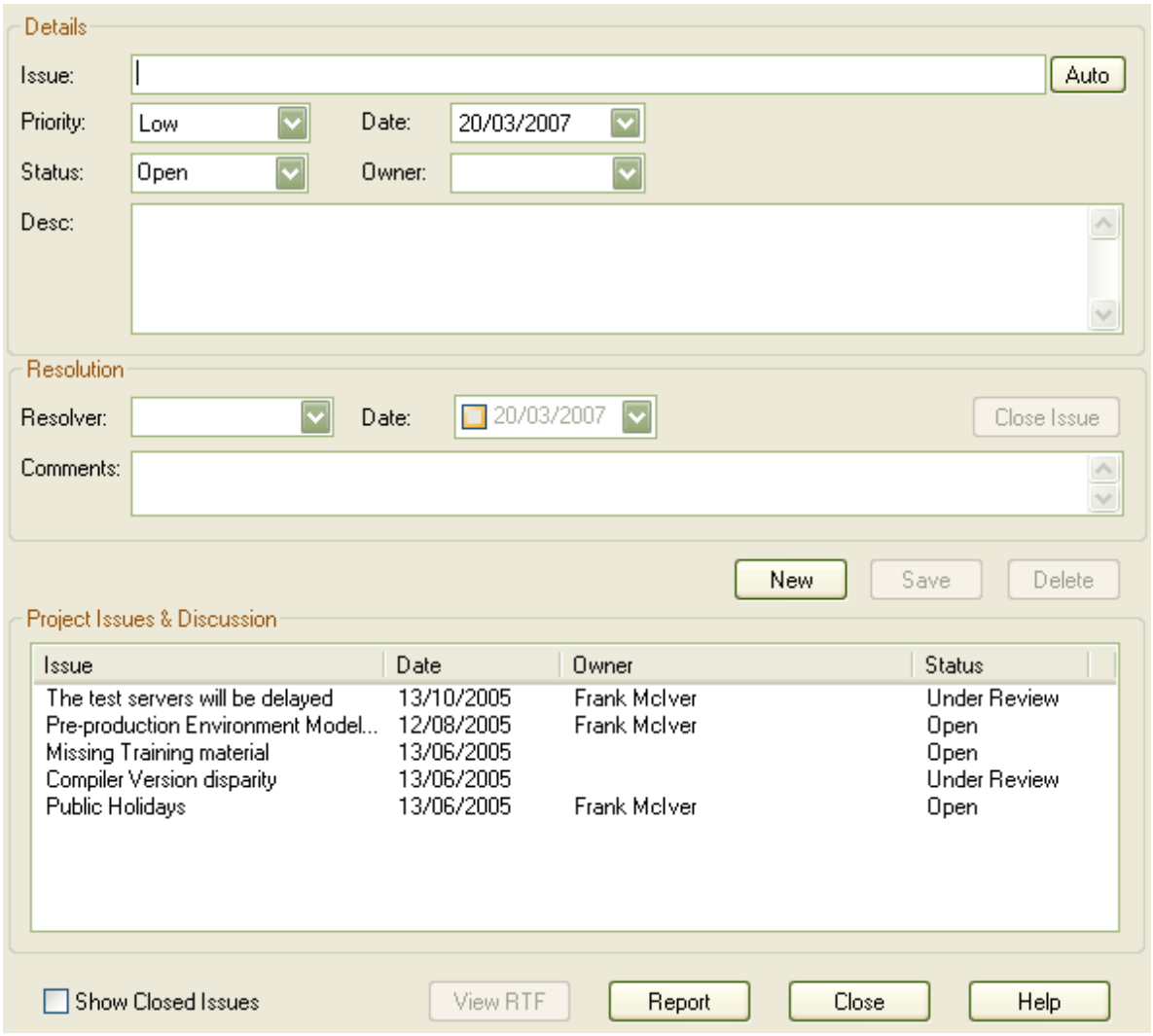
Note: *You can transport these issue definitions between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

See Also

- Project Issues Dialog 704
- Project Issues Tab 705
- Add, Delete and Modify Issues 706

8.7.1 Project Issues Dialog

The *Project Issues* dialog is accessed from the **Project | Documentation | Issues** menu option. This dialog enables you to record a description, date, owner and status of any identified issues against the current project. You can add, modify and delete issues 706, and generate a report 707 of your project issues in Rich Text Format.

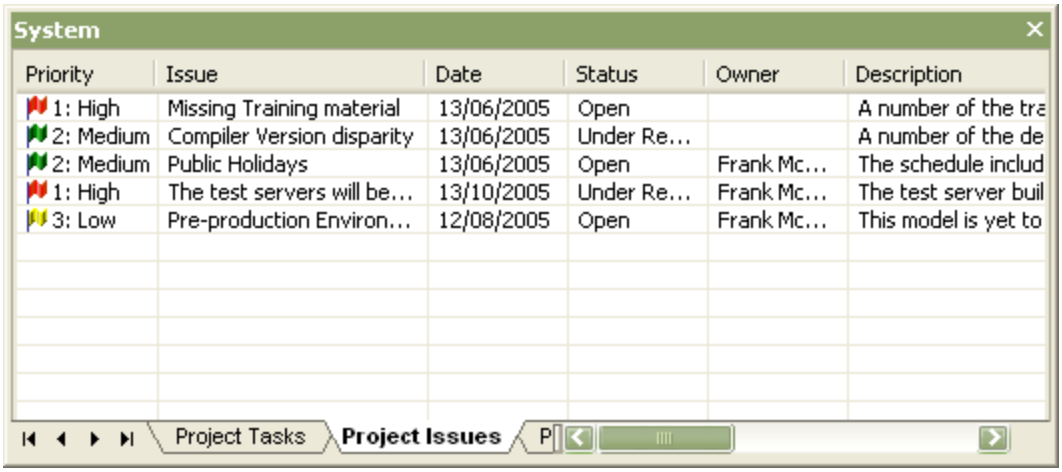


8.7.2 Project Issues Tab

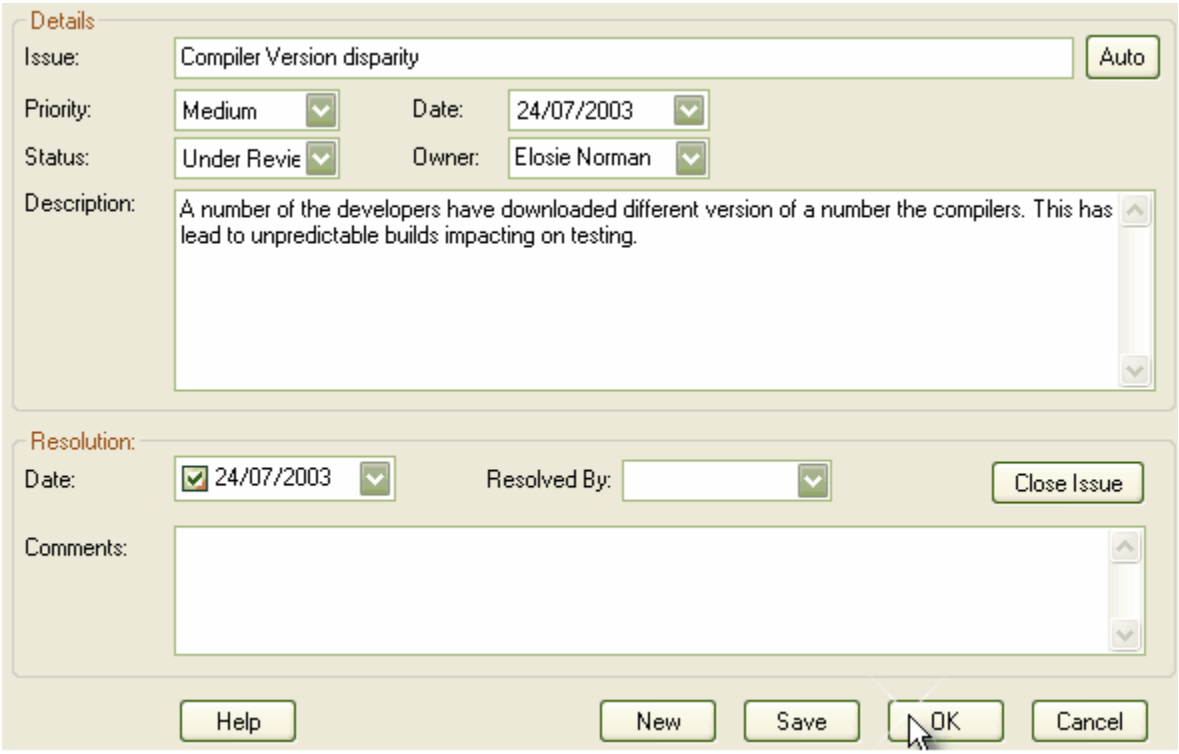
The *Project Issues* tab in the *System* window enables any identified issues to be recorded against the current project. Issues are raised with a description, date, owner and status.

To access this tab, select the **View | System** menu option or press **[Alt]+[2]** to display the *System* window, and click on the *Project Issues* tab.

Tip: *You can right-click on the list and select the* **Print List** *context menu option to print out the currently displayed items.*



To add [706] a new issue, double-click on an empty row of the *Project Issues* tab. To modify [706] an issue, double-click on the required item in the list. In each case, the *Issue Details* dialog displays.



You can also delete [706] an issue and generate a report [708] of your issues in Rich Text Format.

8.7.3 Add, Delete and Modify Issues

Issues can be added, deleted and modified using either the *Project Issues* [704] dialog [704], or the *Issue Detail* [706] dialog from the *Project Issues* tab of the *System* window.

To *add* an issue, click on the **New** button and complete the following fields:

Field/Button	Description
Issue	The name of the issue.
Auto	Click on the **Auto** button if you have auto counters 295 configured.
Priority	The priority of this issue: low, medium or high.
Date	The date the issue arose.
Status	The issue's current status.
Owner	The person owning the issue.
Desc (Description)	Description of the issue.
Resolution	Notes on the resolution of the issue.
Date	The date the issue was resolved.
Resolver (Resolved By)	Person who resolved the issue.
Comments	Any comments regarding the resolution of the issue.
Close Issue	Click on this button to close the issue.
Save	Save and apply the issue.

To *modify* an issue, double-click on it in the *Project Issues* tab or *Project Issues & Discussion* list, then edit the fields as indicated in the above table.

To *delete* an issue, click on it in the *Project Issues* tab or *Project Issues & Discussion* list, then:

- Click on the **Delete** button (*Project Issues* dialog) or
- Right-click on the issue and select the **Delete** option from the context menu.

8.7.4 Generate a Report

You can generate and view an RTF report of your issue list, using either the *Project Issues* 707 dialog 707 or the *Project Issues* 708 tab 708.

Tip: *You can view sample report output in the Report Output Sample 709 topic.*

8.7.4.1 Reports - Using the Project Issues Dialog

To generate an RTF document of your issue log using the *Project Issues* dialog, follow the steps below:

1. Select the **Project | Documentation | Issues** menu option. The *Project issues* dialog displays.
2. Click on the **Report** button. The *Save As* dialog displays.
3. Browse for the appropriate file location and, in the **File name** field, type the file name for the report.
4. Click on the **Save** button.
5. To view the report, click on the **View RTF** button.

Tip: *For information on viewing sample report output, see the Report Output Sample 709 topic.*

8.7.4.2 Reports - Using the Project Issues Tab

To generate an RTF document of your issue log using the *Project Issues* tab of the *System* window, follow the steps below:

1. Select the **View | System** menu option, or press **[Alt]+[2]**. The **System** window displays.
2. Click on the *Project Issues* tab.
3. Right-click on a blank line of the *Project Issues* tab and select the **Create RTF Report** context menu option. The *Save As* dialog displays.
4. Enter the directory location and file name to save your report to and click on the **Save** button. Enterprise Architect generates the report. This should only take a few moments to complete.

Tip: *For information on viewing sample report output, see the* *Report Output Sample* 709 *topic.*

8.7.4.3 Report Output Sample

An example of the output from a Issues report is shown below:

List of Project Issues: 24-Jul-2007 9:47:00 AM

Issue	Date/Owner	Description	Resolution
Test servers will be delayed	24/07/2007 Elosie Norman	The test server builds have been delayed because the particular (unusual) memory requirements to match the customer's site are not available on shore. They are being sourced from Singapore but it will delay the builds and delivery of the machines.	Closed: 24/07/2007 Geoffrey Sparks The machines will be built and delivered using standard memory and the proprietary memory will be added later. All performance tests will be delayed until the memory is available.
Public Holidays	24/07/2007 Joanna Stoat	The schedule includes staff working on public holidays. A number of staff have indicated that contrary to what they stated earlier they are not available.	Open: 24/07/2007
Compiler Version disparity	24/07/2007 Elosie Norman	A number of the developers have downloaded different versions of a number of the compilers. This has lead to unpredictable builds impacting on testing.	Under Review: 24/07/2007

8.8 Project Glossary

The glossary enables you to set up a list of defined terms for your project. You can further divide the items by category; for example, Business terms and Technical terms. The glossary can be saved in Rich Text format for inclusion as part of a larger project document.

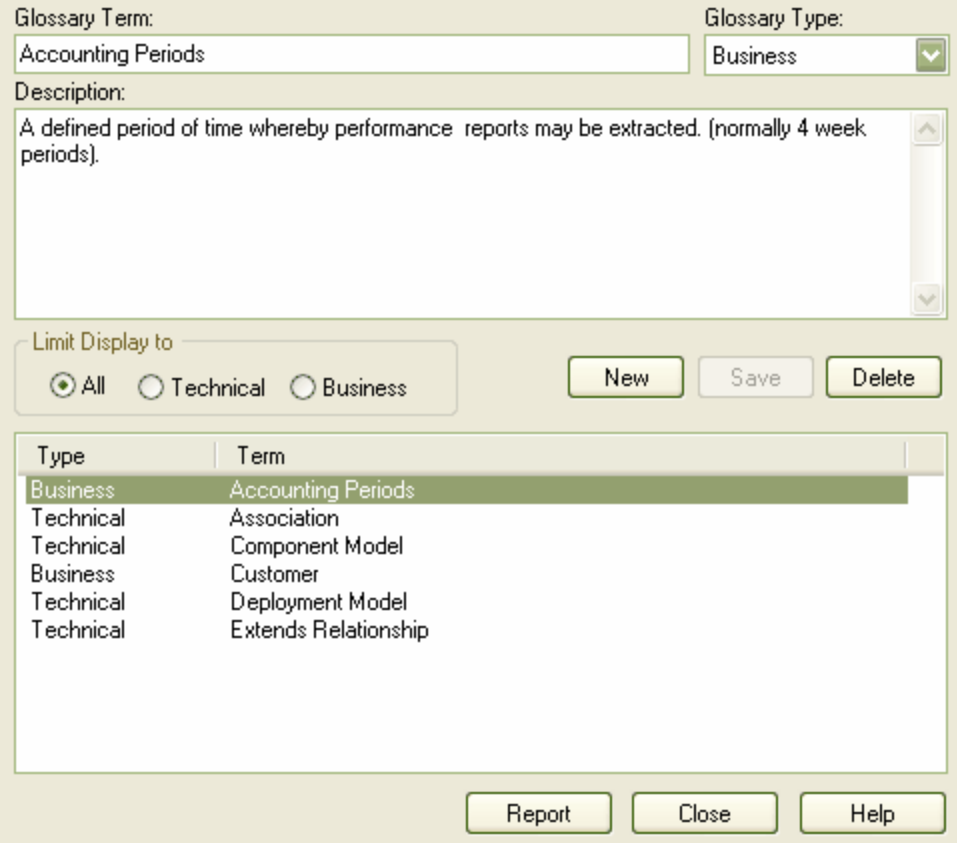
You can access the Project Glossary through the *Glossary* 710 dialog 710 or through the *Project Glossary* 711 tab 711 on the *System* window.

Tip: *Include a Glossary Report* 714 *in your project requirements or functional specifications documents.*

Note: *You can transport these glossary definitions between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

8.8.1 The Glossary Dialog

To open the *Glossary* dialog, select the **Project | Documentation | Glossary** menu option. Use this dialog to add 712, modify 712 and delete 712 glossary entries. You can also limit the display 712 to show only technical or business related entries.



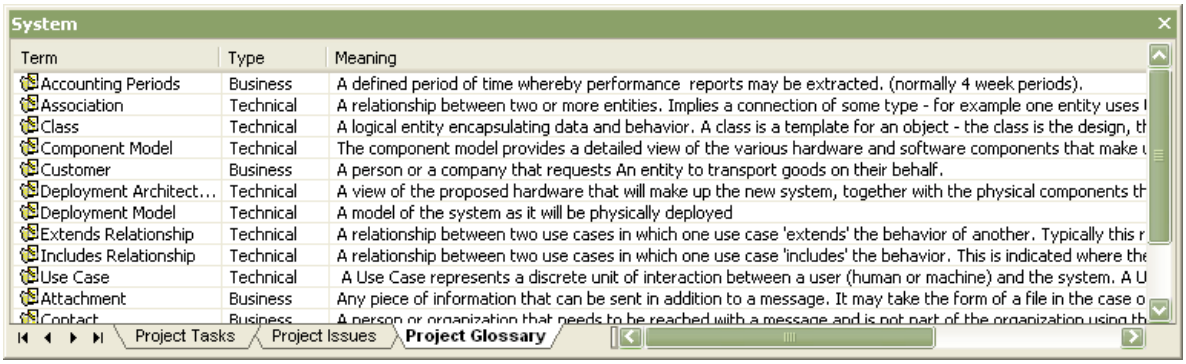
Control	Description
Glossary Term	Type the term to include in the glossary.
Glossary Type	Select either **Technical** or **Business**.
Description	Type the definition or description of the term.
Limit Display To	Select the appropriate radio button to filter the list of entries on the dialog to show Technical or Functional entries, or both.
Type | **Term**	List of defined glossary terms.
Report	Print a glossary report.

8.8.2 Project Glossary Tab

The *Project Glossary* tab in the *System* window shows all of the items in your model's glossary. This tab lists all the defined technical and business terms already defined for a model. You can add to the list, delete or change items and filter the list to exclude by type.

Access this tab by opening the *System* window; select the **View | System** menu option or press **[Alt]+[2]**. Select the *Project Glossary* tab.

Tip: *To print out the currently displayed items, right-click on the list and select the* **Print List** *menu option.*



To add, modify and delete glossary entries, either double-click on an entry and use the *Glossary Detail* 713 dialog, or select the **Project | Documentation | Glossary** menu option and use the Glossary dialog 712.

Tip: *Include a Glossary Report* 714 *in your project requirements or functional specifications document(s).*

8.8.3 Add, Delete and Modify Glossary Entries

Glossary entries can be added, deleted and modified using either the Glossary dialog 712 or the Project Glossary tab 713.

8.8.3.1 Use the Glossary Dialog

To open the *Glossary* dialog, select the **Project | Documentation | Glossary** menu option .

Add a Glossary Entry

To add an entry to the glossary, follow the steps below:

1. Enter the details for the glossary item: the **Glossary Term**, the **Glossary Type** and the **Description**.
2. Click on the **Save** button.
3. To enter another item, click on the **New** button.

Modify a Glossary Entry

To modify a glossary entry, follow the steps below:

1. Select the entry to modify from the bottom panel of the dialog. The details of the entry display in the fields in the top half of the window.
2. Change the details as required.
3. Click on the **Save** button.

Delete a Glossary Entry

To delete a glossary entry, follow the steps below:

1. Select the entry to delete from the bottom panel of the dialog. The details of the entry display in the fields in the top half of the window.
2. Click on the **Delete** button.

Limit the Display

You can select which entry categories are displayed in the list. To:

- View all glossary entries, select the **All** option

- View Technical categorized entries only, select the **Technical** option
- View Business categorized entries only, select the **Business** option.

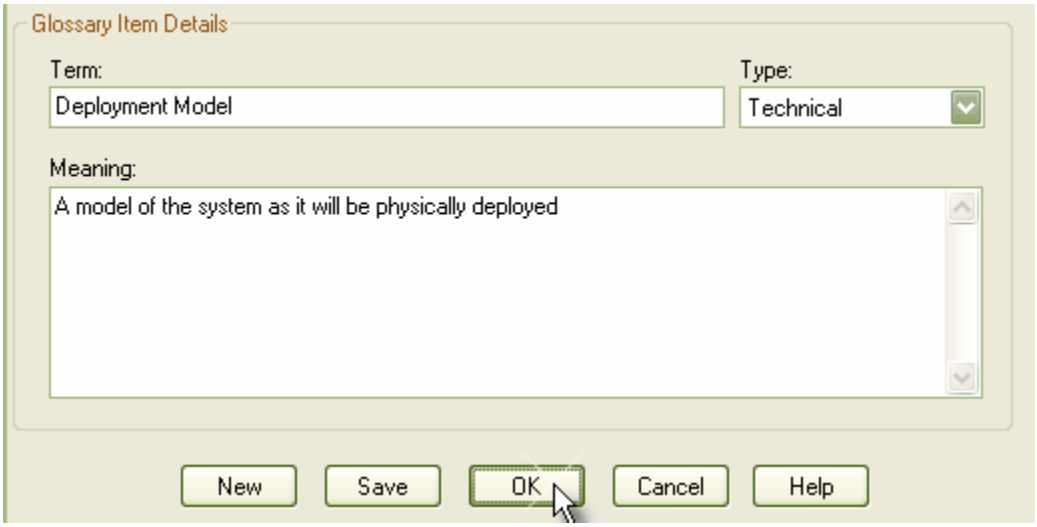
8.8.3.2 Use the Project Glossary Tab

Select the **View | System** menu option or press **[Alt]+[2]**. The *System* window displays. Click on the *Project Glossary* tab.

Add a Glossary Entry

To add an entry to the glossary, follow the steps below:

1. Double-click on the *Project Glossary* tab, or right-click on the tab and select the **Add New** context menu option. The *Glossary Detail* dialog displays.



2. Enter the details for the glossary item: the **Term**, **Type** and **Meaning**.
3. Click on the **Save** button.
4. To create another entry, click on the **New** button.
5. To close, click on the **OK** button.

Modify a Glossary Entry

To modify a glossary entry, either:

1. Double-click on the entry to modify in the list on the *Project Glossary* tab, or
2. Right-click on the entry to modify in the list on the *Project Glossary* tab and select the **Modify Selected** context menu option.

The *Glossary Detail* window displays; edit the fields as required.

Delete a Glossary Entry

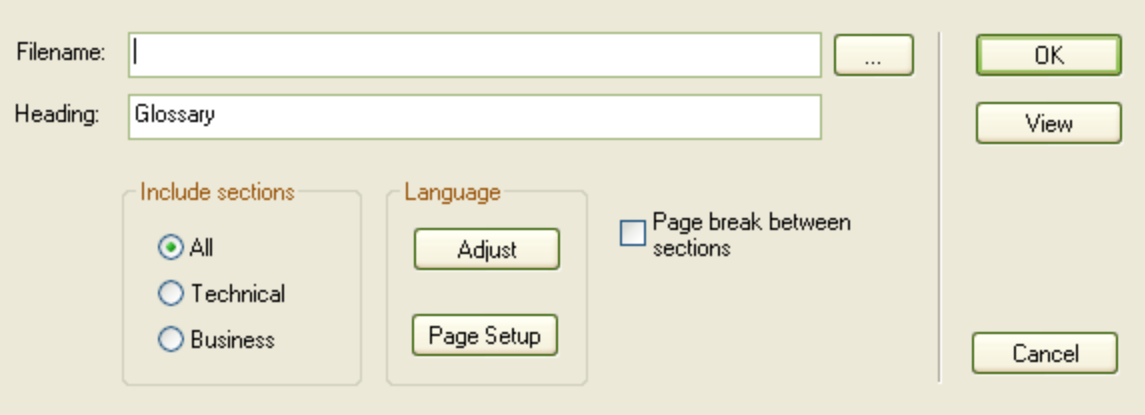
To delete a glossary entry, follow the steps below:

1. Right-click on the entry to modify in the list on the *Project Glossary* tab. The context menu displays.
2. Select the **Delete** menu option.

8.8.4 Generate a Report

To generate a report of your model's glossary, follow the steps below:

1. Select the **Project | Documentation | Glossary** menu option. The *Glossary* dialog displays.
2. Click on the **Report** button. The *Glossary Report* dialog displays.



3. Enter a filename and a heading for the glossary.
4. Select whether to include all sections, or only the Technical or Business sections.
5. To include page breaks, select the **Page break between sections** checkbox.
6. Click on the **OK** button to generate the report.
7. Click on the **View** button to open the report.

Tip: *You can view sample report output in the* *Glossary Report Output Sample* 715 *topic.*

8.8.5 Glossary Report Output Sample

An example of the output from a Glossary report is shown below:

Glossary

Business Terms

Accounting Periods
A defined period of time whereby performance reports can be extracted. (normally 4 week periods).

Customer
A person or a company that requests An entity to transport goods on their behalf.

Technical Terms

Association
A relationship between two or more entities. Implies a connection of some type - for example one entity uses the services of another, or one entity is connected to another over a network link.

Component Model
The component model provides a detailed view of the various hardware and software components that make up the proposed system. It shows both where these components reside and how they inter-relate with other components. Component requirements detail what responsibilities a component has to supply functionality or behavior within the system.

Deployment Model
A model of the system as it is physically deployed

Extends Relationship
A relationship between two use cases in which one use case 'extends' the behavior of another. Typically this represents optional behavior in a use case scenario - for example a user might optionally request a list or report at some point in a performing a business use case.

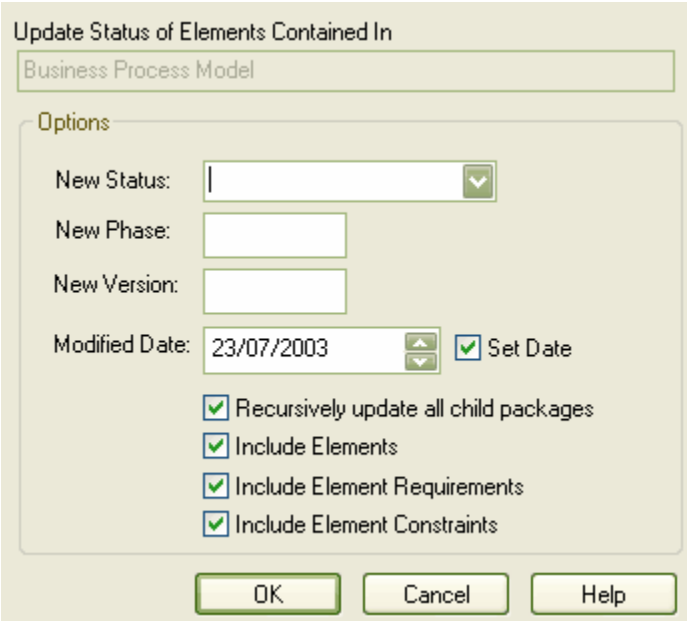
8.9 Update Package Status

Elements in Enterprise Architect can be assigned a current status, such as *Proposed, Validated* or *Mandatory*. Often a complete package structure is updated from one status to another (or released) at the same time. To help facilitate this, Enterprise Architect supports a 'bulk' update of element status at the same time.

Update Element Status for a Complete Package Structure

To update element status for a complete package structure, follow the steps below:

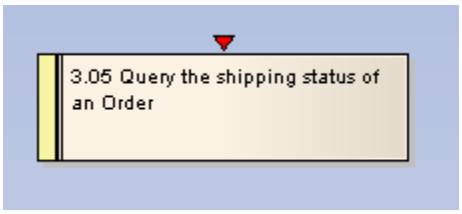
1. In the *Project Browser* window, right-click on the package to update. The context menu displays.
2. Select the **Package Control | Update Package Status** menu option. The *Status Update* dialog displays.



3. Select:
   - The new status
   - Whether to recursively descend the package tree
   - Whether to include elements
   - Whether to include element requirements
   - Whether to include element constraints
4. Click on the **OK** button. Enterprise Architect updates all required elements to the new status.

8.10 Manage Bookmarks

Bookmarks are small red triangles that display above elements in diagrams when the element has been 'bookmarked'. A bookmark is a visual clue that something is different about an element; the meaning is up to you.

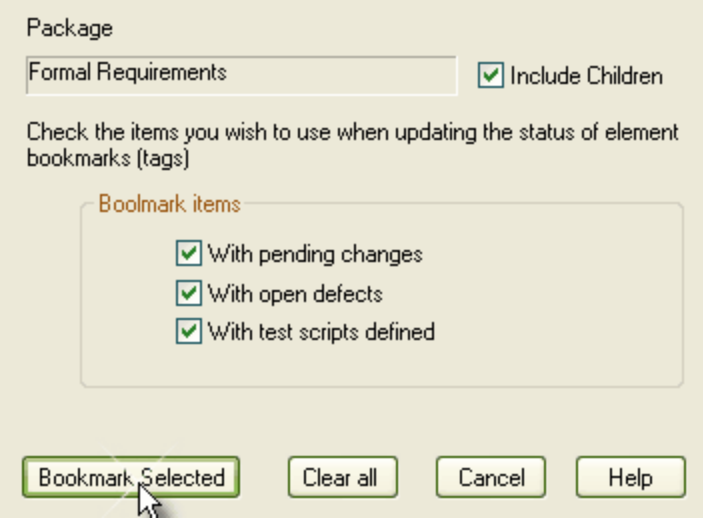


***Tip**: The Search 143 dialog also enables searching based on bookmarked elements.*

You can bookmark an element manually by pressing **[Shift]+[Spacebar]**.

Bookmark Multiple Elements

You can also bookmark all elements in a folder (and their children) using the *Manage Bookmarks* dialog. Right-click on the parent package in the *Project Browser* window and select the **Bookmarks** menu option.



This dialog enables you to automatically bookmark elements that have new changes or defects defined in the Maintenance 695 window, or test scripts defined in the Testing 684 window. This is useful to highlight elements that have additional project information.

You can click on the **Clear All** button to clear all elements in the current tree of bookmarks. You should reload the project to show the new or cleared bookmarks (**[Ctrl]+[Shift]+[F11)**].

Part 9

9 Code Engineering

Code Engineering is a process that includes automated code generation, reverse engineering of source code and synchronization between the source code and model.

Code Engineering is only available in the Professional and Corporate editions of Enterprise Architect.

Code Generation

Generating code 730 is also known as *Forward Engineering*. Enterprise Architect enables you to generate source code from UML model elements, creating a source code equivalent of the Class or Interface element for future elaboration and compilation. In particular you can generate C, C++, C#, Delphi, Java, PHP, Python, ActionScript, Visual Basic and VB.NET 748 source code. The source code generated includes Class definitions, variables and function stubs for each attribute and method in the UML Class. You can use the *Source Code Viewer* 165 to view any source code you are opening.

The *Code Template Framework (CTF)* 761 enables you to customize the way Enterprise Architect generates source code and also enables you to generate languages that Enterprise Architect does not specifically support by helping you define the appropriate code generation templates for that language (this is discussed in the *Enterprise Architect Software Developers' Kit (SDK)* 1283).

You can link the facilities of Enterprise Architect to other development environments. The MDG Link for Eclipse and MDG Link for Visual Studio.NET 726 are standalone products that provide an enhanced code engineering functionality between Enterprise Architect and the development environments.

Enterprise Architect also enables you to rapidly model, forward engineer and reverse engineer XML Technologies 913, namely XML Schema (XSD) and Web Service Definition Language (WSDL).

Reverse Engineering

Reverse Engineering 720 is the import of existing source code into model elements, mapping the source code structures onto their UML representations. This enables you to examine legacy code and the functionality of code libraries for reuse, or to bring the UML model up to date with the code. You can reverse engineer in the same languages as you perform code generation with Enterprise Architect.

Enterprise Architect is also able to reverse engineer certain types of binary files: Java .jar files and .NET PE files.

Note: *Reverse Engineering of other languages including CORBA IDL is also currently available through the use of the MDG Technologies. www.sparxsystems.com/resources/mdg_tech/.*

Synchronization

Synchronization 729 is when changes in the model are exported to the source and changes to source are imported into the model. This enables you to keep your model and your source code up to date as the project develops.

Round-Trip Engineering

Round trip engineering occurs as a combination of reverse and forward generation of code and should include synchronization between the source code and the model in all but the most trivial of code engineering projects. In order to get the most out of round trip engineering in Enterprise Architect, you should be familiar with the modeling conventions 768 used when generating and reverse engineering the languages you use.

9.1 Reverse Engineering and Synchronizing

Reverse Engineering in Enterprise Architect enables you to import existing source code from a variety of code languages into a UML model. Existing source code structures are mapped into their UML representations, for example a Java Class is mapped into a UML Class element with the variables being defined as attributes, methods are modeled as operations and the interactions between the Java Classes being displayed in the UML model Class diagram with the appropriate connectors.

Reverse Engineering enables users to examine legacy code and examine the functionality of code libraries for reuse or to bring the UML model up to date with the code that has been developed as part of a process called *synchronization*. Examining the code in a UML model enables user to identify the critical modules contained the code, enabling a starting point for understanding of the business and system requirements of the pre-existing system and to enable the developers to gain a better overall understanding of the source code.

To begin the process of importing existing code into Enterprise Architect, an existing source of code must be imported into Enterprise Architect 727, which can be a single directory or a directory structure 721. Several options are available when performing the reverse engineering process. The Source Code Engineering options 738 topic contains several options that effect the reverse engineering process. These include:

- If comments are reverse engineered into notes fields, and how they are formatted if they are
- How property methods are recognized
- If dependencies should be created for operation return and parameter types.

It is important to note that when a legacy system has been poorly designed, simply importing the source into Enterprise Architect does not create an easily understood UML model. When working with a legacy system that is poorly designed it is useful to break down the code into manageable components by examining the code elements individually. This can be achieved by importing a specific Class of interest into a diagram and then inserting the related elements 287 at one level to determine immediate relationship to other Classes. From this point it is possible to create use cases that identify the interaction between the legacy Classes, enabling an overview of the legacy systems operation.

Copyright ownership is an important issue to take into account when undertaking the process of reverse engineering. In some cases, software might have specific limitations that prohibit the process of reverse engineering. It is important that a user address the issue of copyright before beginning the process of reverse engineering code. Situations that typically lend themselves to reverse engineering source code include source code that:

- You have already developed
- Is part of a third-party library that you have obtained permission to use
- Is part of a framework that your organization uses
- Is being developed on a daily basis by your developers.

Enterprise Architect currently supports reverse engineering in the following programming languages

- ActionScript 768
- C# 771
- C++ 773
- Delphi 776
- Java 777
- PHP 778
- Python 779
- Visual Basic 781
- Visual Basic .NET 779

Enterprise Architect is also able to reverse engineer certain types of binary files: Java .jar files and .NET PE files. See Import Binary Module 725 for more information.

Note: *Reverse Engineering of other languages including CORBA IDL is currently available through the use of MDG Technologies from www.sparxsystems.com/resources/mdg_tech/.*

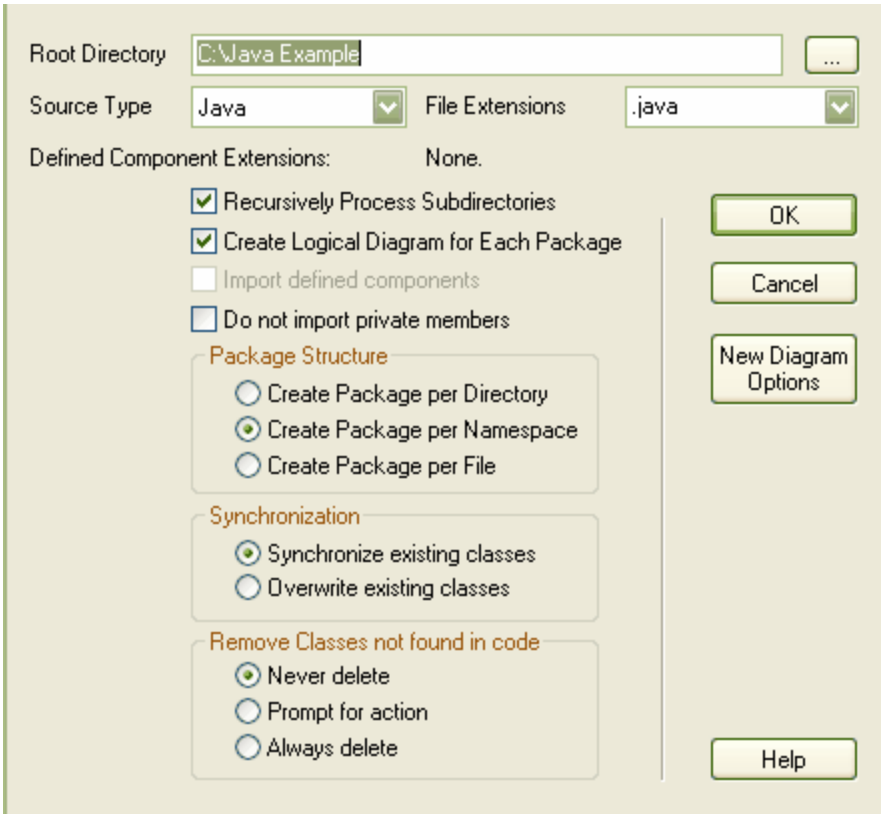
9.1.1 Import a Directory Structure

You can import from all source files in a complete directory structure. This process enables you to import or synchronize multiple files in a directory tree in one pass. Enterprise Architect creates the necessary packages and diagrams during the import process.

To import a directory structure, follow the steps below:

1. In the *Project Browser* window, right-click on a package in the *Project View*.

2. From the context menu, select the **Code Engineering | Import Source Directory** menu option. The *Import Directory Structure* dialog displays.



3. Select the options you require. You can configure:
   - The source directory
   - The source type
   - The file extensions to look at
   - Whether to recurse sub directories
   - Whether to create a diagram for each package
   - Whether to create a package for every directory, namespace or file; this might be restricted depending on the source type selected
   - Whether to Synchronize or Overwrite existing Classes when found
   - Whether to import additional files as described in the *Import Component Types* dialog
   - Whether to exclude private members from libraries being imported from the model
   - How to handle Classes not found during the import
   - What is shown on diagrams created by the import.
4. Click on the **OK** button to start.

9.1.2 Import ActionScript

ActionScript code can be imported into Enterprise Architect. When you import ActionScript, you must select the appropriate source file (.as) as the source code to import.

Enterprise Architect supports most ActionScript constructs and keywords.

If there is a particular feature you require support for that you feel is missing, please contact Sparx Systems.

See Also

- Import Source Code 727

9.1.3 Import C

You can import C code into Enterprise Architect. When you import C, you must select the appropriate header (.h) files and/or .c files as the source code to import. When you select a header file Enterprise Architect automatically searches for the corresponding implementation (.c) file to import based on the options for extension and search path specified in the C options.

Enterprise Architect supports most C constructs and keywords; however it does not expand macros that have been used, these must be added into the internal list of Language Macros for C++.

If there is a particular feature for which you require support that you feel is missing, please contact Sparx Systems.

See Also

- Import Source Code 727
- Language Macros 745
- Options C 749

9.1.4 Import C++

C++ code can be imported into Enterprise Architect. When you import C++, you must select the appropriate header (.h) file as the source code to import. Enterprise Architect automatically searches for the implementation (.cpp) file based on the extension and search path set in the C++ options. When it finds the implementation file it can use it to resolve parameter names and method notes as necessary.

Enterprise Architect supports most C++ constructs and keywords. However, it does not expand macros that have been used; these must be added into the internal list of Language Macros.

If there is a particular feature you require support for that you feel is missing, please contact Sparx Systems.

See Also

- Import Source Code 727
- Language Macros 745
- Options C++ 751

9.1.5 Import C#

C# code can be imported into Enterprise Architect. When you import C#, you must select the appropriate source file (.cs) as the source code to import.

Enterprise Architect supports most C# constructs and keywords.

If there is a particular feature you require support for that you feel is missing, please contact Sparx Systems.

See Also

- Import Source Code 727

9.1.6 Import Delphi

Delphi code can be imported into Enterprise Architect. When you import Delphi, you must select the appropriate source file (.pas) as the source code to import.

Enterprise Architect supports most Delphi constructs and keywords.

If there is a particular feature you require support for that you feel is missing, please contact Sparx Systems.

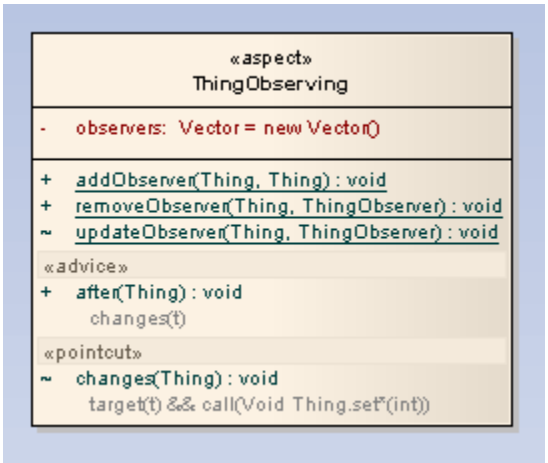
See Also

- Import Source Code 727

9.1.7 Import Java

Java code can be imported into Enterprise Architect. When you import Java, you must select the appropriate source file (.java) as the source code to import.

Enterprise Architect supports most Java constructs and keywords including the AspectJ language extensions.



Aspects are modeled using Classes with the stereotype *aspect*. These aspects can then contain attributes and methods as for a normal Class. If an *intertype* attribute or operation is required, you can add a tag *className* with the value being the name of the Class it belongs to.

Pointcuts are defined as operations with the stereotype of *pointcut*. These can occur in any Java Class, Interface or aspect. The details of the pointcut are included in the **behavior** field of the method.

Advice is defined as an operation with the stereotype *advice*. The pointcut this advice operates on is in the **behavior** field and acts as part of the method's unique signature. After advice can also have one of the Tagged Values *returning* or *throwing*.

If there is a particular feature you require support for that you feel is missing, please contact Sparx Systems.

See Also

- Import Source Code 727

9.1.8 Import PHP

PHP code can now be imported into Enterprise Architect. When you import PHP, you must select the appropriate source file (.php, .php4, .inc) as the source code to import.

Enterprise Architect supports most PHP constructs and keywords.

If there is a particular feature you require support for that you feel is missing, please contact Sparx Systems.

See Also

- Import Source Code 727

9.1.9 Import Python

Python code can be imported into Enterprise Architect. When you import Python, you must select the appropriate source file (.py) as the source code to import.

Enterprise Architect supports most Python constructs and keywords.

If there is a particular feature you require support for that you feel is missing, please contact Sparx Systems.

See Also

- Import Source Code 727

9.1.10 Import Visual Basic

Visual Basic code can be imported into Enterprise Architect. When you import Visual Basic, you must select the appropriate Class file (.cls) file as the source code to import.

Enterprise Architect supports most Visual Basic constructs and keywords.

If there is a particular feature you require support for that you feel is missing, please contact Sparx Systems.

See Also

- Import Source Code 727

9.1.11 Import VB.Net

VB.Net code can be imported into Enterprise Architect. When you import VB.Net, you must select the appropriate Class file (.vb) file as the source code to import.

Enterprise Architect supports most VB.Net constructs and keywords.

If there is a particular feature you require support for that you feel is missing, please contact Sparx Systems.

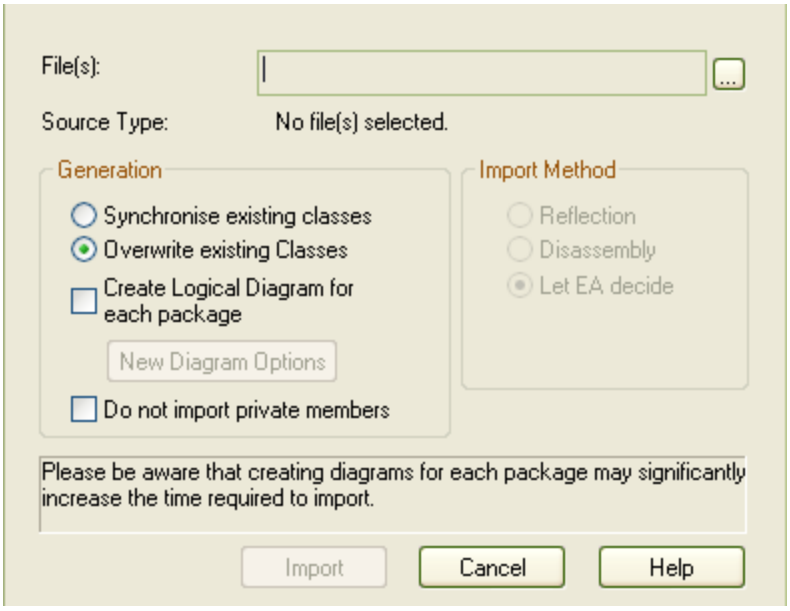
See Also

- Import Source Code 727

9.1.12 Import Binary Module

Note: *This facility is available only in the Enterprise Architect Professional and Corporate editions.*

Enterprise Architect enables you to reverse-engineer certain types of binary modules. To import a binary module, right-click on the target package in the *Project Browser* window and select the **Code Engineering | Import Binary Module** menu option.



Currently the permitted types are as follows:

- Java Archive (.jar)
- .Net PE file (.exe, .dll); native Windows DLL and EXE files are not supported, only PE files containing .NET assembly data
- Intermediate Language file (.il).

Enterprise Architect creates the necessary packages and diagrams during the import process. Selecting the **Do not import private members** checkbox excludes private members from libraries from being imported into the model.

When importing .Net files,you can import via reflection or via disassembly, or let Enterprise Architect decide the best method - this might result in both types being used. The reflection-based importer relies on a .Net program, and requires the .Net runtime environment to be installed. The disassembler-based importer relies on a native Windows program called *Ildasm.exe,* which is a tool provided with the MS .Net SDK. The SDK can be downloaded from the Microsoft website.

A choice of import methods is available because some files are not compatible with reflection (such as *mscorlib.dll*) and can only be opened using the disassembler. However, the reflection-based importer is generally much faster.

9.1.13 MDG Link and Code Engineering

MDG Link for Eclipse and MDG Link for Visual Studio.NET are standalone products that provide an enhanced code engineering functionality between Enterprise Architect and the development environments.

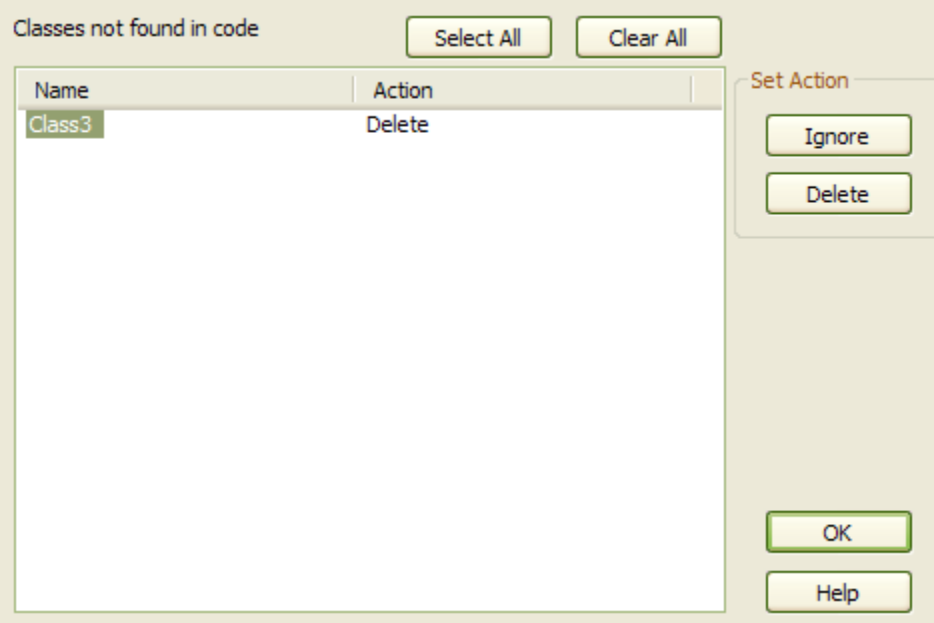
The MDG Link programs provide a lightweight bridge between Enterprise Architect and the development environment, offering enhanced code generation, reverse engineering and synchronization between code and the UML model. Merging changes can be achieved with minimal effort, and navigation between model and source code is significantly enhanced.

A trial version of MDG Link for Eclipse can be downloaded from www.sparxsystems.com/products/mdg_eclipse.html and MDG Link for Visual Studio.NET can be downloaded from www.sparxsystems.com/products/mdg_vs.html.

9.1.14 Handling of Classes Not Found During Import

When reverse synchronizing from your code, there are times when some Classes might be deliberately removed from your source code. Enterprise Architect's import source directory functionality keeps track of the Classes it expects to synchronize with and provides options for how to handle the Classes that weren't found. You can select the appropriate action so that, at the end of the import, Enterprise Architect either ignores the missing Classes, automatically deletes them or prompts you to handle them.

The dialog to delete Classes looks like this.

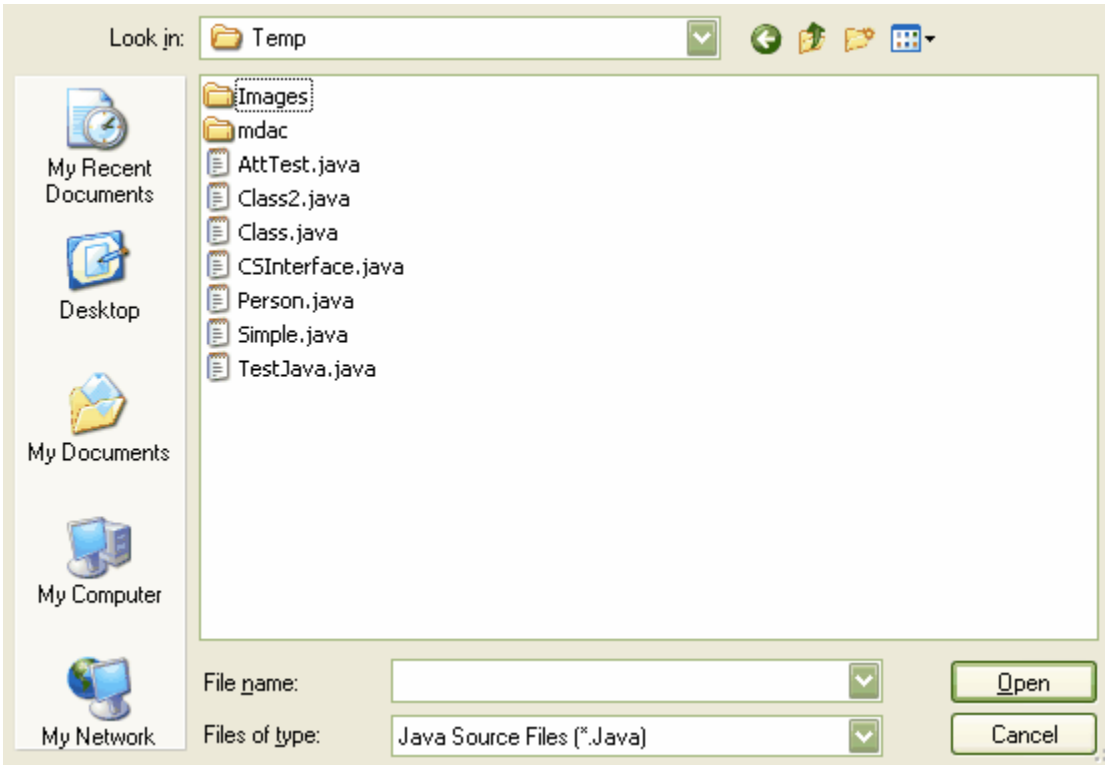


By default, all Classes are marked for deletion. To keep one or more Classes select them and click on the **Ignore** button.

9.1.15 Import Source Code

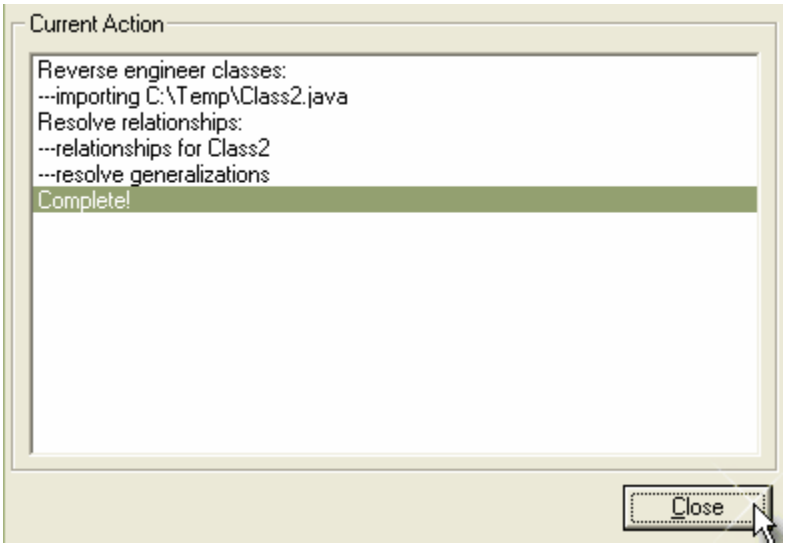
To import source code (reverse engineer) follow the steps below:

1. In the *Project Browser* window, select (or add) a diagram into which to import the Classes.
2. Right-click on the diagram background to open the context menu and either:
   - Select the language to import from the **Import from source file(s)** submenu, or
   - Click on the **Import Language** drop-down arrow in the *Code Generation* toolbar and select the **Import | Import xxx files** menu option, where *xxx* represents the language to import.
3. From the file browser that appears, select one or more source code files to import.



4. Click on the **Open** button to start the import process.

As the import proceeds, Enterprise Architect provides progress information. When all files are imported, Enterprise Architect makes a second pass to resolve associations and inheritance relationships between the imported Classes.



9.1.16 Synchronize Model and Code

In addition to generating and importing code, Enterprise Architect provides the option to synchronize the model and source code, creating a model that represents the latest changes in the source code and vice versa. You can use either the model as the source, or the code as the source.

For example: you generated some source code, but made subsequent changes to the model. When you generate code again, Enterprise Architect adds any new attributes or methods to the existing source code, leaving intact what already exists. This means developers can work on the source code and then generate additional methods as required from the model, without having their code overwritten or destroyed.

Similarly, you might have made changes to a source code file, but the model has detailed notes and characteristics you do not want to lose. By synchronizing from the source code into the model, you import additional attributes and methods but do not change other model elements.

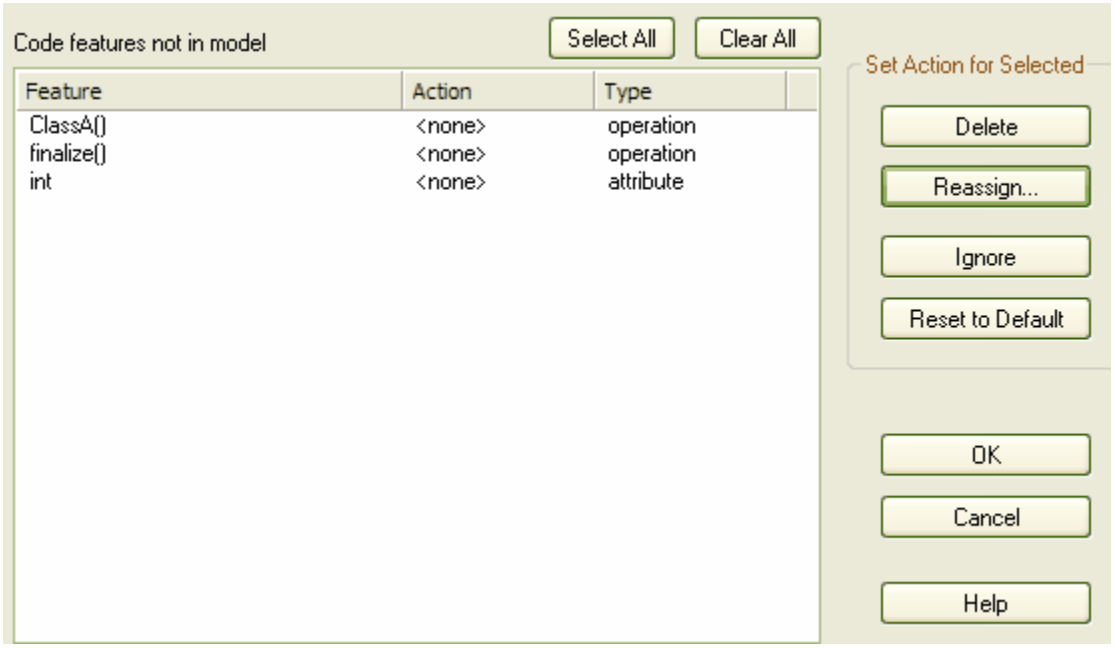
Using the two synchronization methods above, it is simple to keep source code and model elements up to date and synchronized.

Synchronize Classes on Forward Generation

When there are features present in the code but not in the model you can use the following buttons during forward synchronization:

Note: *These buttons are only available when the* **On forward synch, prompt to delete code features not in model** *checkbox is selected in the* *Options - Attributes and Operations* 742 *dialog.*

- **Delete**: when you click on this button the selected code features are removed from the code.
- **Reassign**: when you click on this button the code elements are reassigned to elements in the model (this is only possible when an appropriate model element is present that is not already defined in the code).
- **Ignore**: when you click on this button the code elements not present in the model are ignored completely.
- **Reset to Default**: when you click on this button the settings for synchronizing during forward generation are set to Ignore, meaning that the elements present in the code but not in the model are ignored completely.



9.2 Generate Source Code

Generating source code (forward engineering) takes the UML Class or Interface model elements and creates a source code equivalent for future elaboration and compilation. By forward engineering code from the model, the mundane work involved with having to key in Classes and attributes and methods is avoided, and symmetry between model and code is ensured.

Code is generated from *Class* or *Interface* model elements, so you must create the required Class and Interface elements to generate from. Add attributes (which become variables) and operations (which become methods).

Before you generate code, you should ensure the default settings for code generation match your requirements. The default generation settings are located in the *Source Code Engineering* page of the *Options* dialog (select the **Tools | Options | Source Code Engineering** menu option). Set up the defaults to match your required language and preferences. Preferences that you can define include default constructors and destructors, methods for interfaces and the Unicode options for created languages. Languages such as Java support namespaces and can be configured to specify a namespace root. In addition to the default settings for generating code, Enterprise Architect supports the following code languages with their own specific code generation options:

- ActionScript 768
- C 749
- C# 771 (for both .NET 1.1 and .NET 2.0)
- C++ 773 (standard, plus .NET managed C++ extensions)
- Delphi 776
- Java 777 (including Java 1.5, Aspects and Generics)
- PHP 778
- Python 779
- Visual Basic 781
- Visual Basic .NET 779

The Code Template Framework (CTF) enables you to customize the way Enterprise Architect generates source code and also enables generation of languages that are not specifically supported by Enterprise Architect.

Before generating code, you should also familiarize yourself with the way Enterprise Architect handles local path names. Local path names enable you to substitute tags for directory names (eg. *%SRC% = C:\Source*).

When you have completed the design of your Classes, you can generate source code.

See Also

- The Generate Code Dialog 732
- Generate a Single Class 731
- Generate a Group of Classes 733
- Generate a Package 734
- Update Package Contents 736
- Namespaces 737

9.2.1 How to Generate Code

Before you generate code, you should ensure the default settings for code generation match your requirements. The default generation settings are located in the *Source Code Engineering* page of the *Options* dialog (access by selecting the **Tools | Options** menu option). Set up the defaults to match your required language and preferences. Languages such as Java support namespaces and can be configured to specify a namespace root.

Code is generated from Class or Interface model elements, so you must create the required Class and

Interface elements to generate from. Add attributes (which become variables) and operations (which become methods). When you have completed the design of your Classes, you can generate source code.

Before generating code, you should also familiarize yourself with the way Enterprise Architect handles local path names. Local path names enable you to substitute tags for directory names (eg. *%SRC% = C:\Source*).

Use Live Code Generation

On the *Package Build Scripts* 784 dialog, you have the option to update your source code instantly as you make changes to your model.

See Also

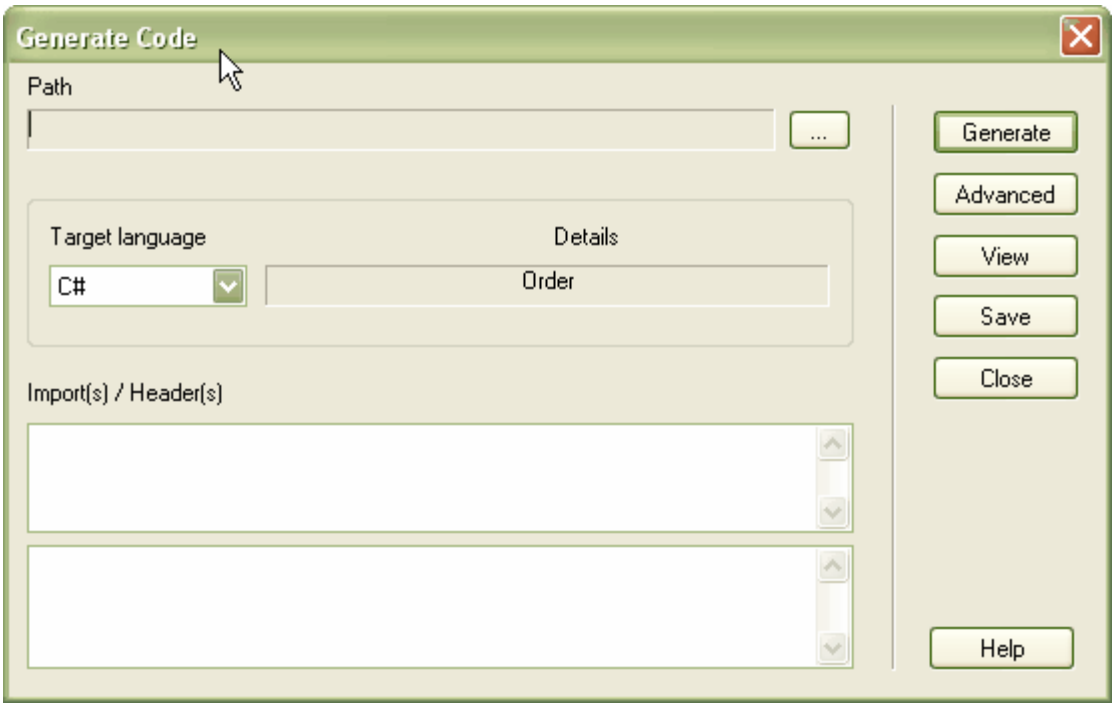
- Generate a Single Class 731
- Generate a Group of Classes 733
- Generate a Package 734

9.2.2 Generate a Single Class

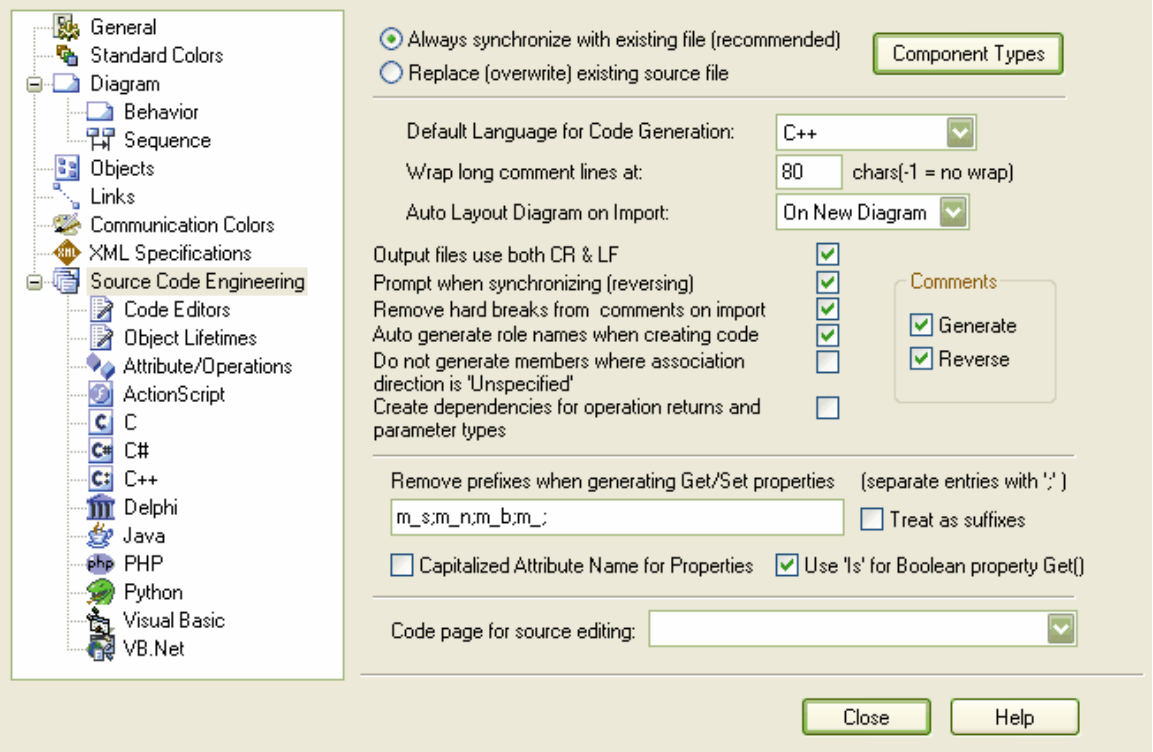
To generate code for a single Class, first ensure the design of the model element (Class or Interface) is complete. Also ensure you have added inheritance links to parents and associations to other Classes that are used. Also add inheritance links to Interfaces that your Class implements; Enterprise Architect offers the option to generate function stubs for all interface methods that a Class implements. Once the design is satisfactory, follow the steps below.

Generate Code for a Single Class

1. Open the diagram containing the Class or Interface for which to generate code.
2. Right-click on the required Class or Interface to display the context menu and select the **Generate Code** menu option. The *Generate Code* dialog displays.



3. At the **Path** field, click on **[...]** (Browse) and select a path name for your source code.
4. Click on the **Advanced** button. The *Source Code Engineering* page of the *Options* dialog displays.



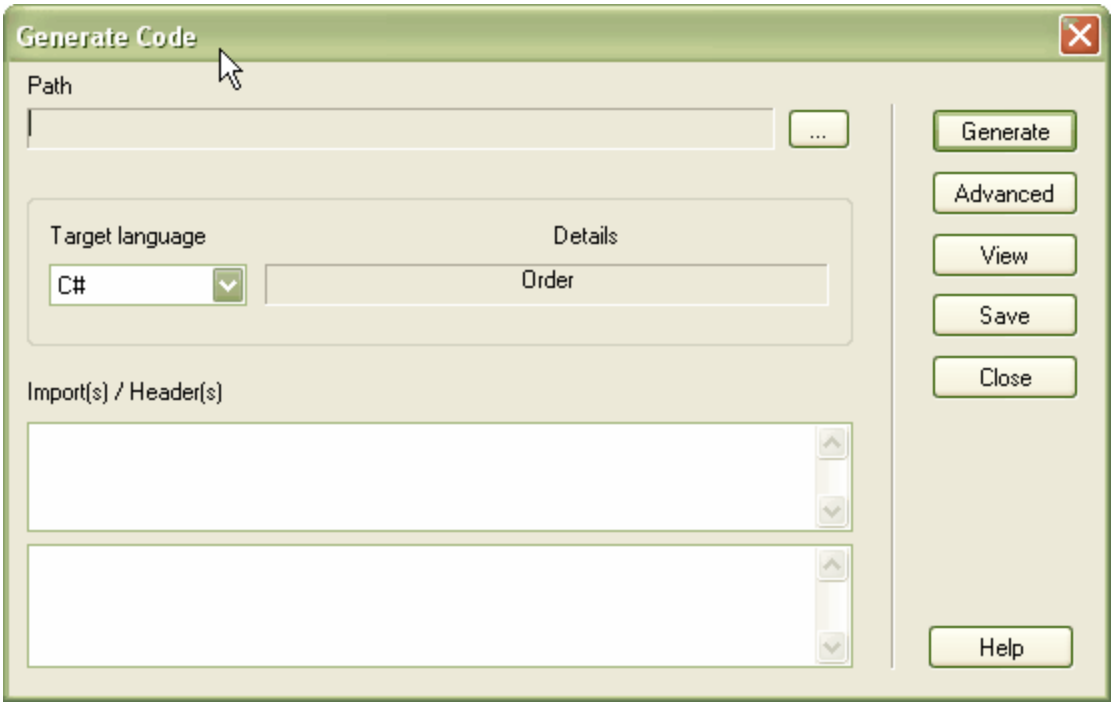
5. Set any custom options (for this Class alone), then click on the **Close** button.
6. In the **Import(s) / Header(s)** fields, type any import statements, #includes or other header information. (Note that in the case of Visual Basic this information is ignored; in the case of Java the two import text boxes are merged; and in the case of C++ the first import text area is placed in the header file and the second in the body (.cpp) file.)
7. Click on the **Generate** button to create the source code
8. When complete, click on the **View** button to see what has been generated. Note that you should set up your default viewer/editor for each language type first.

See Also

- Source Code Viewer 165

9.2.3 The Generate Code Dialog

The *Generate Code* dialog enables you to control how and where your source code is generated. Normally you access this dialog from the context menu of a single Class or Interface. Right-click on the Class or Interface and select **Generate Code** from the context menu. Alternatively, select the Class or Interface and press **[Ctrl]+[G]**.



This dialog has the following options:

- The **Path** where the source is to be generated. Click on the **[...]** (Browse) button to display a file browser dialog.
- The **Target Language** for generation. Click on the drop-down arrow and select the language to generate; this becomes the permanent option for that Class, so change it back if you only want to do one pass in another language.
- **Advanced**. Click on this button to define advanced settings. Note that the settings you make here only apply to the current Class.
- **Import(s)/Header(s)** (1). An area in which you enter any special import statements (or *#include*s in C++). For C++ this area is placed in the header file.
- **Import(s)/Header(s)** (2). An area in which you define additional import or include statements (or even macros and *#define*s in C++). In C++ this area is placed in the CPP file, in Java it is appended to the first import statements and placed in the .java file.
- **Generate**. Click on this button to generate your source code; Enterprise Architect displays the status of progress as the generation proceeds.
- **View**. Click on this button to view the generated source code in your default editor. You can also set up the default editor on the *DDL* page of the *Options* dialog (**Tools | Options | Source Code Engineering | Code Editors**).

9.2.4 Generate a Group of Classes

In addition to being able to generate code for an individual Class, you can also select a group of Classes for batch code generation. When you do this, you accept all the default code generation options for each Class in the set.

To Generate Multiple Classes

1. Select a group of Classes and/or interfaces in a diagram.
2. Right-click on an element in the group to display the context menu.

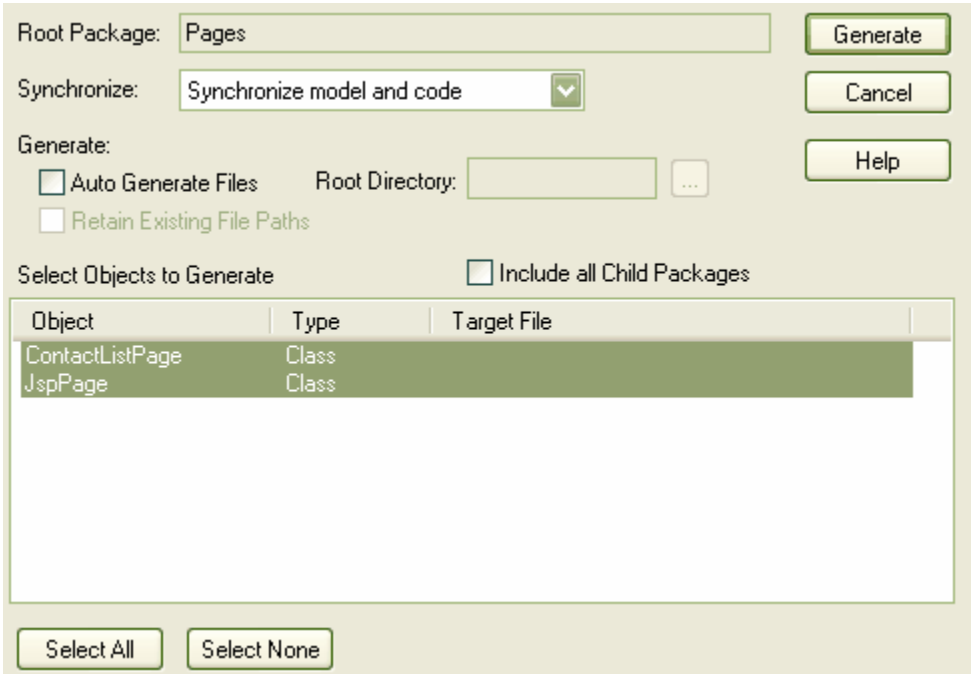
3. Select the **Code Generation | Generate Selected elements** menu option. The *Batch Generation* dialog displays, showing the status of the process as it executes.
4. If you have not already specified an output name for the Class/interface, Enterprise Architect prompts you for a suitable name as the generation proceeds.

   Note: *If all the elements selected are not classes or interfaces the option to generate code is not available.*

9.2.5 Generate a Package

In addition to generating source code from single Classes and groups of Classes, you can also generate code from a package. This feature provides options to recursively generate child packages and automatically generate directory structures based on the package hierarchy. This enables you to generate a whole branch of your project model in one step.

Select the **Project | Source Code Engineering | Generate Package Source Code** menu option. Alternatively, right-click on a package from the *Project Browser* window and select the **Code Engineering | Generate Source Code** menu option. The *Package Code Generation* dialog displays.



Field	Description
Root Package	The name of the package to be generated.
Synchronize	Options that specify how existing files should be generated.
Auto Generate Files	Specifies whether Enterprise Architect should automatically generate file names and directories, based on the package hierarchy.
Root Directory	If **Auto Generate Files** is selected, displays the path under which the generated directory structures are created.

Field	Description
Retain Existing File Paths	If **Auto Generate Files** is selected, specifies whether to use existing file paths associated with Classes. If unselected, Enterprise Architect generates Classes to automatically determined paths, regardless of whether source files are already associated with Classes.
Include all Child Packages	If selected, all Classes from all sub-packages of the target package are included in the list. This option facilitates recursive generation of a given package and its sub-packages.
Select Objects to Generate	Lists all Classes that are available for generation under the target packages. Only selected (highlighted) Classes are generated. Classes are listed with their target source file.

Button	Description
Select All	Marks all Classes in the list as selected.
Select None	Marks all Classes in the list as unselected.
Generate	Starts the generation of all selected Classes.
Cancel	Exits the *Generate Package Source Code* dialog. No Classes are generated.

Generate a Package

To generate a package, follow the steps below:

1. In the *Project Browser* window, right-click on the package to generate code for. The context menu displays.
2. Select the **Code Engineering | Generate Source Code** menu option. The *Generate Package Source Code* dialog displays.
3. In the **Synchronize** field, click on the drop-down arrow and select the appropriate synchronize option:
   - **Synchronize model and code**: Classes with existing files are forward synchronized with that file; Classes with no existing file are generated to the displayed target file
   - **Overwrite code**: All selected target files are overwritten (forward generated)
   - **Do not generate**: Only selected Classes that do not have an existing file are generated; all other Classes are ignored.
4. Highlight the Classes to generate. Leave unselected any to not generate.
5. If you want Enterprise Architect to automatically generate directories and filenames based on the package hierarchy, select the **Auto Generate Files** checkbox. Enterprise Architect prompts you to select a root directory under which the source directories are to be generated. By default, the **Auto Generate Files** feature ignores any file paths that are already associated with a Class. You can change this behavior by also selecting the **Retain Existing File Paths** checkbox.
6. To include all sub-packages in the output, select the **Include Child Packages** checkbox.
7. Click on the **Generate** button to start generating code.

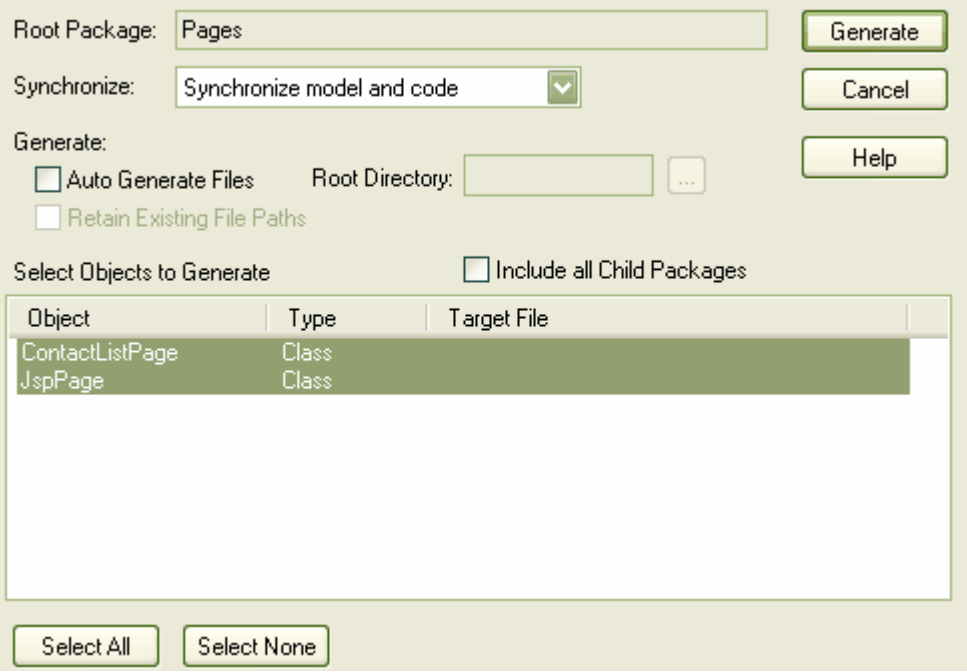
As code generation proceeds Enterprise Architect displays progress messages. If a Class requires an output filename Enterprise Architect prompts you to enter one at the appropriate time.

9.2.6 Generate Package Dialog

This dialog enables you to define which Classes are generated into source code during a batch code generation run.

To Access the Generate Package Dialog

1. In the *Project Browser* window, right-click on the package for which to generate code. The context menu displays.
2. Select the **Code Engineering | Generate Source Code** menu option. The *Package Code* dialog displays

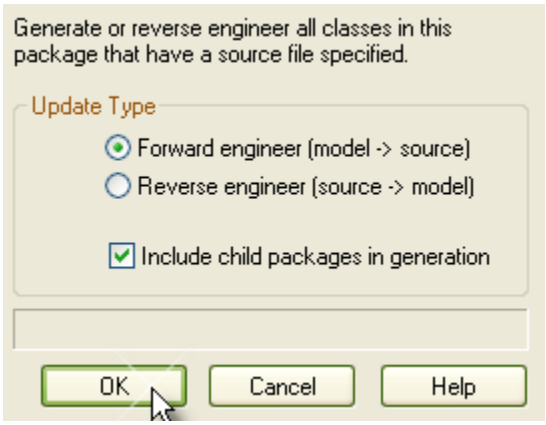


3. To include Classes in sub-packages, select the **Include Child Packages** checkbox.
4. In the **Select Objects to Generate** list, highlight the Classes to generate and leave unselected those to not generate.
5. Many Classes have no file name associated with them; as the generation proceeds Enterprise Architect prompts you to enter a suitable output file name for each Class.
6. Click on the **Generate** button to start the process.

9.2.7 Update Package Contents

Enterprise Architect enables you to synchronize a directory tree. Follow the steps below:

1. In the *Project Browser* window, right-click on the root package of the tree to synchronize. The context menu displays
2. Select the **Code Engineering | Synchronize Package With Code** menu option. The *Synchronize Package Contents* dialog displays.



3. In the *Update Type* panel, select the radio button to **Forward Engineer** or **Reverse Engineer** the package Classes.
4. Select the **Include child packages in generation** checkbox to include child packages in the synchronization.
5. Click on the **OK** button to start.

Enterprise Architect uses the directory names specified when the project source was first imported/generated and updates either the model or the source code depending on the option chosen.

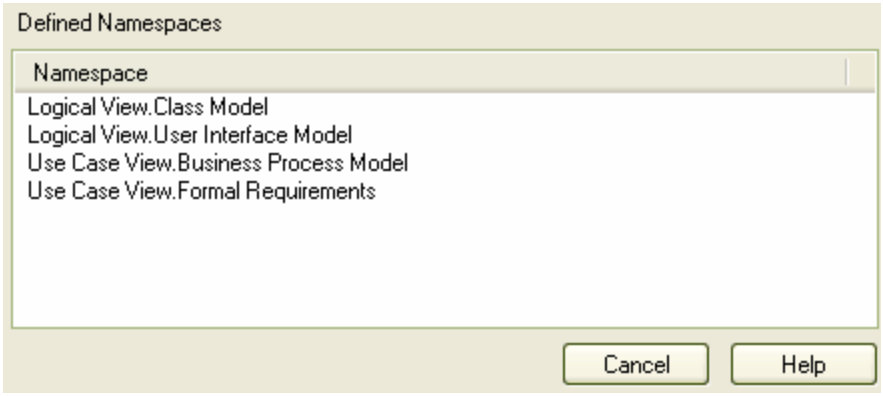
9.2.8 Namespaces

Languages such as Java support package structures or namespaces. Enterprise Architect lets you specify a package as a namespace root, which denotes where the namespace structure starts; all subordinate packages below this point are generated as namespaces to code.

To define a package as a namespace root, right-click on the package in the *Project Browser* window and select the **Code Engineering | Set as Namespace Root** menu option. The package icon in the *Project Browser* window changes to include a colored corner ( ).

Once you have set a namespace root, Java code generated beneath this root automatically adds a package declaration at the head of the generated file indicating the current package location.

To view a list of namespaces, select the **Settings | Namespaces** menu option. The *Namespaces* dialog displays.



9.3 Code Engineering Settings

You can set the default code options such as the editors for each of the programming languages available for Enterprise Architect and special options for how source code is generated.

See Also

- General Options 738
- Local Paths 744
- Local Path Dialog 745
- Language Macros 745
- Setting Collection Classes 746

9.3.1 Source Code Engineering

The following topics describe general options that apply to all languages when generating code from Enterprise Architect. These options are all available under the *Source Code Engineering* section of the *Options* dialog (select the **Tools | Options | Source Code Engineering** menu option).

See Also

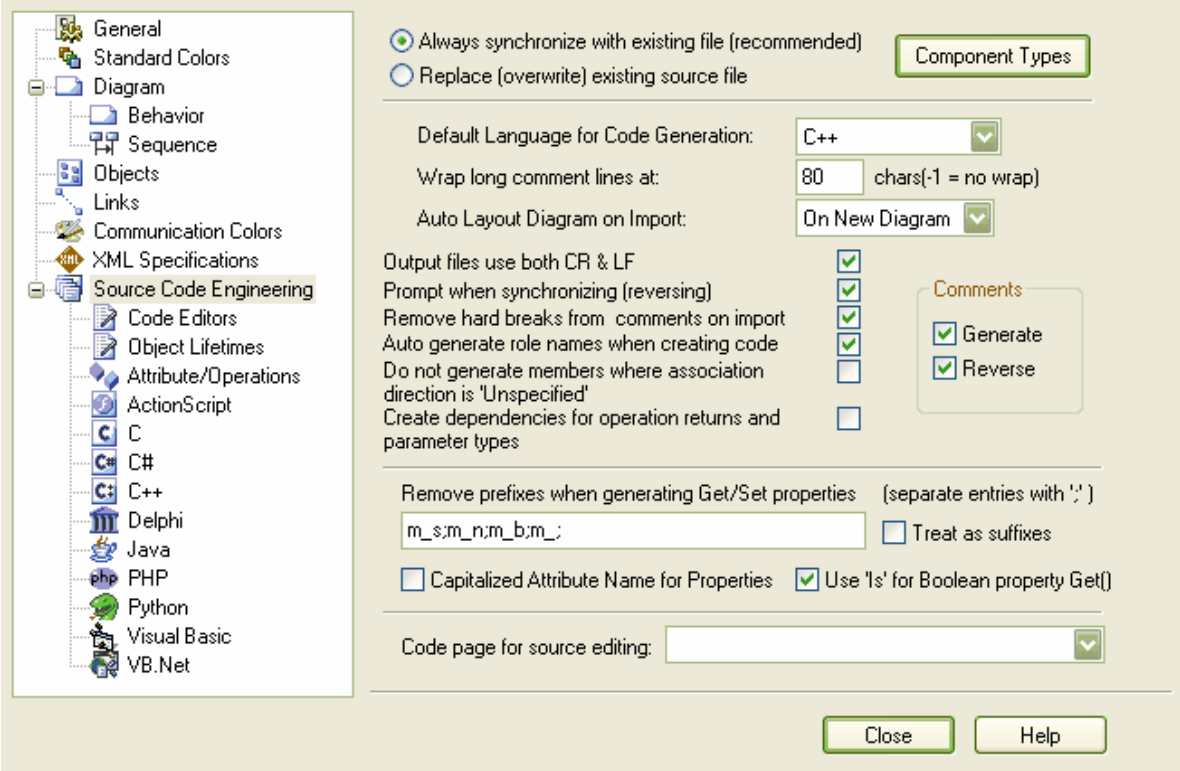
- Source Code Options 738
- Options - Code Editors 740
- Options - Object Lifetimes 741
- Options - Attribute/Operations 742
- Synchronize Model and Code 729
- Code Page for Source Editing 743

9.3.1.1 Source Code Options

When you generate code for a particular language, you can set certain options. These include:

- Create a default constructor
- Create a destructor
- Generate copy constructor
- Select default language
- Generate methods for implemented interfaces
- Set the unicode options for code generation.

These options are accessed the *Source Code Engineering* page of the *Options* dialog (select the **Tools | Options | Source Code Engineering** menu option).



Most of the settings are self-explanatory. The **Remove prefixes when generating Get/Set properties** field enables you to specify prefixes used in your variable naming conventions, if you want those prefixes removed in the variables' corresponding get/set functions.

Note: *It is worthwhile to configure these settings, as they serve as the defaults for all Classes in the model. You can override these on a per-Class basis using the custom settings (from the Code Generation dialog).*

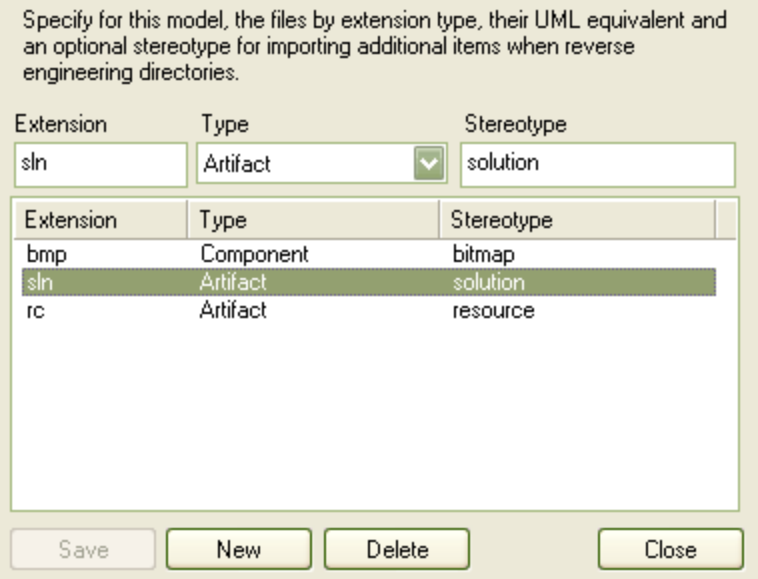
See Also:

- Import Component Types 739

9.3.1.1.1 Import Component Types

The *Import Component Types* dialog enables you to configure what elements you would like to be created for files of any extension found while importing a source code directory.

To access the *Import Component Types* dialog select the **Tools | Options | Source Code Engineering** menu option to display the *Source Code Engineering* page of the *Options* dialog, and click on the **Component Types** button.



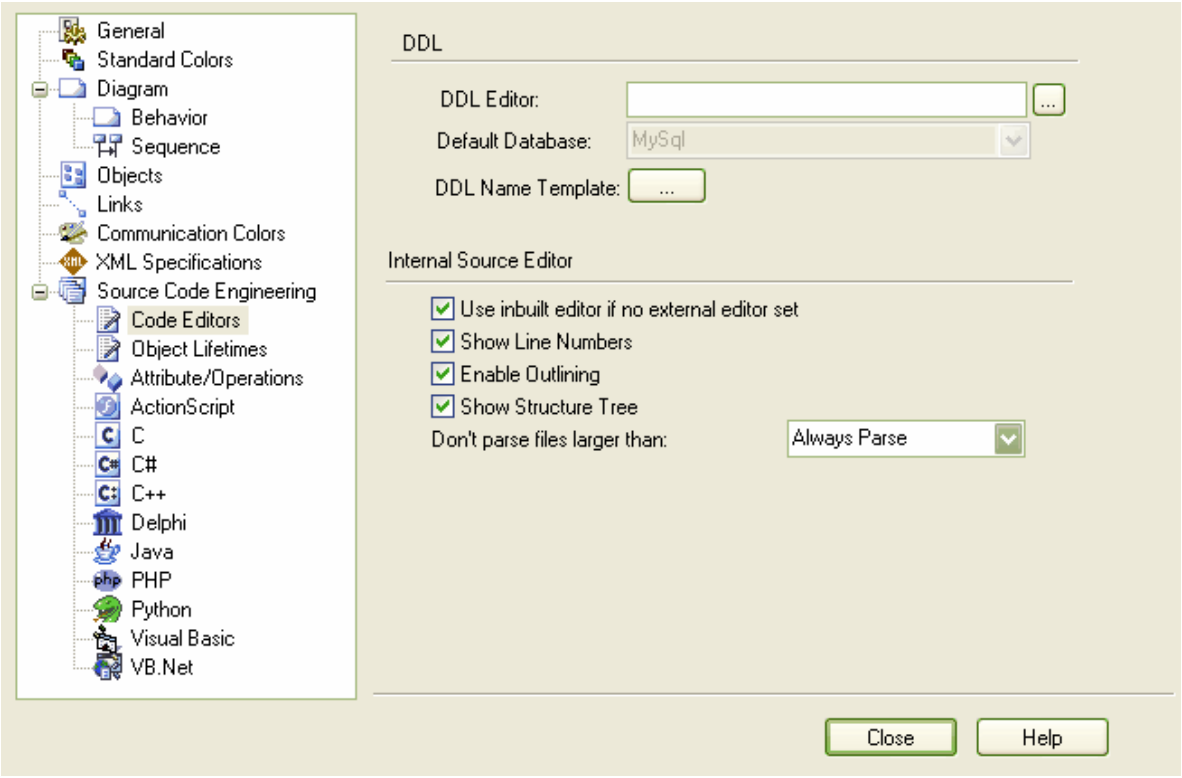
For each extension you can specify:

- The element type to be created.
- The stereotype to apply to these objects.

Note: *You can transport these import component types between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

9.3.1.2 Options - Code Editors

You access the source code editor options via the *DDL* page of the *Options* dialog (select the **Tools | Options | Source Code Engineering | Code Editors** menu option). They enable you to configure options for Enterprise Architect's internal editor, as well as the default editor for DDL scripts. You can configure external editors for code languages on each language options page.



The options for the inbuilt editor are:

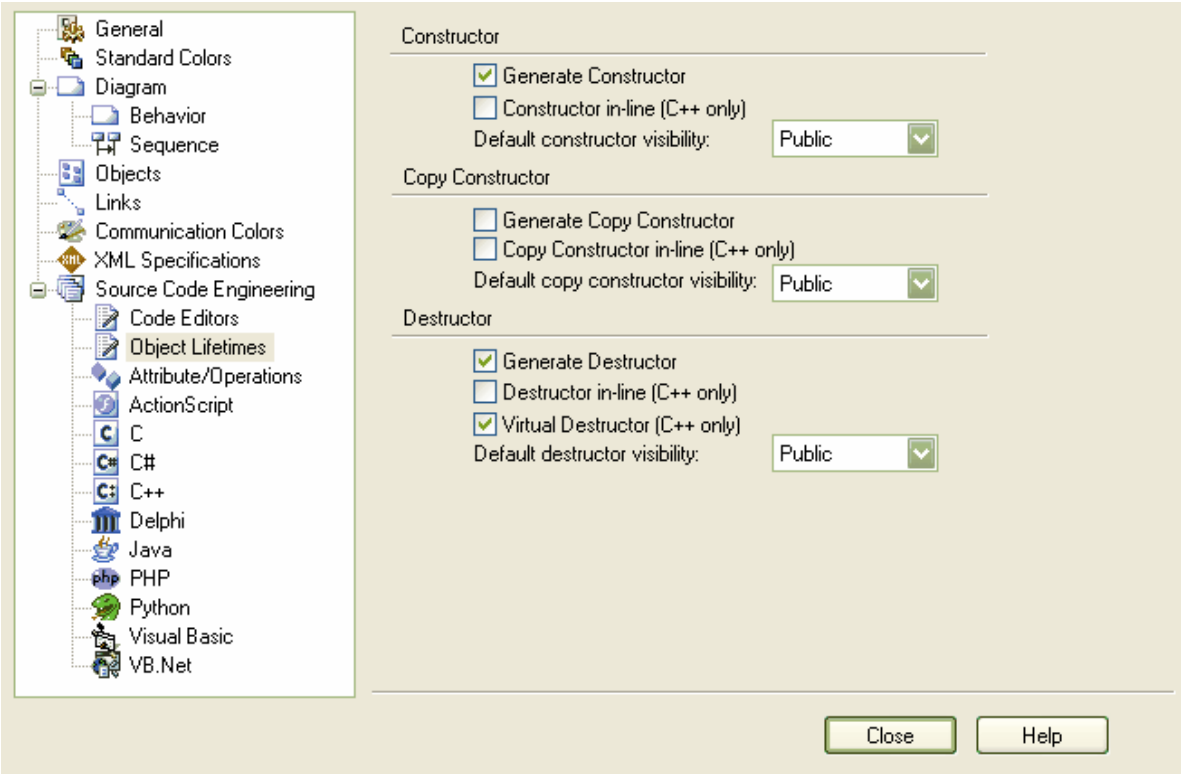
Checkbox	Description
Use inbuilt editor if no external editor set	Use this editor for code in a language if no external editor is defined for that language.
Show Line Numbers	Show line numbers in the editor.
Enable Outlining	Enable collapsible regions for standard languages.
Show Structure Tree	Show a tree with the results of parsing the open file (requires that the file is parsed successfully).
Don't parse files larger than	Specify an upper limit on file size for parsing. Used to prevent performance decrease due to parsing very large files.

9.3.1.3 Options - Object Lifetimes

This set of options enables you to configure:

- Constructor details when generating code
- Whether to create a copy constructor
- Destructor details.

These options are accessed via the *Constructor* page of the *Options* dialog (select the **Tools | Options | Source Code Engineering | Object Lifetimes** menu option).

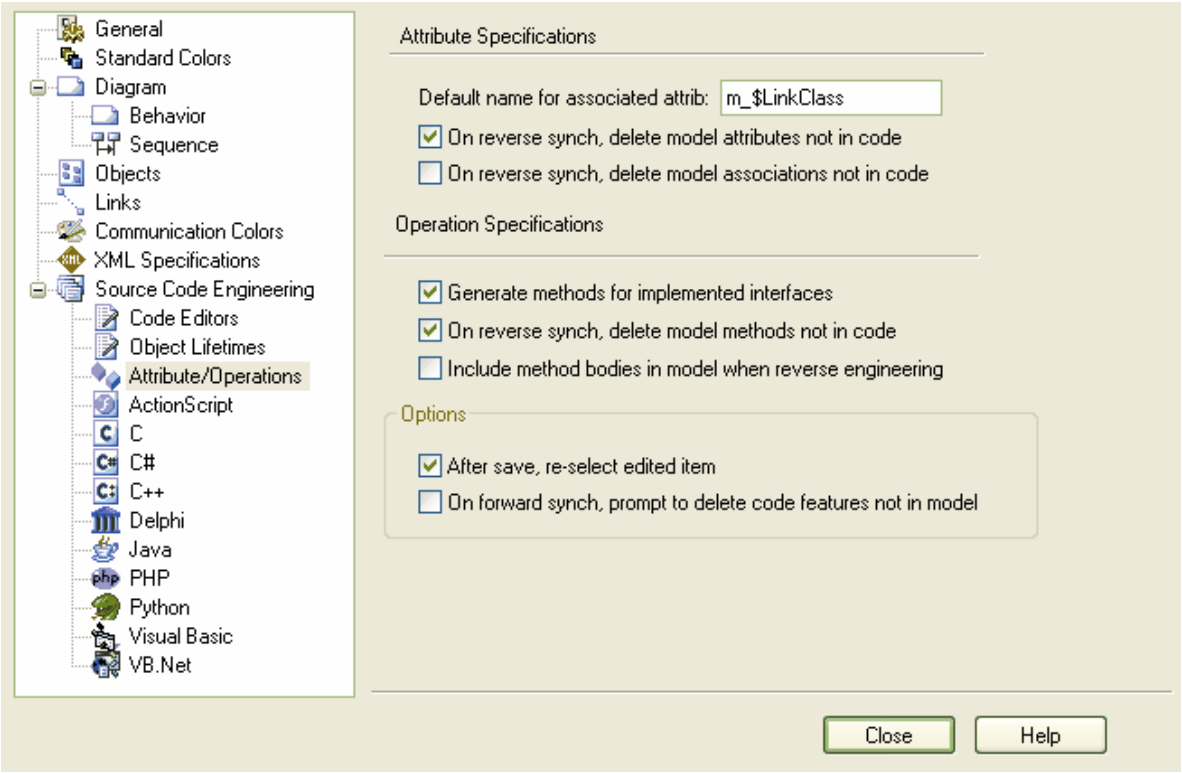


9.3.1.4 Options - Attribute/Operations

This set of options enables you to:

- Configure the default name generated from imported attributes
- Generate methods for implemented interfaces
- Delete model attributes not included in the code during reverse synchronization
- Delete model methods not included in the code during reverse synchronization
- Delete code from features contained in the model during forward synchronization
- Delete model associations and aggregations that correspond to attributes not included in the code during reverse synchronization
- Whether the bodies of methods are included and saved in the Enterprise Architect model when reverse engineering.

These options are accessed via the *Attribute Specifications* page of the *Options* dialog (select the **Tools | Options | Source Code Engineering | Attributes/Operations** menu option).

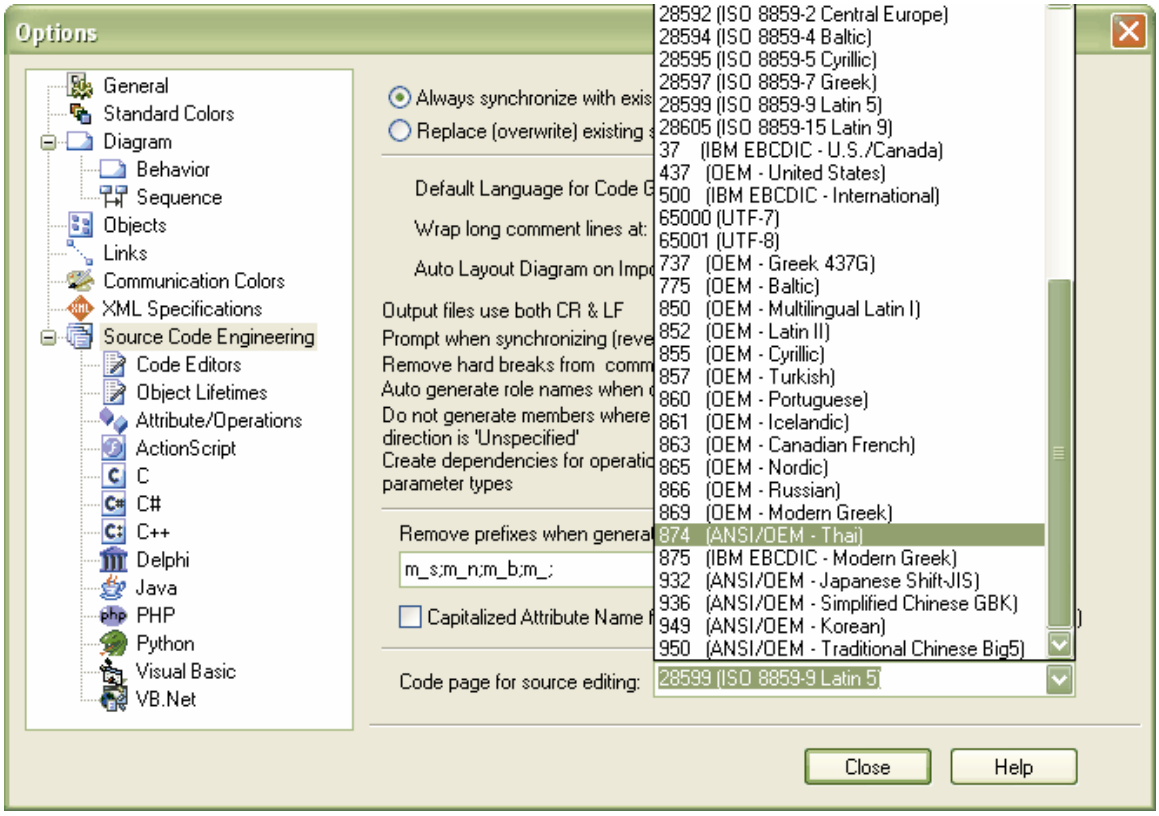


9.3.1.5 Code Page for Source Editing

Note: *This feature is only applicable to the Unicode version of Enterprise Architect.*

The Unicode version of Enterprise Architect enables you to define the Unicode character set for code generation. To set the Unicode character set perform the following steps:

1. Select the *Tools | Options | Source Code Engineering* menu option. The *Source Code Engineering* page of the *Options* dialog displays.



2. In the **Code page for source editing** field, click on the drop-down arrow and select the appropriate Unicode character set.
3. Click on the **Close** button.

9.3.2 Local Paths

Sometimes a team of developers could be working on the same Enterprise Architect model. Each developer might store their version of the source code in their local file system, but not always at the same location as their fellow developers.

Local paths take a bit of setting up, but if you want to work collaboratively on source and model concurrently, the effort is well worth while.

For example: developer A stores their .java files in a *C:\Java\Source* directory, while developer B stores theirs in *D:\Source*. Meanwhile, both developers want to generate and reverse engineer into the same Enterprise Architect model located on a shared (or replicated) network drive.

To handle this scenario, Enterprise Architect enables you to define local paths for each Enterprise Architect user, using the *Local Paths* 745 dialog (select the **Settings | Local Paths** menu option).

In our example, Developer A might define a local path of

JAVA_SOURCE = "C:\Java\Source"

All Classes generated and stored in the Enterprise Architect project are stored as:

%JAVA_SOURCE%\<xxx.java>.

Developer B now defines local path as:

JAVA_SOURCE ="D:\Source".

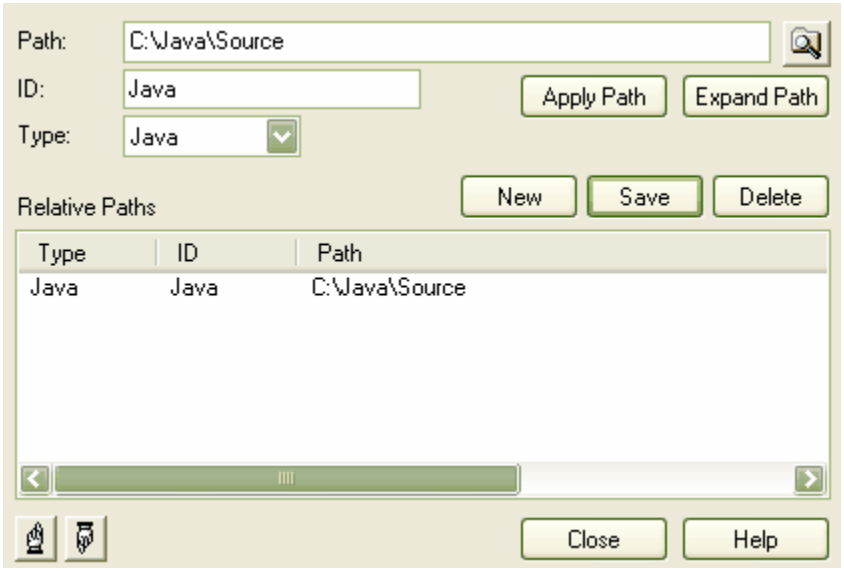
Now, Enterprise Architect stores all java files in these directories as:

%JAVA_SOURCE%\<filename>

On each developer's machine, the filename is expanded to the correct local version.

9.3.3 Local Paths Dialog

The *Local Paths* dialog enables you to set up local paths for a single user on a particular machine. For a description of what Local Paths are used for, see Local paths 744. To open the *Local Paths* dialog, select the **Settings | Local Paths** option.



The *Local Paths* dialog enables you to define:

- **Path -** the local directory in the file system (eg. d:\java\source)
- **ID** - the shared ID that is substituted for the Local Path (eg. JAVA_SRC)
- **Type** - the language type (eg. Java).

And also to:

- **Apply Path** - Select a path and click on this button to update any existing paths in the model (with full path names) to the shared relative path name (so *d:\java\source\main.java* might become *%JAVA_SRC%\main.java*)
- **Expand Path -** The opposite of **Apply Path**. This enables you to remove a relative path and substitute the full path name.

Using the two above items you can update and change existing paths.

9.3.4 Language Macros

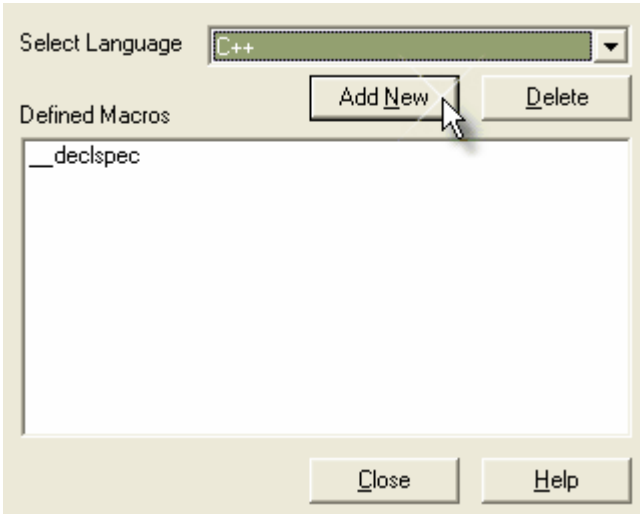
When reverse engineering a language such as C++, you might find pre-processor directives scattered throughout the code. This can make code management easier, but can hamper parsing of the underlying C++ language.

To help remedy this, you can include any number of *macro* definitions, which are ignored during the parsing phase of the reverse engineering. It is still preferable, if you have the facility, to pre-process the code using the appropriate compiler first; this way, complex macro definitions and defines are expanded out and can be readily parsed. If you don't have this facility, then this option provides a convenient substitute.

Note: *You can transport these language macro (or preprocessor macro) definitions between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

To Define a Macro

1. Select the **Settings | Preprocessor Macros** menu option. The *Language Macros* dialog displays.



2. Click on the **Add New** button.
3. Enter details for your macro.
4. Click on the **OK** button.

Macros Embedded Within Declarations

Macros are sometimes used within the declaration of Classes and operations, as in the following examples:

```
class __declspec Foo
{
    int __declspec Bar(int p);
};
```

If *declspec* is defined as a C++ macro, as outlined above, the imported Class and operation contain a Tagged Value called *DeclMacro1* with value *__declspec*. (Subsequent macros would be defined as *DeclMacro2*, *DeclMacro3* and so on.) During forward engineering, these Tagged Values are used to regenerate the macros in code.

Defining Complex Macros

It is sometimes useful to define rules for complex macros that can span multiple lines. Enterprise Architect ignores the entire code section defined by the rule. Such macros can be defined in Enterprise Architect as in the following example:

```
BEGIN_INTERFACE_PART ^ END_INTERFACE_PART
```

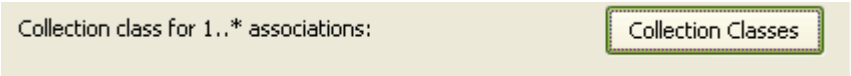
where the **^** symbol represents the body of the macro.

Note : *The spaces surrounding the* **^** *symbol are required.*

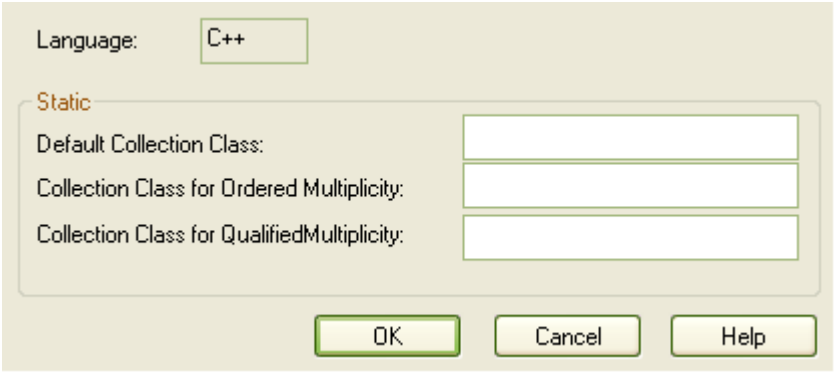
9.3.5 Setting Collection Classes

Enterprise Architect enables you to define *collection Classes* for generating code from association links where the target role has a multiplicity setting greater than 1. There are two options for doing this:

1. On the *Source Code Engineering* section of the *Options* dialog (select the **Tools | Options | Source Code Engineering** option), on each language page click on the **Collection Classes** button.



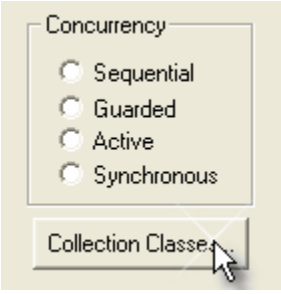
The *Collection Classes for Association Roles* dialog displays



On this dialog, you can define:

- The default collection Class for 1..* roles
- The ordered collection Class to use for 1..* roles
- The qualified collection Class to use for 1..* roles.

2. On the *Detail* tab of the *Class Properties* dialog (accessible from the right-click context menu of any Class), click on the **Collection Classes** button.



The *Collection Classes for Association Roles* dialog again displays, but here you define ***for when only this Class is used***:

- The default collection Class for 1..* roles
- The ordered collection Class to use for 1..* roles
- The qualified collection Class to use for 1..* roles.

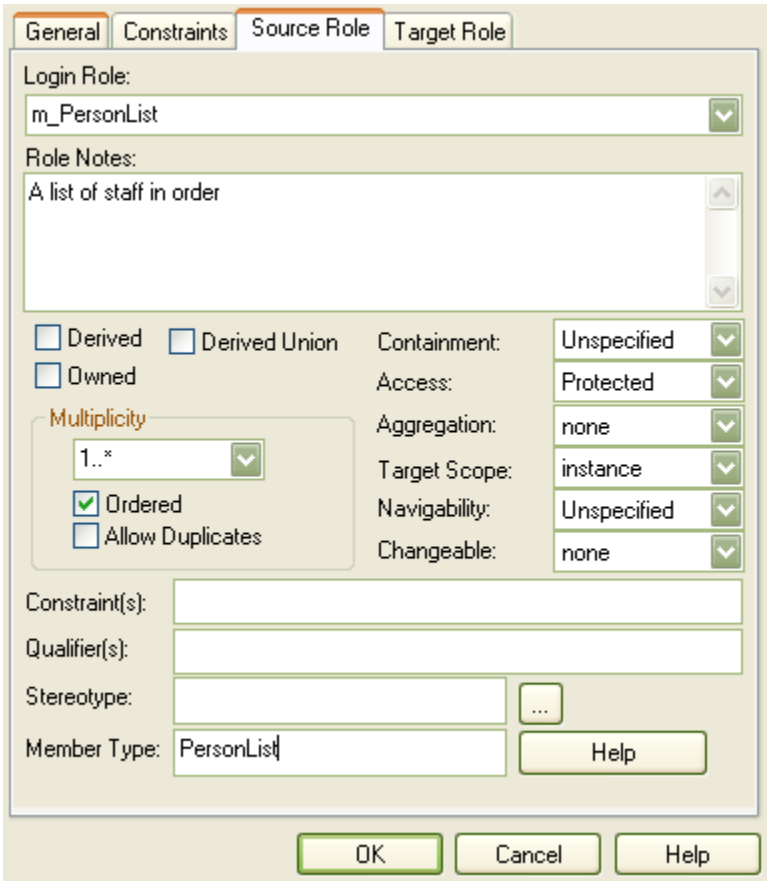
When Enterprise Architect generates code for a link that has a multiplicity role >1, the collection Class is calculated as follows:

1. If the **Qualifier** is set use the qualified collection:
   - for the Class if set
   - else use the code language qualified collection.
2. If the **Order** option is set use the ordered collection:
   - for the Class if set
   - else use the code language ordered collection
3. Else use the default collection:
   - for the Class if set

- else use the code language default collection.

Note: *You can include the marker* **#TYPE#** *in the collection name; Enterprise Architect replaces this with the name of the Class being collected at source generation time (eg.* Vector<#TYPE#> *would become* Vector<foo>*).*

Additionally, on both the *Source Role* and *Target Role* tabs of the *Association Property* dialog (accessible from the right-click context menu of any Association) there is a **Member Type** field. If you set this, the value you enter overrides all the above options. The example below shows a defined *PersonList;* when code is generated, because this has a **Multiplicity** greater than 1 and the **Member Type** is defined, the variable created is of type *PersonList*.



9.3.6 Language Options

You can set up various options for how Enterprise Architect handles a particular language when generating code. These options are accessible on the *Options* dialog (select the **Tools | Options** menu option).

Under the **Source Code Engineering** option, select the required language. The following topics outline the options available for each language.

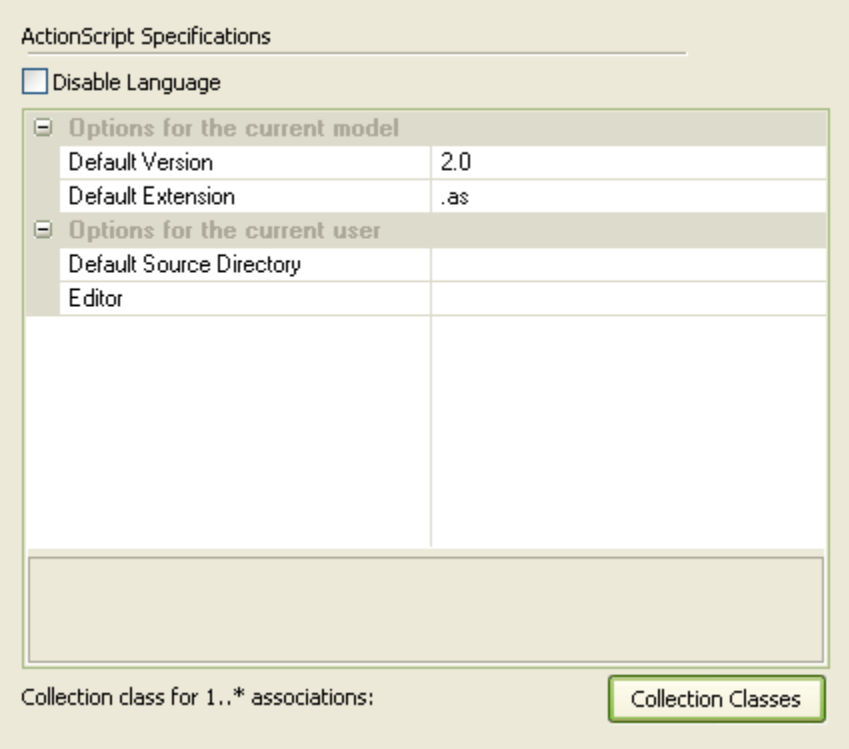
- ActionScript 749
- ANSI C 749
- C# 750
- C++ 751
- Delphi 752
- Delphi Properties 753

- Java 756
- PHP 756
- Python 757
- Visual Basic 758
- VB.Net 759
- Reset Options 760

9.3.6.1 Options - ActionScript

Configure options for ActionScript code generation using the *ActionScript Specifications* page of the *Options* dialog (select the **Tools | Options | Source Code Engineering | ActionScript** menu option). The options you can specify include the:

- Default ActionScript version to generate
- Default file extensions (header and source)
- Default source directory
- Editor for ActionScript code.

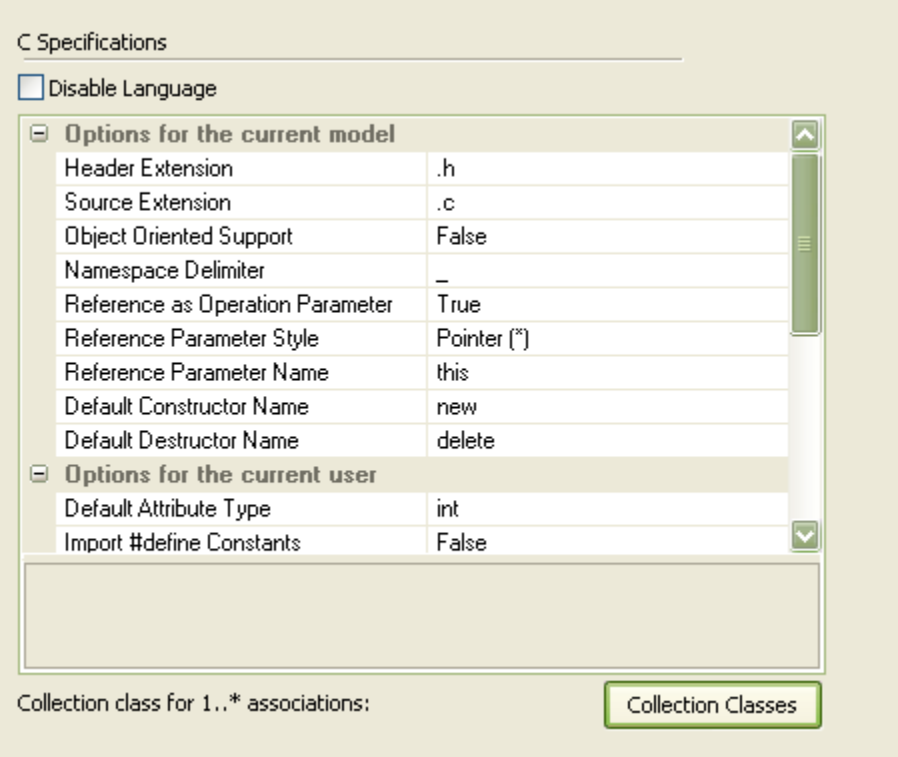


9.3.6.2 Options - C

Configure options for C code generation using the *C Specifications* page of the *Options* dialog (select the **Tools | Options | Source Code Engineering | C** menu option). The options you can specify include:

- Support for Object Oriented coding
- Default file extensions (header and source)
- Default source directory
- Editor for C code

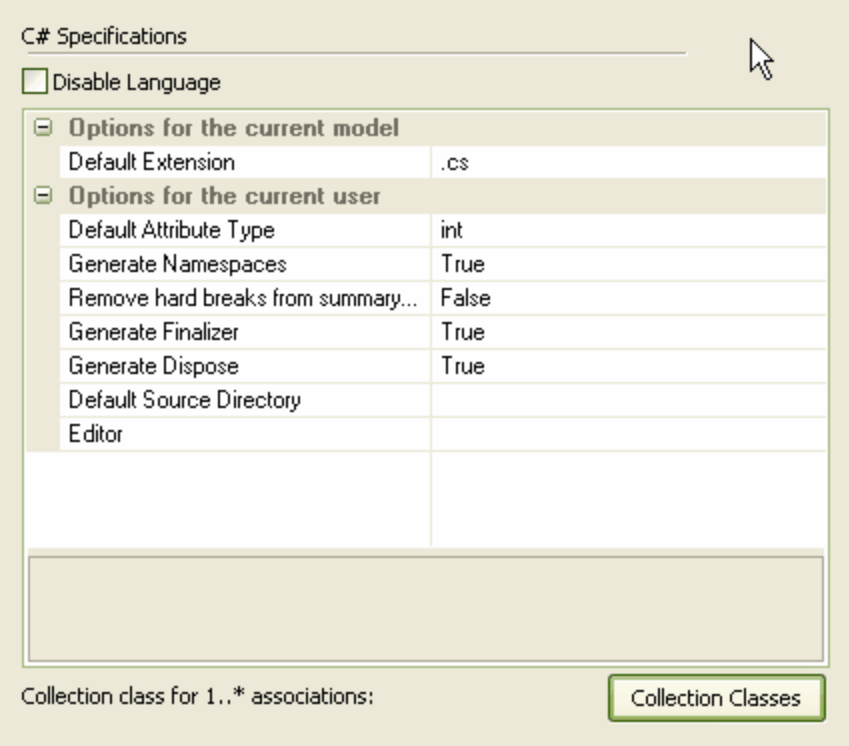
- Path that Enterprise Architect uses to search for the implementation file; the first path in the list is the default path when generating.



9.3.6.3 Options - C#

Configure options for C# code generation using the *C# Specifications* page of the *Options* dialog (select the **Tools | Options | Source Code Engineering | C#** menu option). The options you can specify include the default:

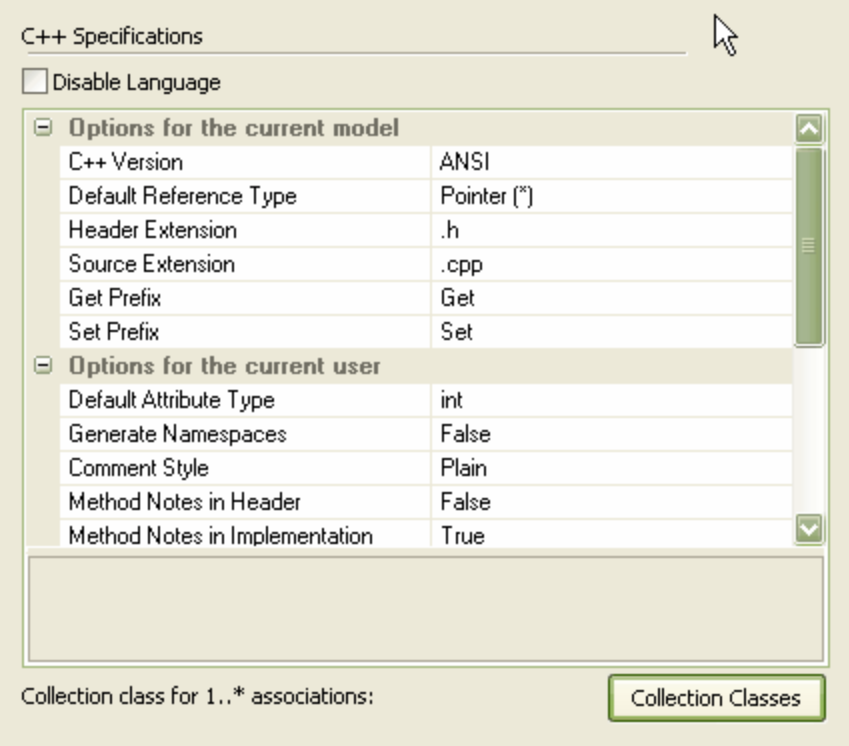
- File extension
- 'Get' prefix
- 'Set' prefix
- Directory for opening and saving C# source code.



9.3.6.4 Options - C++

Configure options for C++ code generation using the *C++ Specifications* page of the *Options* dialog (select the **Tools | Options | Source Code Engineering | C++** menu option). The options you can specify include:

- The version of C++ to generate; this controls the set of templates used and how properties are created
- The default reference type used when a type is specified by reference
- The default file extensions
- Default Get/Set prefixes
- Default source directory
- The path that Enterprise Architect uses to search for the implementation file; the first path in the list is the default path when generating.

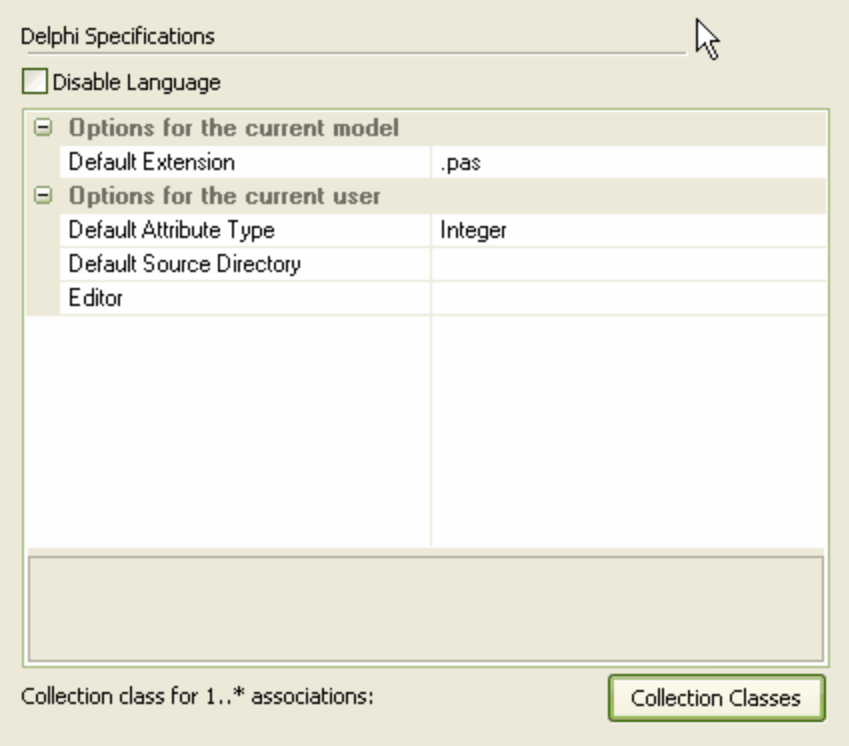


9.3.6.5 Options - Delphi

Configure options for Delphi code generation using the *Delphi Specifications* page of the *Options* dialog (select the **Tools | Options | Source Code Engineering | Delphi** menu option). The options you can specify include the:

- Default file extension
- Default source directory

You can also set a default directory for opening and saving Delphi source code.

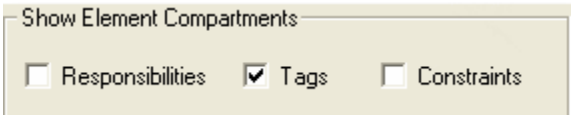


See Also

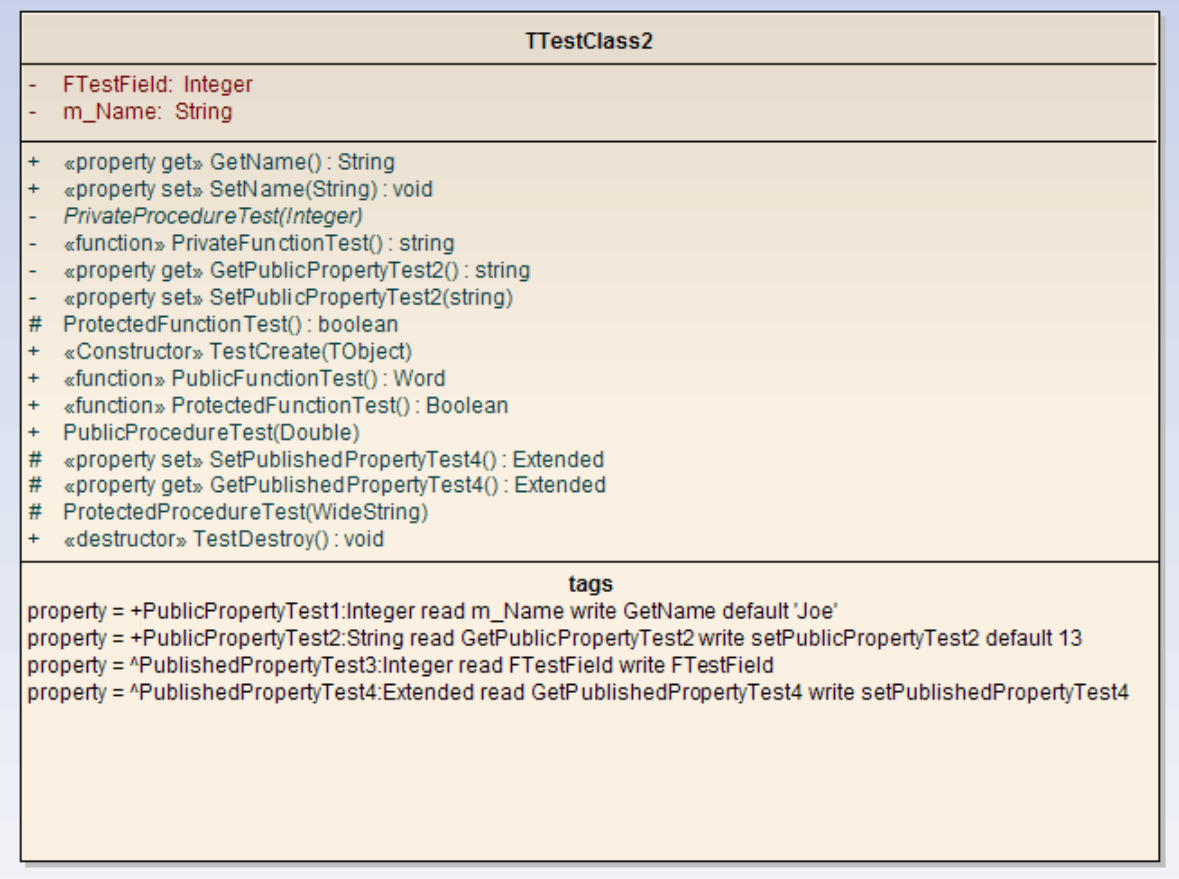
- Delphi Properties 753

9.3.6.5.1 Delphi Properties

Enterprise Architect has comprehensive support for Delphi properties. These are implemented as Tagged Values, with a specialized property editor to help create and modify Class properties. The Class image below illustrates the appearance of a Delphi Class that has had properties added to it. These are stored as Tagged Values, and by using the **Specify Feature Visibility element** context menu option, you can display the 'tags' compartment that contains the properties. Imported Delphi Classes with properties have this feature automatically made visible for your convenience.



Note: *when you use the Create Property dialog from the Attribute screen, Enterprise Architect generates a pair of* Get *and* Set *functions, together with the required property definition as Tagged Values. You can manually edit these Tagged Values if required.*

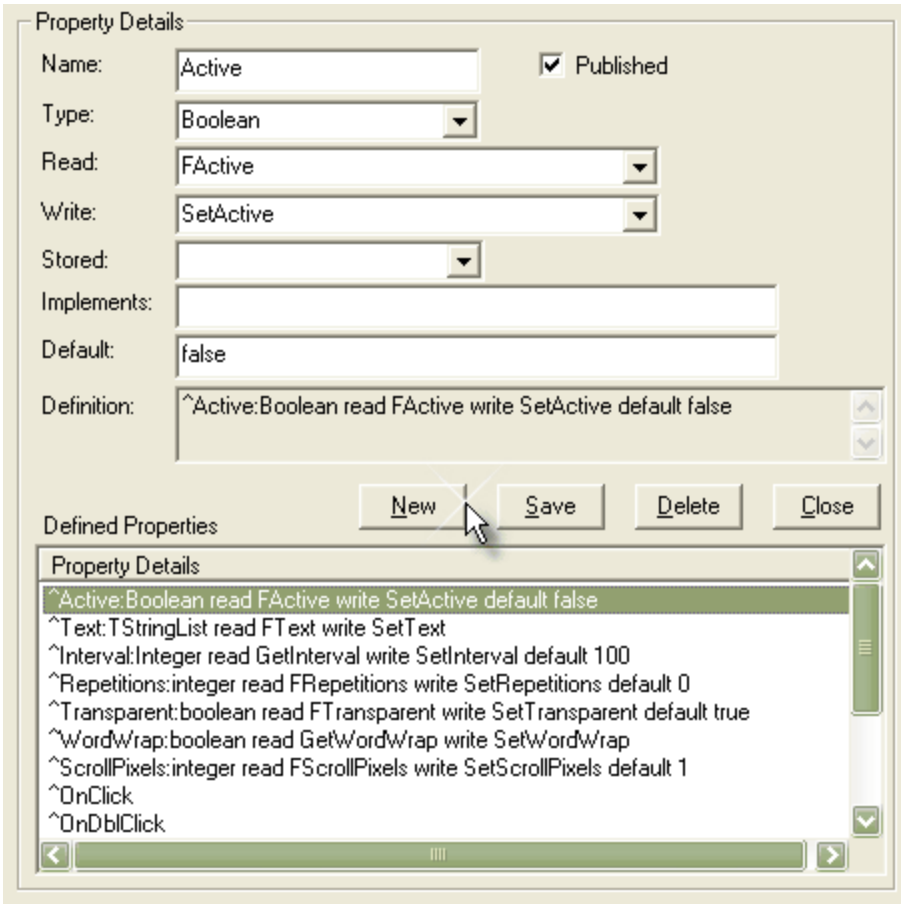


To manually activate the property editor

1. Ensure the Class you have selected has the code generation language set to Delphi
2. Right-click on the Class and select the **Delphi Properties** context menu option to open the editor.

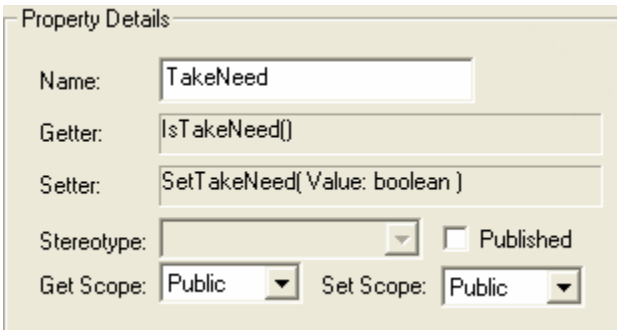
The *Delphi Properties* editor enables you to build properties in a simple and straightforward manner. From here you can:

- Change the name and scope (only **Public** and **Published** are currently supported)
- Change the property type (the drop-down list includes all defined Classes in the project)
- Set the **Read** and **Write** information (the drop-down lists have all the attributes and operations from the current Class; you can also enter free text)
- Set **Stored** to **True** or **False**
- Set the **Implements** information
- Set the **Default** value, if one exists.



Note: *Public properties are displayed with a '+' symbol prefix and published with a '^'.*

Note: *When creating a property in the Property Wizard (accessed through the Attributes dialog), you can set the scope to Published if the property type is Delphi - see the example below.*



Limitations

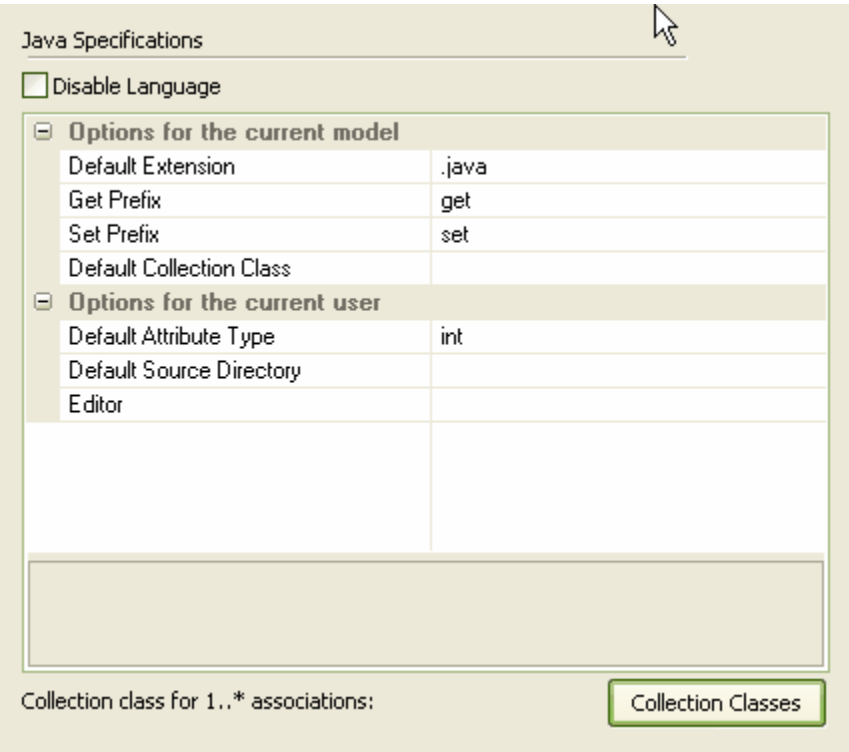
- Only **Public** and **Published** are supported
- If you change the name of a property and forward engineer, a new property is added, but the old one must be manually deleted from the source file.

9.3.6.6 Options - Java

Configure options for Java code generation using the *Java Specifications* page of the *Options* dialog (select the **Tools | Options | Source Code Engineering | Java** menu option). The options you can specify include the

- Default file extension
- Default 'Get' prefix
- Default 'Set' prefix

You can also set a default directory for opening and saving Java source code.

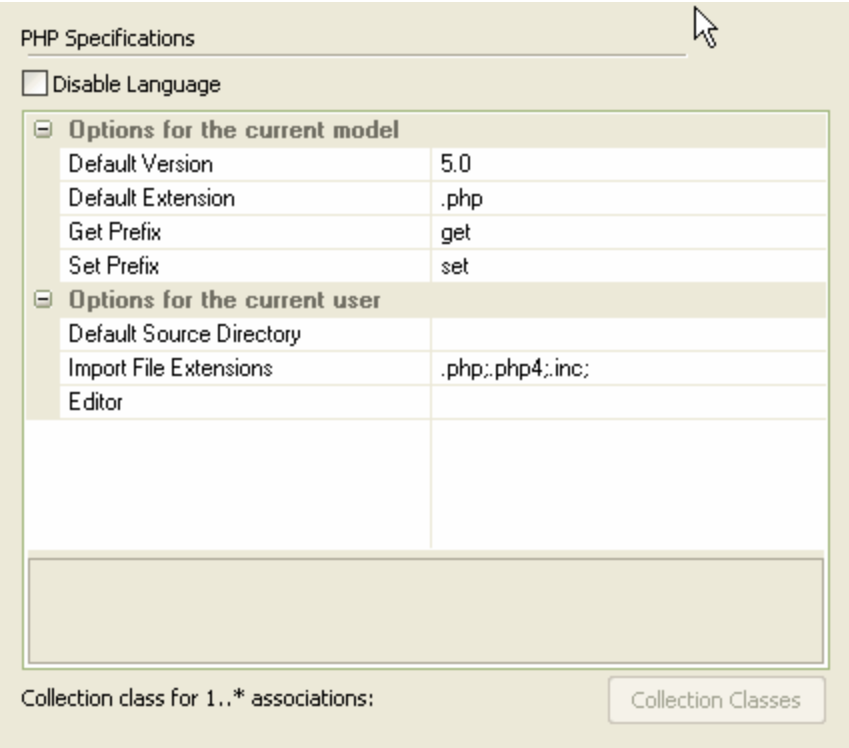


9.3.6.7 Options - PHP

Configure options for PHP code generation using the *PHP Specifications* page of the *Options* dialog (select the **Tools | Options | Source Code Engineering | PHP** menu option). The options you can specify include the:

- Default source extension - specify the extension to be used when creating files for PHP source
- Default import extension - a semi-colon separated list of extensions to look at when doing a directory code import 721 for PHP
- Default PHP version - the version of PHP to generate

You can also set a default directory for opening and saving PHP source code

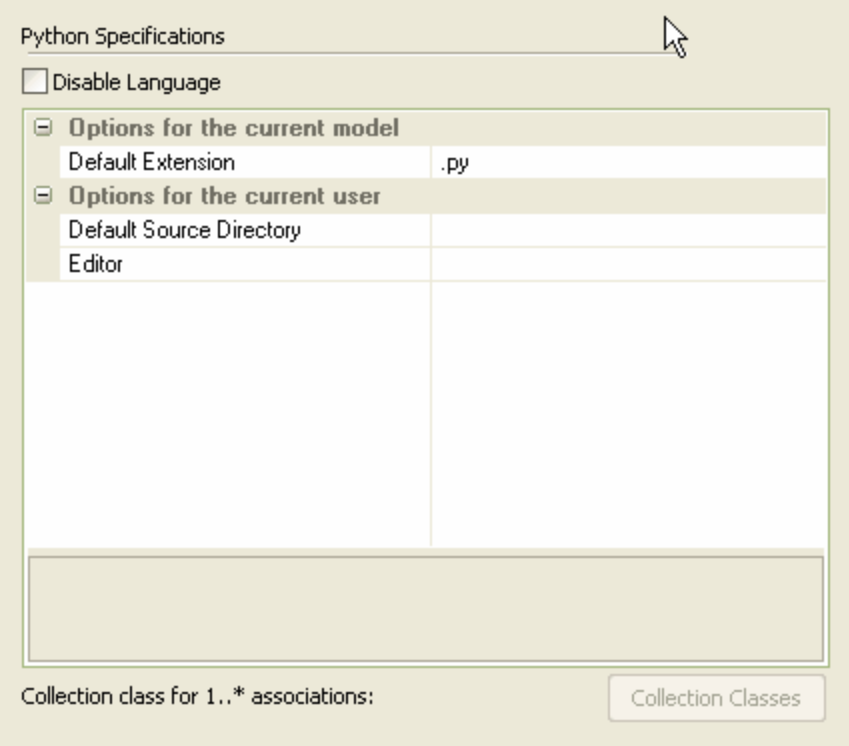


9.3.6.8 Options - Python

Configure options for Python code generation using the *Python Specifications* page of the *Options* dialog (select the **Tools | Options | Source Code Engineering | Python** menu option). The options you can specify include the:

- Default file extension(s)
- Default source directory

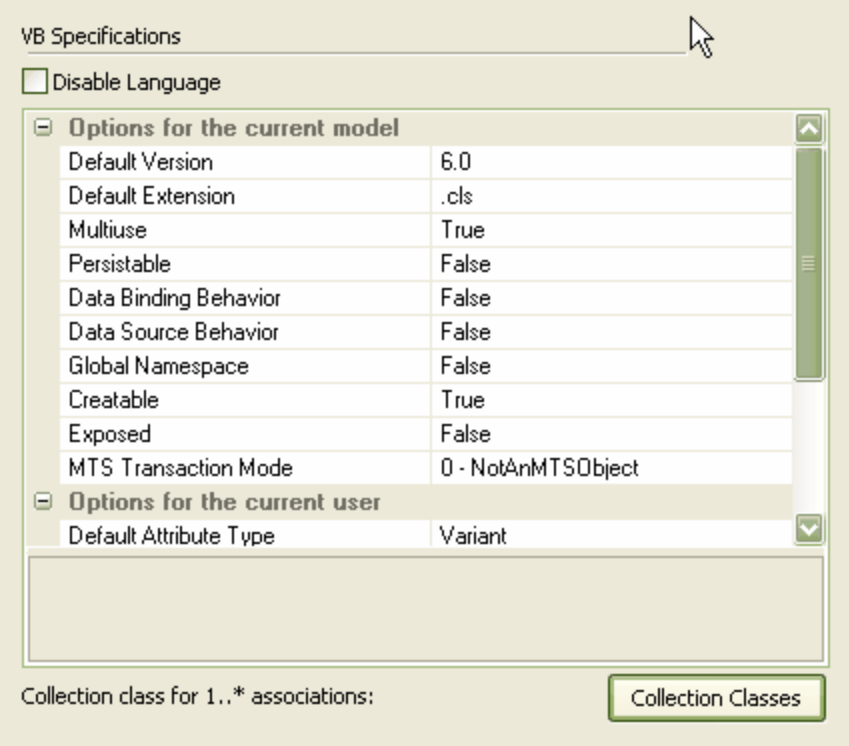
You can also set the Editor for Python code.



9.3.6.9 Options - Visual Basic

Configure options for Visual Basic code generation using the *VB Specifications* page of the *Options* dialog (select the **Tools | Options | Source Code Engineering | Visual Basic** menu option). The options you can specify include the:

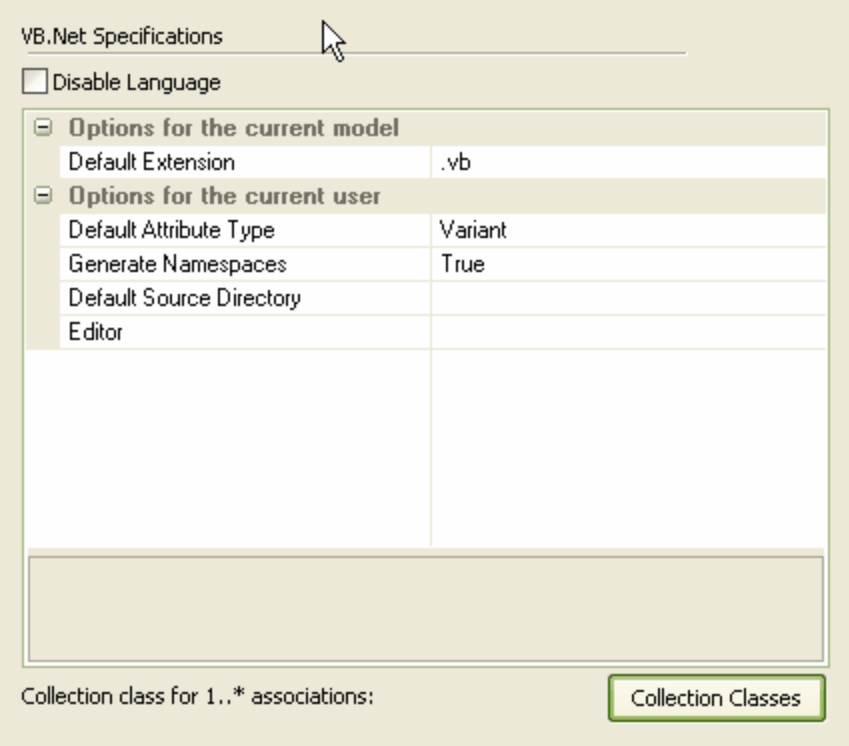
- Default file extension when reading/writing
- Default Visual Basic version
- MTS transaction mode for MTS objects
- Multi use (true or false)
- Persistable
- Data binding
- Global namespace
- Exposed
- Data source behavior
- Creatable



9.3.6.10 Options - VB.Net

Configure options for VB.Net code generation using the *VB.Net Specifications* page of the *Options* dialog (select the **Tools | Options | Source Code Engineering | VB.Net** menu option). The options you can specify include the:

- Default file extension
- Default source directory.



9.3.6.11 Reset Options

Enterprise Architect stores some of the options for a Class when it is first created. Some are global; for example *$LinkClass* is stored when you first create the Class, so it won't automatically pick up the global change in the *Options* dialog in existing Classes. You must modify the options for the existing Class.

Modify Options for Single Class

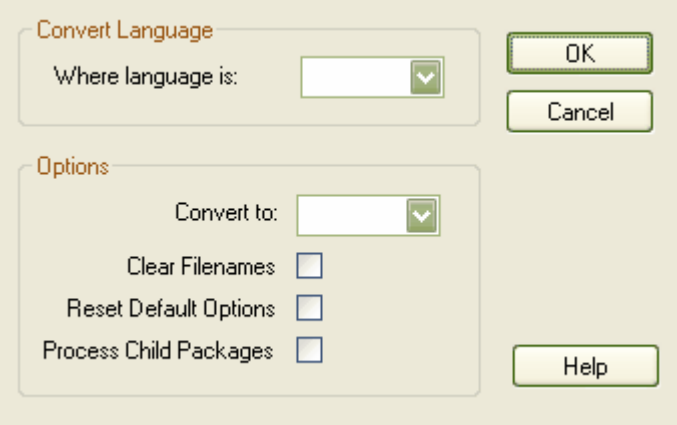
To modify options for a single Class, follow the steps below:

1. Right-click on the Class to change, and select the **Generate Code** menu option from the context menu. The *Generate Code* dialog displays.
2. Click on the **Advanced** button. The *Object Options* dialog displays.
3. Click on the **Attributes/Operations** button.
4. Change the options, and click on the **Close** button to apply changes.

Modify Options for All Classes

To modify options for all Classes within a package, follow the steps below:

1. Right-click on the package in the *Project Browser* window. The context menu displays.
2. Select the **Code Engineering | Reset Options for Package** menu option. The *Manage Code Generation* dialog displays.



3. Reset some of the defaults for each existing Class.
4. Click on the **OK** button to apply changes.

9.4 Code Template Framework

The Code Template Framework (CTF) is used during forward engineering of UML models. The CTF enables:

- Generation of source code from UML models.
- Customization of the way in which Enterprise Architect generates source code.
- Forward engineering of languages not specifically supported by Enterprise Architect.

The CTF consists of:

- Default Code Templates 761 which are built into Enterprise Architect for forward engineering supported languages.
- A Code Template Editor 765 for creating and maintaining user-defined Code Templates (also see the *Enterprise Architect Software Developers' Kit (SDK)* 1304).

See Also

- Synchronize Code 766

9.4.1 Code Templates

Enterprise Architect's code templates specify the transformation from UML elements to the various parts of a given programming language. The templates are written as plain text with a syntax that shares some aspects of both mark-up languages and scripting languages. A simple example of a template used by Enterprise Architect is the 'Class template'. It is used to generate source code from a UML Class:

```
%ClassNotes%
%ClassDeclaration%
%ClassBody%
```

The above template simply refers to three other templates, namely *ClassNotes*, *ClassDeclaration* and *ClassBody*. The enclosing percent (%) signs indicate a *macro*. Code Templates consist of various types of macros, each resulting in a substitution in the generated output. For a language such as C++, the result of processing the above template might be:

```
/**
 * This is an example class note generated using code templates
 * @author Sparx Systems
 */
class ClassA : public ClassB
{
...
}
```

See Also

- Base Templates 762
- Execution of Code Templates 764

9.4.1.1 Base Templates

The CTF consists of a number of base templates. Each base template transforms particular aspects of the UML to corresponding parts of object-oriented languages.

The following table lists and briefly describes the base templates used in the CTF.

Template	Description
Attribute	A top-level template to generate member variables from UML attributes.
Attribute Declaration	Used by the *Attribute* template to generate a member variable declaration.
Attribute Notes	Used by the *Attribute* template to generate member variable notes.
Class	A top-level template for generating Classes from UML Classes.
Class Base	Used by the *Class* template to generate a base Class name in the inheritance list of a derived Class, where the base Class doesn't exist in the model.
Class Body	Used by the *Class* template to generate the body of a Class.
Class Declaration	Used by the *Class* template to generate the declaration of a Class.
Class Interface	Used by the *Class* template to generate an interface name in the inheritance list of a derived Class, where the interface doesn't exist in the model.
Class Notes	Used by the *Class* template to generate the Class notes.
File	A top-level template for generating the source file. For languages such as C++, this corresponds to the header file.
Import Section	Used in the *File* template to generate external dependencies.
Linked Attribute	A top-level template for generating attributes derived from UML Associations.
Linked Attribute Notes	Used by the *Linked Attribute* template to generate the attribute notes.
Linked Attribute Declaration	Used by the *Linked Attribute* template to generate the attribute declaration.
Linked Class Base	Used by the *Class* template to generate a base Class name in the inheritance list of a derived Class, for a Class element in the model that is a parent of the current Class.
Linked Class Interface	Used by the *Class* template to generate an Interface name in the inheritance list of a derived Class, for an Interface element in the model that is a parent of the current Class.
Namespace	A top-level template for generating namespaces from UML packages. (Although not all languages have namespaces, this template can be used to generate an equivalent construct, such as packages in Java.)
Namespace Body	Used by the *Namespace* template to generate the body of a namespace.
Namespace Declaration	Used by the *Namespace* template to generate the namespace declaration.
Operation	A top-level template for generating operations from a UML Class's operations.

Template	Description
Operation Body	Used by the *Operation* template to generate the body of a UML operation.
Operation Declaration	Used by the *Operation* template to generate the operation declaration.
Operation Notes	Used by the *Operation* template to generate documentation for an operation.
Parameter	Used by the *Operation Declaration* template to generate parameters.

The second table lists templates used for generating code for languages that have separate interface and implementation sections.

Template	Description
Class Impl	A top-level template for generating the implementation of a Class.
Class Body Impl	Used by the *Class Impl* template to generate the implementation of Class members.
File Impl	A top-level template for generating the implementation file.
File Notes Impl	Used by the *File Impl* template to generate notes in the source file.
Import Section Impl	Used by the *File Impl* template to generate external dependencies.
Operation Impl	A top-level template for generating operations from a UML Class's operations.
Operation Body Impl	Used by the *Operation* template to generate the body of a UML operation.
Operation Declaration Impl	Used by the *Operation* template to generate the operation declaration.
Operation Notes Impl	Used by the *Operation* template to generate documentation for an operation.

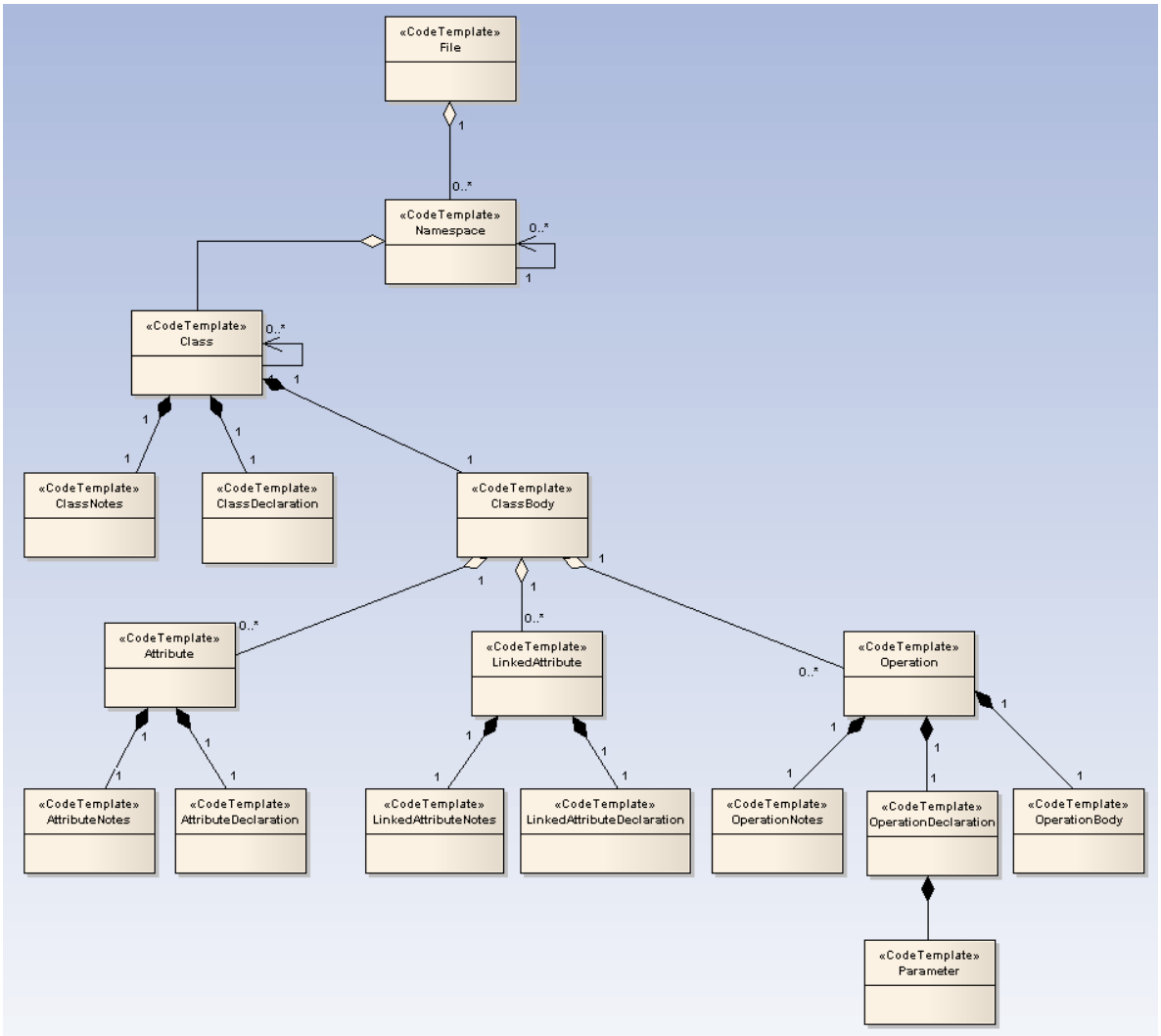
The base templates form a hierarchy, which varies slightly across different programming languages. A typical template hierarchy relevant to a language like C# or Java (which do not have header files) is shown in the example diagram below. In this diagram we have modeled the templates as Classes (in reality they are just plain text). This hierarchy would be slightly more complicated for languages like C++ and Delphi, which have separate implementation templates.

Each of the base templates must be specialized to be of use in code engineering. In particular, each template is specialized for the supported languages (or 'products'). For example, there is a *ClassBody* template defined for C++, another for C#, another for Java, and so on. By specializing the templates, we can tailor the code generated for the corresponding UML entity.

Once the base templates are specialized for a given language, they can be further specialized based on:

- A Class's stereotype
- A feature's stereotype (where the feature can be an operation or attribute)

This type of specialization enables, for example, a C# operation that is stereotyped as <<property>> to have a different *Operation Body* template from an ordinary operation. The *Operation Body* template can then be specialized further, based on the Class stereotype.



Note: *The above Class Model shows the hierarchy of Code Generation templates for a language such as C# or Java. The Aggregation links denote references between templates.*

9.4.1.2 Execution of Code Templates

A reference to a template (such as the *%ClassNotes%* macro, from our previous example) results in the execution of that template.

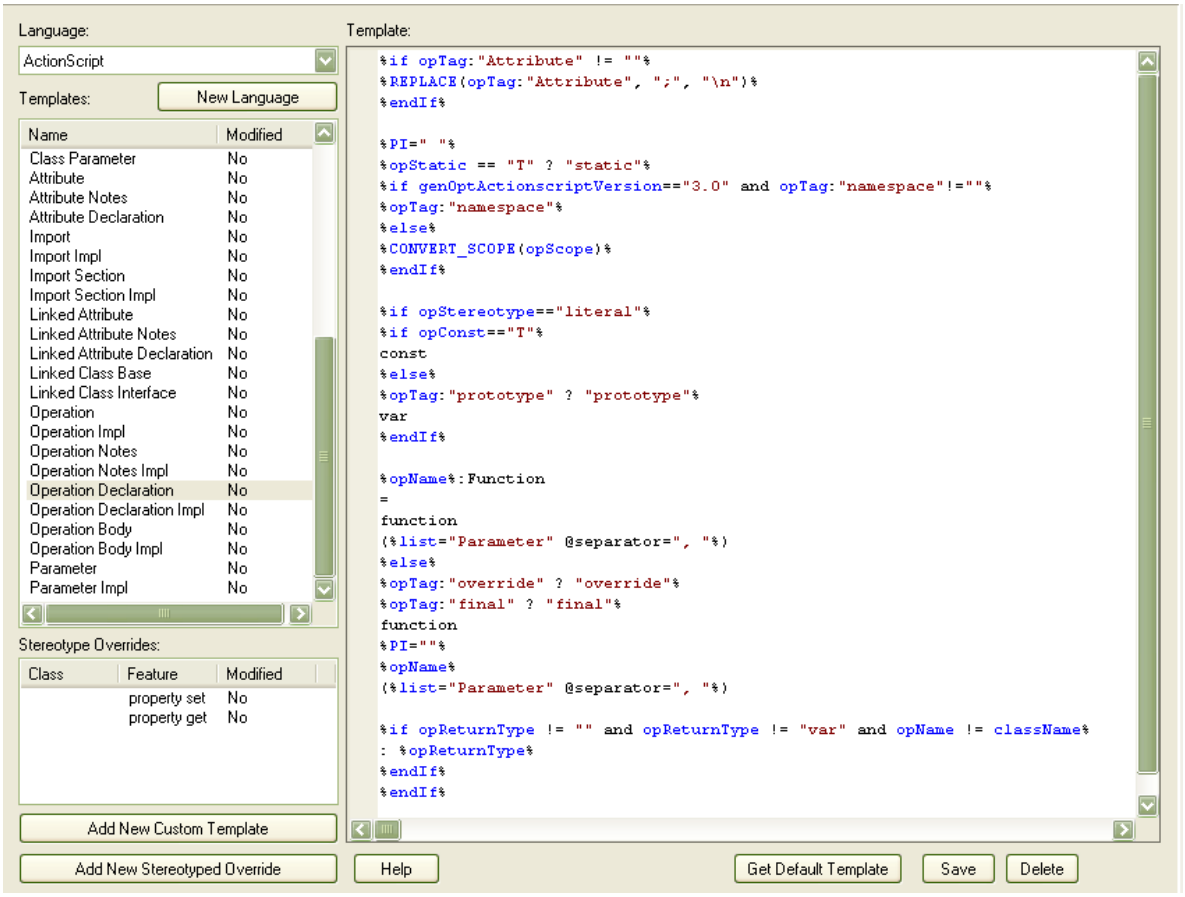
Each template is designed for use with a particular element. For example the *ClassNotes* template is to be used with UML Class elements.

The element that is currently being generated is said to be *in scope*. If the element in scope is stereotyped Enterprise Architect looks for a template that has been defined for that stereotype. If a match is found, the specialized template is executed. Otherwise the default implementation of the base template is used.

Templates are processed sequentially, line by line, replacing each macro with its underlying text value from the model.

9.4.2 The Code Template Editor

The *Code Template Editor* window is accessed by selecting the **Settings | Code Generation Templates** menu option.



Control	Description
Language	Selects the programming language.
New Language	Displays the *Programming Languages Datatypes* 656 dialog, which enables you to include programming languages other than those supported for Enterprise Architect, for which to create or edit code templates.
Template	Displays the contents of the active template, and provides the editor for modifying templates.
Templates	Lists the base code templates. The active template is highlighted. The **Modified** field indicates whether you have changed the default template for the current language.
Stereotype Overrides	Lists the stereotyped templates, for the active base template. The **Modified** field indicates whether you have modified a default stereotyped template.
Add New Custom Template	Invokes a dialog for creating a custom stereotyped template.

Control	Description
Add New Stereotyped Override	Invokes a dialog for adding a stereotyped template, for the currently selected base template.
Get Default Template	Updates the editor display with the default version of the active template.
Save	Overwrites the active templates with the contents of the editor.
Delete	If you have overridden the active template, the override is deleted and replaced by the corresponding default code template.

For information on creating and editing code templates using the *Code Template Editor* window, see the *Enterprise Architect Software Developer's Kit (SDK)* 1304.

9.4.3 Synchronize Code

Enterprise Architect uses code templates during the forward synchronization of the following programming languages:

- ActionScript
- C
- C++
- C#
- Delphi
- Java
- PHP
- Python
- VB
- VB.Net

Only a subset of the code templates are used during synchronization. This subset corresponds to the distinct sections that Enterprise Architect recognizes in the source code. The following table lists the code templates and their corresponding code sections, which can be synchronized.

Code Template	Code Section
Class Notes	Comments preceding Class declaration.
Class Declaration	Up to and including Class parents.
Attribute Notes	Comments preceding Attribute declaration.
Attribute Declaration	Up to and including terminating character.
Operation Notes	Comments preceding operation declaration.
Operation Notes Impl	As for *Operation Notes*.
Operation Declaration	Up to and including terminating character.
Operation Declaration Impl	Up to and including terminating character.
Operation Body	Everything between and including the braces.
Operation Body Impl	As for *Operation Body*.

Three types of change can occur in the source when it is synchronized with the UML model:

- Synchronize Existing Sections 767: for example, changing the return type in an operation declaration

- Add New Sections to Existing Features 767: for example, adding notes to a Class declaration, where there were previously none
- Add New Features and Elements 767: for example, adding a new operation to a Class.

Each of these changes must be handled differently by Enterprise Architect; their effect on the CTF is described in the following sections.

9.4.3.1 Synchronize Existing Sections

When an existing section in the source code differs from the result generated by the corresponding template, that section is replaced. Consider for example, the following C++ Class declaration:

```
[asm] class A : public B
```

Now assume we add an inheritance relationship from Class A to Class C; the entire Class declaration would be replaced with something like:

```
[asm] class A : public B, public C
```

9.4.3.2 Add New Sections to Existing Features

The following can be added as new sections, to existing features in the source code:

- Class Notes
- Attribute Notes
- Operation Notes
- Operation Notes Impl
- Operation Body
- Operation Body Impl

Assume Class ***A*** from the previous example had no note when we originally generated the code. Now assume that we specify a note in the model for Class A. Enterprise Architect attempts to add the new note from the model during synchronization. It does this by executing the *Class Notes* template.

To make room for the new section to be inserted, we can specify how much white space to append to the section via synchronization macros. These macros are described in the *Enterprise Architect Software Developers' Kit (SDK)* 1295.

9.4.3.3 Add New Features and Elements

The following features and elements can be added to the source code during synchronization:

- Attributes
- Inner Classes
- Operations.

These are added by executing the relevant templates for each new element or feature in the model. Enterprise Architect attempts to preserve the appropriate indenting of new features in the code, by finding the indents specified in list macros of the Class. For languages that make use of namespaces, the *synchNamespaceBodyIndent* macro is available. Classes defined within a (non-global) namespace are indented according to the value set for this macro, during synchronization. This value is ignored for Classes defined within a package setup as a root namespace, or if the **Generate Namespace** option is set to **False** in the appropriate language page (C#, C++ or VB.Net) on the *Options* dialog (**Tools | Options | Source Code Engineering | <language>**).

9.5 Modeling Conventions

In order to get the most out of the round trip engineering in Enterprise Architect, you must be familiar with the modeling conventions used when generating and reverse engineering the languages you use. This topic describes the stereotypes, Tagged Values and other conventions used in code engineering in Enterprise Architect for the following supported languages:

9.5.1 ActionScript Conventions

Enterprise Architect supports round trip engineering of ActionScript 2 and 3, where the following conventions are used.

Stereotypes

Stereotype	Applies to	Corresponds To
property get	Operation	A read property.
property set	Operation	A write property.
literal	Operation	A literal method referred to by a variable.

Tagged Values

Tag	Applies to	Corresponds To
dynamic	Class or Interface	The *dynamic* keyword.
intrinsic	ActionScript 2: Class	The *intrinsic* keyword
attribute_name	Operation with stereotype *property get* or *property set*	The name of the variable behind this property.
namespace	ActionScript 3: Class, Interface, Attribute, Operation	The namespace of the current element.
prototype	ActionScript 3: Attribute	The *prototype* keyword.
final	ActionScript 3: Operation	The *final* keyword.
override	ActionScript 3: Operation	The *override* keyword.
rest	ActionScript 3: Parameter	The *rest* parameter (...)

Common Conventions

- Package qualifiers (ActionScript 2) and Packages (ActionScript 3) are generated when the current package

is not a namespace root 737

- An unspecified type is modeled as *var* or an empty **Type** field.

Actionscript 3 Conventions

- The *Is Leaf* property of a Class corresponds to the sealed keyword
- If a *namespace* tag is specified it overrides the *Scope* that is specified.

See Also

- Import Source Code 727
- Generate Source Code 730
- ActionScript Options 749

9.5.2 C Conventions

Enterprise Architect supports round trip engineering of C, where the following conventions are used:

Stereotype

Stereotype	Applies to	Corresponds To
Enumeration	Inner Class	An *enum* type.
struct	Inner Class	A *struct* type.
	attribute	A keyword *struct* in variable definition.
union	Inner Class	A *union* type.
	attribute	A keyword *union* in variable definition.
typedef	Inner Class	A *typedef* statement, where the parent is the original type name.

Tagged Values

Tag	Applies to	Corresponds To
typedef	Class with stereotype other than *typedef*	This Class being defined in a *typedef* statement.
anonymous	Class also containing the Tagged Value *typedef*	The name of this class being defined only by the *typedef* statement.
bodyLocation	Operation	The location the method body is generated to. Expected values are **header**, **classDec** or **classBody.**

C Code Generation for UML Model

UML	C Code	Notes
A Class	A pair of C files (.h + .c)	File name is the same as Class name
Operation (public & protected)	Function declaration in .h file and definition in .c file	

UML	C Code	Notes
Operation (private)	Function definition in .c file only	
Attribute (public & protected)	Variable definition in .h file	
Attribute (private)	Variable definition in .c file	
Inner Class (without stereotype)	(N/A)	This inner Class would be ignored

See Also

- Import Source Code 727
- Generate Source Code 730
- C Options 749

9.5.2.1 Object Oriented Programming Using C

The following conventions are used for Object-Oriented programming in C.

To configure Enterprise Architect to support Object-Oriented programming using C, you must set the **Object Oriented Support** option to **True** on the *C Specifications* 749 page of the *Options* dialog.

Stereotype

Stereotype	Applies to	Corresponds To
Enumeration	Class	An *enum* type.
struct	Class	A *struct* type.
	Attribute	A keyword *struct* in variable definition.
union	Class	A *union* type.
	Attribute	A keyword *union* in variable definition.
typedef	Class	A *typedef* statement, where the parent is the original type name.

Tagged Values

Tag	Applies to	Corresponds To
typedef	Class with stereotype of *enumeration*, *struct* or *union*.	This Class being defined in a *typedef* statement.
anonymous	Class with stereotype of *enumeration*, *struct* or *union*.	The name of this Class being defined only by the *typedef* statement.
bodyLocation	Operation	The location the method body is generated to. Expected values are **header**, **classDec** or **classBody.**
define	Attribute	*#define* statement.

Object-Oriented C Code Generation for UML Model

The basic idea of implementing a UML Class in C code is to group the data variable (UML attributes) into a structure type. This structure is defined in a **.h** file so that it can be shared by other classes and by the client that referred to it.

An operation in a UML Class is implemented in C code as a function. The name of the function must be a fully qualified name that consists of the operation name, as well as the Class name to indicate that the operation is for that Class. A delimiter (specified in the **Namespace Delimiter** option on the *C Specifications* 749 page) is used to join the Class name and function (operation) name.

The function in C code must also have a reference parameter to the Class object. You can modify the **Reference as Operation Parameter**, **Reference Parameter Style** and **Reference Parameter Name** options on the *C Specifications* page to support this reference parameter.

Limitations of Object-Oriented Programming in C

1. No scope mapping for an attribute: an attribute in a UML Class is mapped to a structure variable in C code, and its scope (private, protected or public) is ignored.
2. Currently an inner Class is ignored: if a UML Class is the inner Class of another UML Class, it is ignored when generating C code.
3. Initial value is ignored: the initial value of an attribute in a UML Class is ignored in generated C code.

See Also

- Import Source Code 727
- Generate Source Code 730
- C Options 749

9.5.3 C# Conventions

Enterprise Architect supports the round trip engineering of C#, where the following conventions are used.

Stereotypes

Stereotype	Applies to	Corresponds To
enumeration	Class	An *enum* type.
struct	Class	A *struct* type.
indexer	Operation	A property acting as an index for this Class.
event	Operation	An event.
property	Operation	A property possibly containing both read and write code.

Tagged Values

Tag	Applies to	Corresponds To
unsafe	Class, Interface, Operation	The *unsafe* keyword.
partial	Class, Interface	The *partial* keyword.
static	Class	The *static* keyword.
new	Class, Interface, Operation	The *new* keyword.
genericConstraint	Templated Class or Interface,	The constraints on the generic parameters of this

Tag	Applies to	Corresponds To
s	Operation with tag *generic*.	type or operation.
const	Attribute	The *const* keyword.
delegate	Operation	The *delegate* keyword.
extern	Operation	The *extern* keyword.
generic	Operation	The generic parameters for this Operation.
sealed	Operation	The *sealed* keyword.
override	Operation	The *override* keyword.
virtual	Operation	The *virtual* keyword.
Implements	Operation	The name of the method this implements, including the interface name.
ImplementsExplicit	Operation	The presence of the source interface name in this method declaration.
initializer	Operation	A constructor initialization list.
params	Parameter	A parameter list using the *params* keyword.
attribute_name	Operation with stereotype *property* or *event*	The name of the variable behind this property or event.
readonly	Operation with stereotype *property*	This property only defining read code.
writeonly	Operation with stereotype *property*	This property only defining write code.

Other Conventions

- *Namespaces* are generated for each package below a namespace root 737
- The *Const* property of an attribute corresponds to the *readonly* keyword, while the tag *const* corresponds to the *const* keyword
- The value of *inout* for the *Kind* property of a parameter corresponds to the *ref* keyword
- The value of *out* for the *Kind* property of a parameter corresponds to the *out* keyword
- Partial Classes can be modeled as two separate Classes with the *partial* tag
- The *Is Leaf* property of a Class corresponds to the *sealed* keyword.

See Also

- Import Source Code 727
- Generate Source Code 730
- C# Options 750

9.5.4 C++ Conventions

Enterprise Architect supports round trip engineering of C++, including the Managed C++ 774 and C++/CLI 775 extensions, where the following conventions are used.

Stereotypes

Stereotype	Applies to	Corresponds To
enumeration	Class	An *enum* type.
struct	Class	A *struct* type.
property get	Operation	A read property.
property set	Operation	A write property.
union	Class	A *union* type.
typedef	Class	A *typedef* statement, where the parent is the original type name.
friend	Operation	The *friend* keyword.

Tagged Values

Tag	Applies to	Corresponds To
typedef	Class with stereotype other than *typedef*	This Class being defined in a *typedef* statement.
anonymous	Class also containing the Tagged Value *typedef*	The name of this class being only defined by the *typedef* statement
attribute_name	Operation with stereotype *property get* or *property set*	The name of the variable behind this property.
mutable	Attribute	The *mutable* keyword.
inline	Operation	The *inline* keyword and inline generation of the method body.
explicit	Operation	The *explicit* keyword.
callback	Operation	A reference to the **CALLBACK** macro.
initializer	Operation	A constructor initialization list.
bodyLocation	Operation	The location the method body is generated to. Expected values are *header, classDec* or *classBody*.
typeSynonyms	Class	The *typedef* name and/or fields of this type.
throws	Operation	The exceptions that are thrown by this method.
afx_msg	Operation	The *afx_msg* keyword.
volatile	Operation	The *volatile* keyword.

Other conventions

- Namespaces are generated for each package below a namespace root 737
- *By Reference* attributes correspond to a pointer to the type specified

- The *Transient* property of an attribute corresponds to the *volatile* keyword
- The *Abstract* property of an attribute corresponds to the *virtual* keyword
- The *Const* property of an operation corresponds to the *const* keyword, specifying a constant return type
- The *Is Query* property of an operation corresponds to the *const* keyword, specifying the method doesn't modify any fields
- The *Pure* property of an operation corresponds to a *pure virtual* method using the "**= 0**" syntax
- The *Fixed* property of a parameter corresponds to the *const* keyword.

See Also

- Import Source Code 727
- Generate Source Code 730
- C++ Options 751

9.5.4.1 Managed C++ Conventions

The following conventions are used for managed extensions to C++ prior to C++/CLI. In order to set Enterprise Architect to generate managed C++ you must modify the C++ version in the C++ Options 751.

Stereotypes

Stereotype	Applies to	Corresponds To
reference	Class	The *__gc* keyword.
value	Class	The *__value* keyword.
property	Operation	The *__property* keyword.
property get	Operation	The *__property* keyword and a read property.
property set	Operation	The *__property* keyword and a write property.

Tagged Values

Tag	Applies to	Corresponds To
managedType	Class with stereotype *reference*, *value* or *enumeration;* Interface	The keyword used in declaration of this type. Expected values are *class* or *struct*.

Other Conventions

- The *typedef* and *anonymous* tags from native C++ are not supported
- The *Pure* property of an operation corresponds to the keyword *__abstract*.

See Also

- Import Source Code 727
- Generate Source Code 730
- C++ Options 751
- C++/CLI Conventions 775

9.5.4.2 C++/CLI Conventions

The following conventions are used for modeling C++/CLI extensions to C++. In order to set Enterprise Architect to generate managed C++/CLI you must modify the C++ version in the C++ Options 751.

Stereotypes

Stereotype	Applies to	Description
reference	Class	Corresponds to the *ref class* or *ref struct* keyword.
value	Class	Corresponds to the *value class* or *value struct* keyword.
property	Operation, Attribute	This is a property possibly containing both read and write code.
event	Operation	Defines an event to provide access to the event handler for this Class.

Tagged Values

Tag	Applies to	Description
managedType	Class with stereotype *reference*, *value* or *enumeration;* Interface	Corresponds to either the *class* or *struct* keyword.
generic	Operation	Defines the generic parameters for this Operation.
genericConstraints	Templated Class or Interface, Operation with tag *generic*	Defines the constraints on the generic parameters for this Operation.
attribute_name	Operation with stereotype *property* or *event*	The name of the variable behind this property or event.
initonly	Attribute	Corresponds to the *initonly* keyword.
literal	Attribute	Corresponds to the *literal* keyword.

Other Conventions

- The *typedef* and *anonymous* tags are not used
- The *property get/property set* stereotypes are not used
- The *Pure* property of an operation corresponds to the keyword *abstract*.

See Also

- Import Source Code 727
- Generate Source Code 730
- C++ Options 751
- Managed C++ Conventions 774

9.5.5 Delphi Conventions

Enterprise Architect supports round trip engineering of Delphi, where the following conventions are used.

Stereotypes

Stereotype	Applies to	Corresponds To
struct	Class	A record type.
dispinterface	Class, Interface	A dispatch interface.
constructor	Operation	A constructor.
destructor	Operation	A destructor.
operator	Operation	An operator.
enumeration	Class	An enumerated type.
property get	Operation	A read property.
property set	Operation	A write property.

Tagged Values

Tag	Applies to	Corresponds To
packed	Class	The *packed* keyword.
property	Class	A property. See Delphi Properties 753 for more information.
overload	Operation	The *overload* keyword.
reintroduce	Operation	The *reintroduce* keyword.
override	Operation	The *override* keyword.
attribute_name	Operation with stereotype *property get* or *property set*	The name of the variable behind this property.

Other Conventions

- The *Static* property of an attribute or operation corresponds to the *class* keyword
- The *Fixed* property of a parameter corresponds to the *const* keyword
- The value of *inout* for the *Kind* property of a parameter corresponds to the *Var* keyword
- The value of *out* for the *Kind* property of a parameter corresponds to the *Out* keyword.

See Also

- Import Source Code 727
- Generate Source Code 730
- Delphi Options 752

9.5.6 Java Conventions

Enterprise Architect supports round trip engineering of Java - including AspectJ 778 extensions - where the following conventions are used.

Stereotypes

Stereotype	Applies to	Corresponds To
static	Class or Interface	The *static* keyword.
annotation	Interface	An *annotation* type.
enum	Attributes within a Class stereotyped *enumeration*	An *enumerated* option, distinguished from other attributes that have no stereotype.
operator	Operation	An operator.
property get	Operation	A read property.
property set	Operation	A write property.
enumeration	Class	An *enum* type.

Tagged Values

Tag	Applies to	Corresponds To
annotations	Anything	The annotations on the current code feature.
dynamic	Class or Interface	The *dynamic* keyword.
generic	Operation	The generic parameters to this operation.
parameterList	Parameter	A parameter list with the **...** syntax.
arguments	Attribute with stereotype *enum*	The arguments that apply to this enumerated value.
attribute_name	Operation with stereotype *property get* or *property set*	The name of the variable behind this property.
throws	Operation	The exceptions that are thrown by this method.

Other Conventions

- Package statements are generated when the current package is not a namespace root 737
- The *Const* property of an attribute or operation corresponds to the final keyword
- The *Transient* property of an attribute corresponds to the volatile keyword
- The *Fixed* property of a parameter corresponds to the final keyword.

See Also

- Import Source Code 727
- Generate Source Code 730
- AspectJ Conventions 778
- Java Options 756

9.5.6.1 AspectJ Conventions

The following are the conventions used for supporting AspectJ extensions to Java.

Stereotypes

Stereotype	Applies to	Corresponds To
aspect	Class	An AspectJ aspect.
advice	Operation	A piece of advice in an AspectJ aspect.
pointcut	Operation	A pointcut in an AspectJ aspect.

Tagged Values

Tag	Applies to	Corresponds To
className	Attribute or operation within a Class stereotyped *aspect*	The Classes this AspectJ intertype member belongs to.

Other Conventions

- The specifications of a pointcut are included in the **Behavior** field of the method.

See Also

- Import Source Code 727
- Generate Source Code 730
- Java Conventions 777

9.5.7 PHP Conventions

Enterprise Architect supports the round trip engineering of PHP 4 and 5, where the following conventions are used.

Stereotypes

Stereotype	Applies to	Corresponds To
property get	Operation	A read property.
property set	Operation	A write property.

Tagged Values

Tag	Applies to	Corresponds To
final	Operations in PHP 5.	The final keyword.
attribute_name	Operation with stereotype *property get* or *property set*	The name of the variable behind this property.

Common Conventions

- An unspecified type is modeled as *var*
- Methods returning a reference are generated by setting the *Return Type* to *var**
- Reference parameters are generated from parameters with the parameter *Kind* set to *inout* or *out*.

PHP 5 Conventions

- The *final* Class modifier corresponds to the *Is Leaf* property
- The *abstract* Class modifier corresponds to the *Abstract* property
- Parameter type hinting is supported by setting the *Type* of a parameter
- The value of inout or *out* for the Kind property of a parameter corresponds to a *reference* parameter.

See Also

- Import Source Code 727
- Generate Source Code 730
- PHP Options 756

9.5.8 Python Conventions

Enterprise Architect supports the round trip engineering of Python, where the following conventions are used.

Tagged values

Tag	Applies to	Corresponds To
decorators	Class, Operation	The decorators applied to this element in the source.

Other Conventions

- Model members with *Private Scope* correspond to code members with two leading underscores
- Attributes are only generated when the Initial value is not empty
- All types are reverse engineered as *var*.

See Also

- Import Source Code 727
- Generate Source Code 730
- Python Options 757

9.5.9 VB.Net Conventions

Enterprise Architect supports round-trip engineering of Visual Basic.Net, where the following conventions are used. Earlier versions of Visual Basic 779 are supported as a different language.

Stereotypes

Stereotype	Applies to	Corresponds To
module	Class	A module.
import	Operation	An operation to be imported from another library.
property	Operation	A property possibly containing both read and write code.
event	Operation	An event declaration.
operator	Operation	An operator overload definition.

Tagged Values

Tag	Applies to	Corresponds To
partial	Class, Interface	The *Partial* keyword.
shadows	Class, Interface, Operation	The *Shadows* keyword.
Shared	Attribute	The *Shared* keyword.
delegate	Operation	The *Delegate* keyword.
Overloads	Operation	The *Overloads* keyword.
Overrides	Operation	The *Overrides* keyword.
NotOverrideable	Operation	The *NotOverrideable* keyword.
MustOverride	Operation	The *MustOverride* keyword.
Implements	Operation	The *implements* clause on this operation.
Handles	Operation	The *handles* clause on this operation.
Lib	Operation with stereotype *import*	The library this import comes from.
Alias	Operation with stereotype *import*	The alias for this imported operation.
Charset	Operation with stereotype *import*	The *character set* clause for this import. One of the values *Ansi, Unicode* or *Auto*.
attribute_name	Operation with stereotype *property*	The name of the variable behind this property.
readonly	Operation with stereotype *property*	This property only defining read code.
writeonly	Operation with stereotype *property*	This property only defining write code.
Narrowing	Operation with stereotype *operator*	The *Narrowing* keyword
Widening	Operation with stereotype *operator*	The *Widening* keyword
parameterArray	Parameter	A parameter list using the *ParamArray* keyword.

Other Conventions

- Namespaces are generated for each package below a namespace root 737.
- The *Is Leaf* property of a Class corresponds to the *NotInheritable* keyword.
- The *Abstract* property of a Class corresponds to the *MustInherit* keyword.
- The *Static* property of an attribute or operation corresponds to the *Shared* keyword.
- The *Abstract* property of an operation corresponds to the *MustOverride* keyword.
- The value of *in* for the *Kind* property of a parameter corresponds to the *ByVal* keyword.
- The value of *inout* or *out* for the *Kind* property of a parameter corresponds to the *ByRef* keyword.

See Also

- Import Source Code 727
- Generate Source Code 730
- Visual Basic Conventions 781
- VB.Net Options 759

9.5.10 Visual Basic Conventions

Enterprise Architect supports the round trip engineering of Visual Basic 5 and 6, where the following conventions are used. Visual Basic .Net 779 is supported as a different language.

Stereotypes

Stereotype	Applies to	Corresponds To
with events	Attribute	The *WithEvents* keyword.
global	Attribute	The *Global* keyword.
property get	Operation	A property get.
property set	Operation	A property set.
property let	Operation	A property let.
import	Operation	An operation to be imported from another library.

Tagged Values

Tag	Applies to	Corresponds To
New	Attribute	The *New* keyword.
attribute_name	Operation with stereotype *property get*, *property set* or *property let*	The name of the variable behind this property.
Lib	Operation with stereotype *import*	The library this import comes from.
Alias	Operation with stereotype *import*	The alias for this imported operation.

Other Conventions

- The value of *in* for the *Kind* property of a parameter corresponds to the *ByVal* keyword
- The value of *inout* or *out* for the *Kind* property of a parameter corresponds to the *ByRef* keyword.

See Also

- Import Source Code 727
- Generate Source Code 730
- VB.Net Conventions 779
- Visual Basic Options 758

Part 10

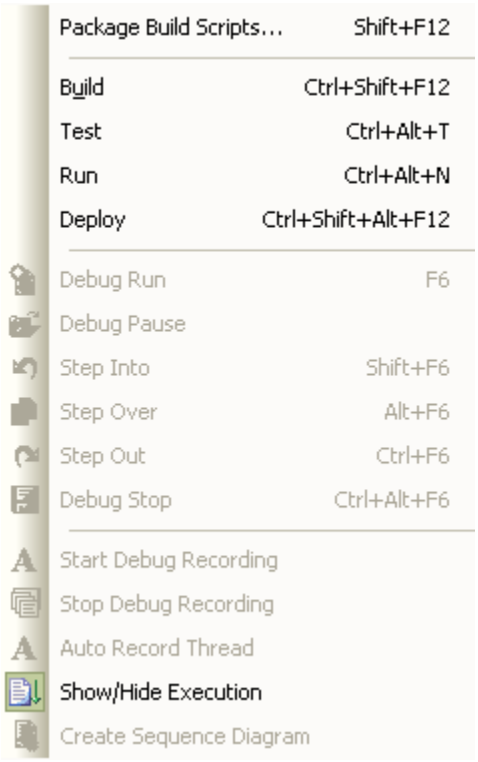
10 Debug and Profile

The Debug and Profile capability is available in the Enterprise Architect Professional and Corporate editions.

Enterprise Architect enables you to build, test, debug, run and execute deployment scripts, all from within the Enterprise Architect development environment. Enterprise Architect provides developers with tools to integrate their UML development and modeling with their source development and compilation. With the ability to generate NUnit and JUnit test Classes from source Classes using MDA Transformations, and to integrate the test process directly into the Enterprise Architect IDE, you can now integrate UML and modeling into the build/test/execute/deploy process.

In addition to build/test and execute functionality, Enterprise Architect includes debugging capabilities for .NET, Java and Microsoft Native (C, C++ and Visual Basic) applications. The debuggers built into Enterprise Architect are specifically designed to enable the capture of stack trace information as a developer or tester 'walks through' the executing code, performing runtime inspection of suspended threads. The final stack trace history can then be used to generate Sequence diagrams within Enterprise Architect, converting the actual code execution and calls into visual diagrams. This capability provides an excellent means of managing complexity within a project, and of documenting existing code and ensuring that the code written performs as intended by the original architect/developer.

The **Build and Run** menu is accessed from the **Project** menu or from the context menu of a package in the *Project Browser* window. It enables you to create and store custom scripts that specify how to build, test, run and deploy code associated with a package.



With the appropriate scripts setup Enterprise Architect can:

- Call a compiler to build your application, parse the compiler output and open the internal editor to the location of errors and warnings given
- Call a unit testing program to run the defined unit tests and parse the output of JUnit or NUnit, and open the internal editor to failed tests
- Debug source code using a customizable interface appropriate to the programming language.

See Also

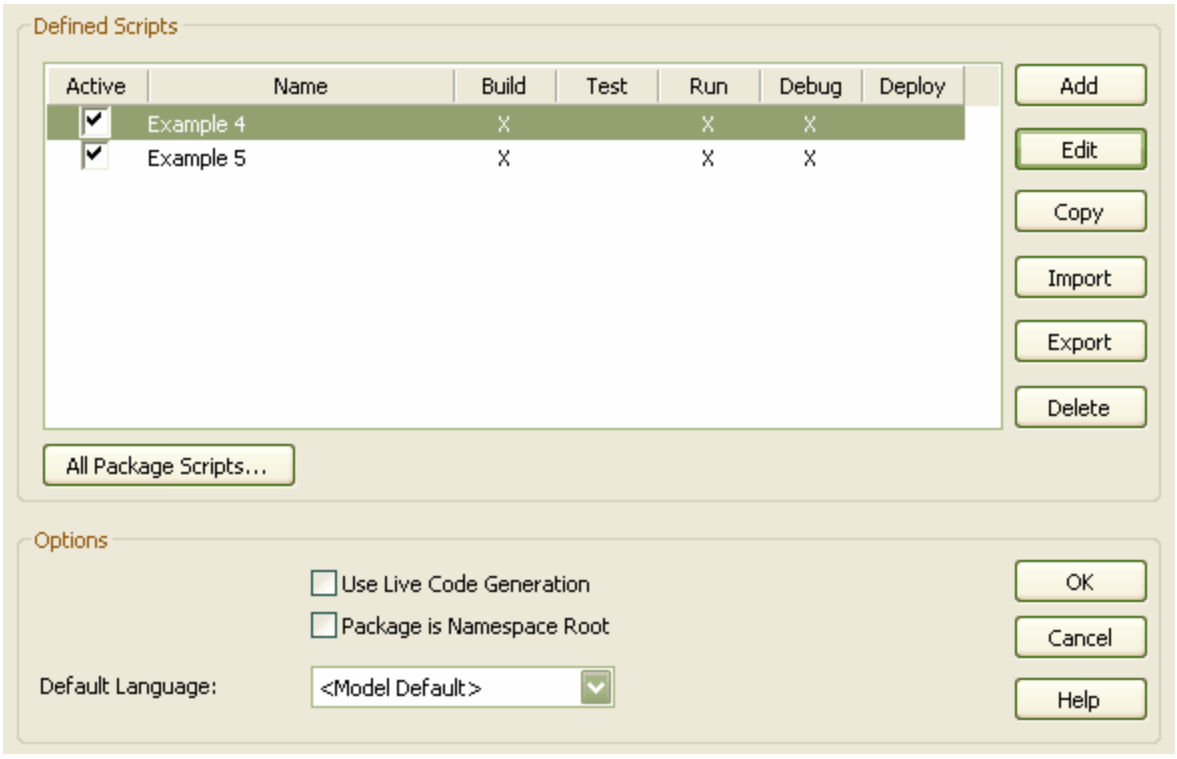
- Source Code Configuration 784
- Build Scripts 786
- Testing Scripts 788
- Run Scripts 789
- Deploy Scripts 796
- Managing Compile Scripts 785
- Debugging with Enterprise Architect 799
- Unit Testing 830

10.1 Setup for Build and Run

In Enterprise Architect, any package within the UML Model can be configured to act as the 'root' of a source code project. By setting compilation scripts, xUnit commands, debuggers and other configuration settings for a package, all contained source code and elements can be built, tested or debugged according to the currently active configuration. Each package can have multiple scripts, but only one is active at any one time. The *Package Build Scripts* dialog enables you to create and manage those scripts.

To access the *Package Build Scripts* dialog, either:

- On the *Debug Workbench Toolbar* 810, select the **Build Scripts** icon (the last icon on the right) and select the appropriate menu option, such as **Build**, or
- Select the **Project | Build and Run | Package Build Scripts** menu option, or
- Right-click on a package in the *Project Browser* window, and select the **Build and Run | Package Build Scripts** menu option.



Scripts are assigned to packages, and although a package might have only one active script at any time, you can assign multiple scripts and select from them as required. The *Package Build Scripts* dialog shows which script is active for the current package, and whether or not the script contains Build, Test and Run components

- To create a new script, click on the **Add** button; the *Build Script* 786 dialog 786 displays
- To modify an existing script, highlight the script name in the list and click on the **Edit** button
- To copy a script with a new name, highlight the script name to copy and click on the **Copy** button; Enterprise Architect prompts you to enter a name for the new copy. Enter the new name in the dialog and click on the **OK** button. The new copy appears in the list and can be modified as usual.
- To delete a script, highlight the script name to delete, click on the **Delete** button, and click on the **OK** button.
- To export your scripts, click on the **Export** button to choose the scripts to export for this package.
- To import build scripts, click on the **Import** button to choose a .xml file of the scripts to import.

The **Default Language** field enables you to set the default language for generating source code for all new elements within this package and its descendents.

Select the **Use Live Code Generation** 730 checkbox to update your source code instantly as you make changes to your model.

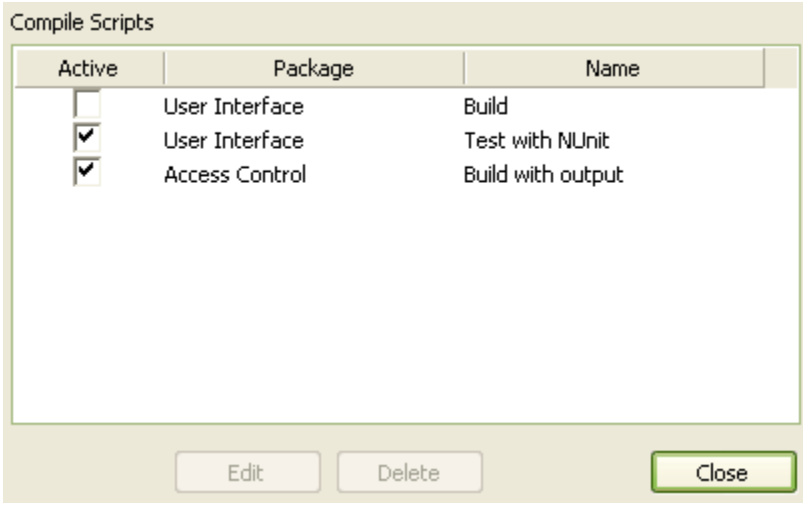
Select the **Package is Namespace** 737 **Root** checkbox to set the source code namespace root (ie. Java/C# namespace) to be the current package. Once you have set a namespace root, code generated beneath this root adds a package declaration at the head of the generated file indicating the current package location.

Click on the **All Package Scripts** button to open a new window that displays all scripts in the current project (see next topic Managing scripts 785).

Once you have created new scripts or made any changes to existing ones, click on the **OK** button to confirm the changes, otherwise click on the **Cancel** button to quit the *Package Build Scripts* dialog without saving any changes.

10.1.1 Managing Scripts

The *All Package Build Scripts* dialog lists every script in the current project.



To edit a script, double-click on its name or highlight the script and click on the **Edit** button. The *Build Script* 786 dialog displays.

To delete a script, highlight the script and click on the **Delete** button. Enterprise Architect prompts you to

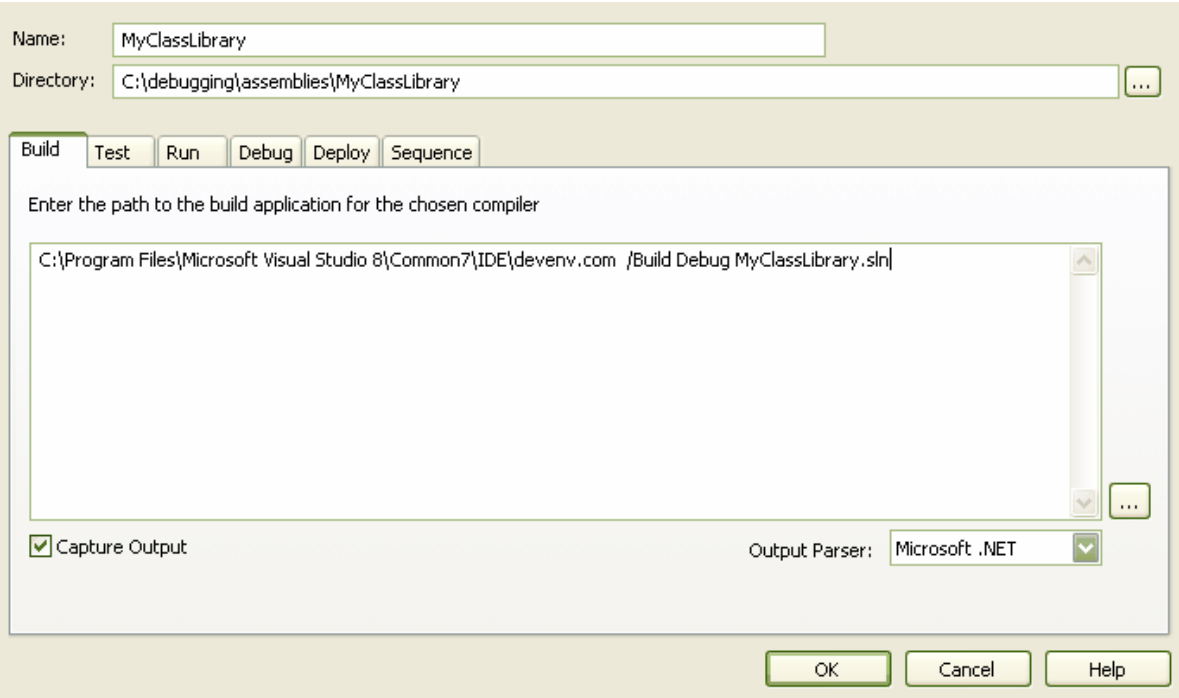
confirm the deletion. Click on the **Yes** button to continue and delete the script.

10.1.2 Build Script

The *Build Script* dialog enables you to maintain the runtime components of a package. This is where you configure how a package is built, assign any debugger, configure tests and detail how the package should be deployed. You access this dialog by clicking on the:

- **Add** button on the *Package Build Scripts* dialog, or
- **Edit** button on the *All Package Build Scripts* dialog.

Each script requires a name and a working directory.



To use the tabs on this dialog, see the following topics:

- Build Command 786
- Test Command 788
- Run Command 789
- Deploy Command 796
- Debug Command 791
- Sequence Tab Options. 796

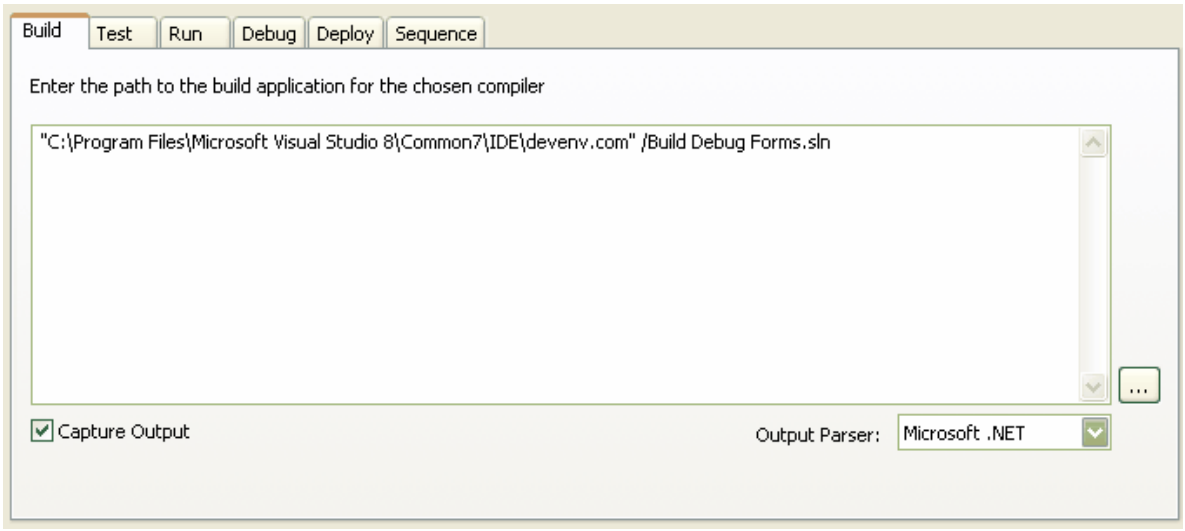
10.1.2.1 Build Commands

The *Build* tab enables you to enter a command for building the current package. This command is executed when you select the **Project | Build and Run | Build** menu option.

Write your script in the large text box using the standard *Windows Command Line* commands. You can specify, for example, compiler and linker options, and the names of output files. The format and content of this section depends on the actual compiler, make system, linker and so on that you use to build your project. You can also wrap up all these commands into a convenient batch file and call that here instead.

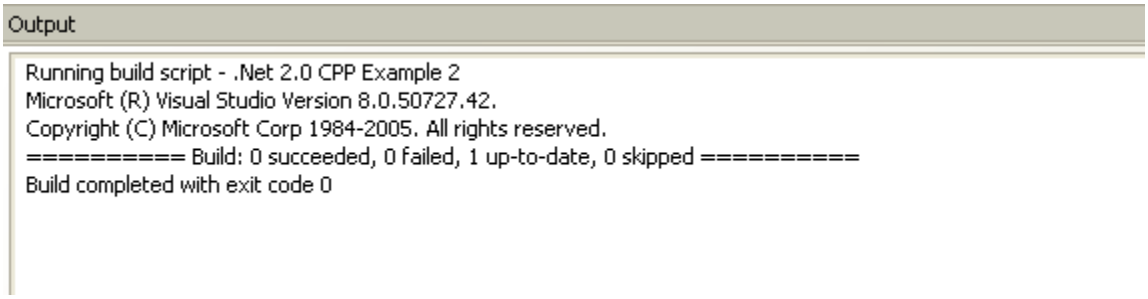
If you select the **Capture Output** checkbox, output from the script is logged in Enterprise Architect's *Output* window. This can be activated by selecting the **View | Output** menu option.

The **Output Parser** field enables you to define a method for automatically parsing the compiler output. If you have selected the **Capture Output** checkbox, Enterprise Architect parses the output of the compiler so that by clicking on an error message in the *Output* window, you directly access the corresponding line of code.



Note: *The command listed in this field is executed as if from the command prompt. Therefore, if the executable path or any arguments contain spaces, they must be surrounded by quotes.*

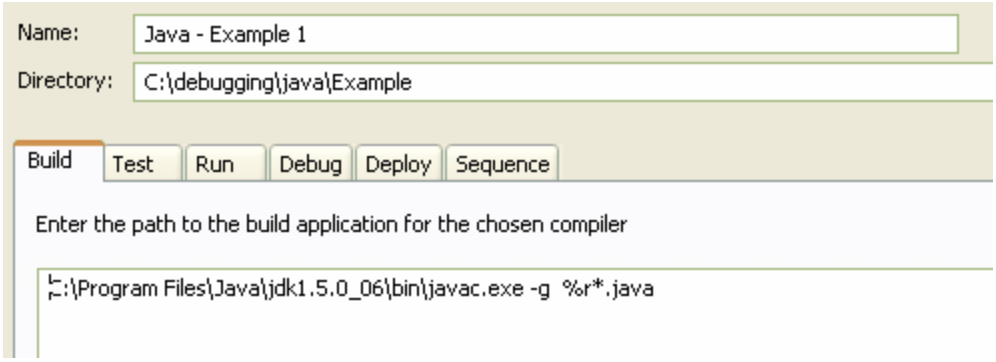
When you run the compile command inside Enterprise Architect, output from the compiler is piped back to the *Output* window and displayed as illustrated below:



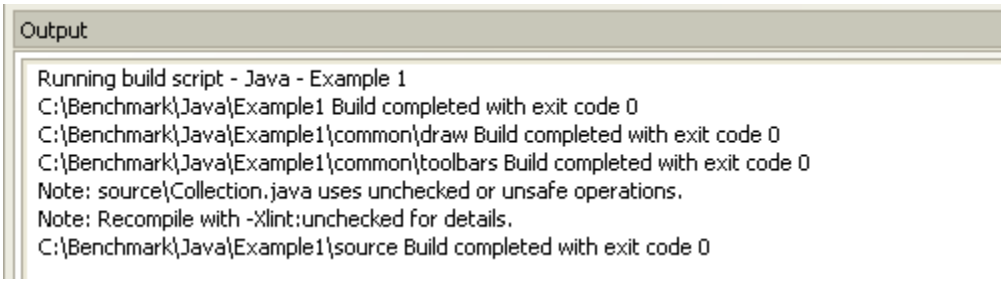
If you double-click on an error line, Enterprise Architect loads the appropriate source file and positions the cursor on the line where the error has been reported.

10.1.2.1.1 Recursive Builds

For any project you can apply the command entered in the build script to all sub folders of the initial directory by specifying the token *%r* immediately preceding the files to be built. The effect of this is that Enterprise Architect iteratively replaces the token with any subpath found under the root and executes the command again.



The output from this Java example is shown below



Note: *The path being built is displayed along with the exit code.*

10.1.2.2 Test Command

Here you can create a command for performing unit testing on your code. The command is entered in the text box using the standard *Windows Command Line* commands. A sample script would contain a line to execute the testing tool of your choice, with the filename of the executable produced by the **Build** command as the option. To execute this test select the **Project | Build and Run | Test** menu option.

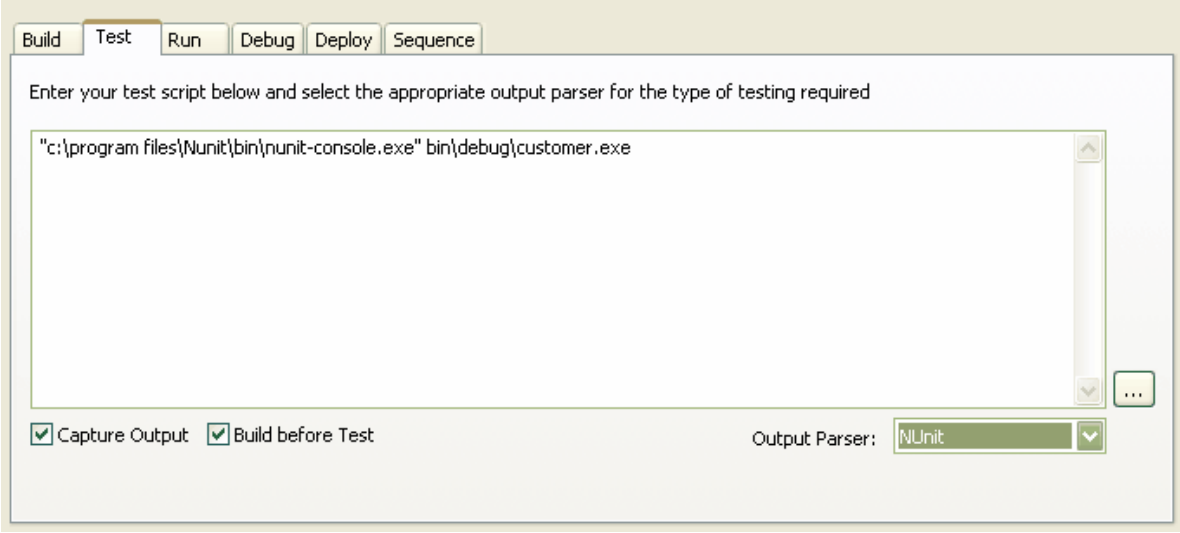
Testing could be integrated with any test tool using the command line provided, but in these examples we have shown how to integrate *NUnit* and *JUnit* testing with your source code. Enterprise Architect provides an inbuilt MDA Transform from source to Test Case, plus the ability to capture *xUnit* output and use it to go directly to a test failure. xUnit integration with your model is now a powerful means of delivering solid and well-tested code as part of the complete model-build-test-execute-deploy life-cycle.

Note: *NUnit and JUnit must be downloaded and installed prior to their use. Enterprise Architect does not include these products in the base installer.*

The **Capture Output** checkbox enables Enterprise Architect to show the output of the program in the *Output* window, while the **Output Parser** field specifies what format output is expected. When parsing is enabled, double-clicking on a result in the *Output* window opens the corresponding code segment in Enterprise Architect's code window.

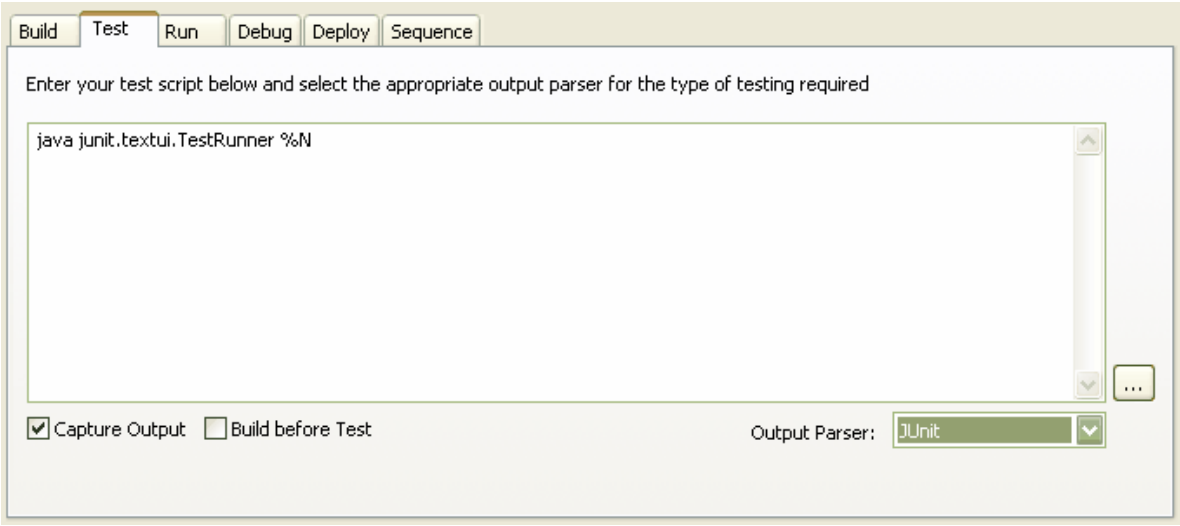
Selecting the **Build before Test** checkbox ensures that the package is recompiled each time you run the test.

Two example test scripts are included below. The first is an NUnit example that shows the **Build before Test** checkbox selected. As a result, every time the test command is given it runs the build script first.



Note: *The command listed in this field is executed as if from the command prompt. As a result, if the executable path or any arguments contain spaces, they must be surrounded in quotes.*

The second example is for JUnit. It doesn't have the **Build before Test** checkbox selected, so the build script won't be executed before every test, but as a result it could test out of date code. This also shows the use of *%N,* which is replaced by the fully namespace-qualified name of the currently selected Class when the script is executed.

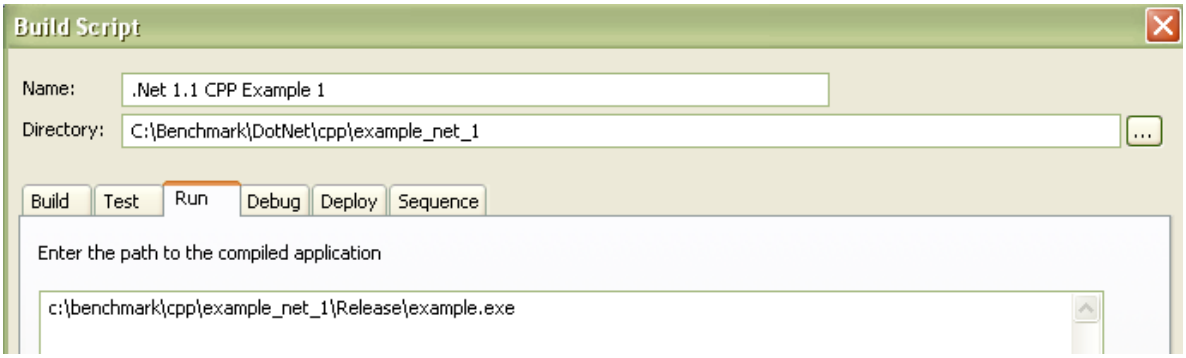


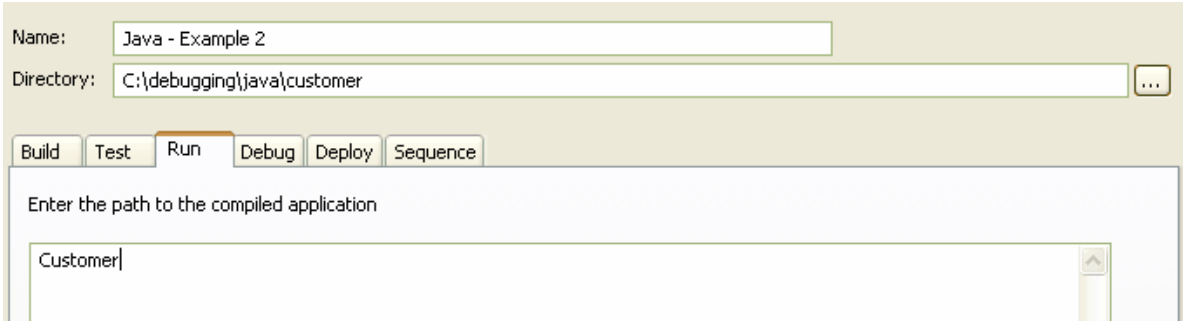
10.1.2.3 Run Command

Here you can enter a command for running your executable. This is the command that is executed when you select the **Project | Build and Run | Run** menu option. At its simplest, the script would contain the location and name of the file to be run.

Note: *Enterprise Architect provides the ability to start your application normally OR with debugging from the same script. The* **Build and Run** *menu has separate options for starting a normal run and a debug run.*

The following two examples show scripts configured to run a .Net and a Java application in Enterprise Architect.





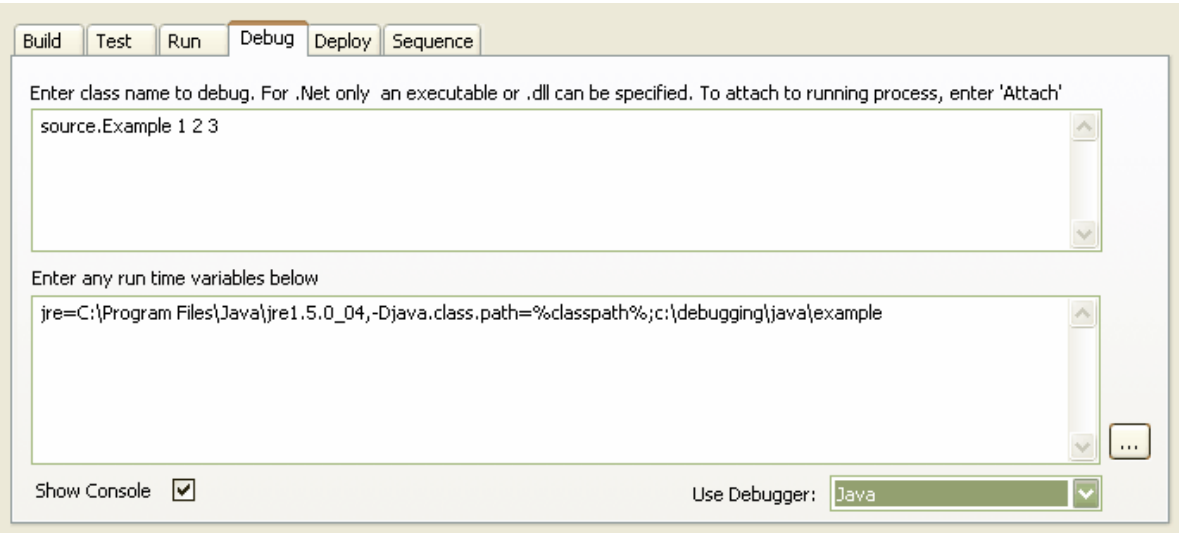
Note: *The command listed in this field is executed as if from the command prompt. As a result, if the executable path or any arguments contain spaces, they must be surrounded in quotes.*

10.1.2.4 Debug Command

The *Debug* tab of the *Build and Run* dialog enables you configure how to debug your application within Enterprise Architect. Details on how to complete the fields for a variety of debugging scenarios are provided in the following platform-specific topics:

- Java 791
- .NET 793
- Microsoft Native. 795

10.1.2.4.1 Java



Field	Action
Enter class name to debug	Type the fully qualified Class name to debug, followed by any arguments. The Class must have a method declared with the following signature: public static void main(String[]); The debugger calls this method on the Class you name. In the example above, the three parameters **1**, **2** and **3** are passed to the method.
Enter any runtime variables below	Type any required command line options to the Java Virtual Machine. You also must provide a parameter (**jre**) that is a path to be searched for the jvm.dll. This is the DLL supplied as part of the Java runtime environment or Java JDK from Sun Microsystems™ (see Profiling and Debugging) 799. In the example above, a VM is created with a new Class path property that comprises any paths named in the environment variable CLASSPATH plus the single path *"c:\debugging\java\example"*. If no Class path is specified, the debugger always creates the VM with a Class path property equal to any path contained in the environment variable plus the path entered in the default working directory of this script.
Show Console	Select the checkbox to create a console window for Java. If no console window is required, leave blank.
Use Debugger	Click on the drop-down arrow and select **Java**.

10.1.2.4.1.1 Attach to VM

You can debug a Java application by attaching to an existing Java process. However, the Java process requires a specific startup option specifying the Sparx Systems Java Agent. The format of the command line option is:

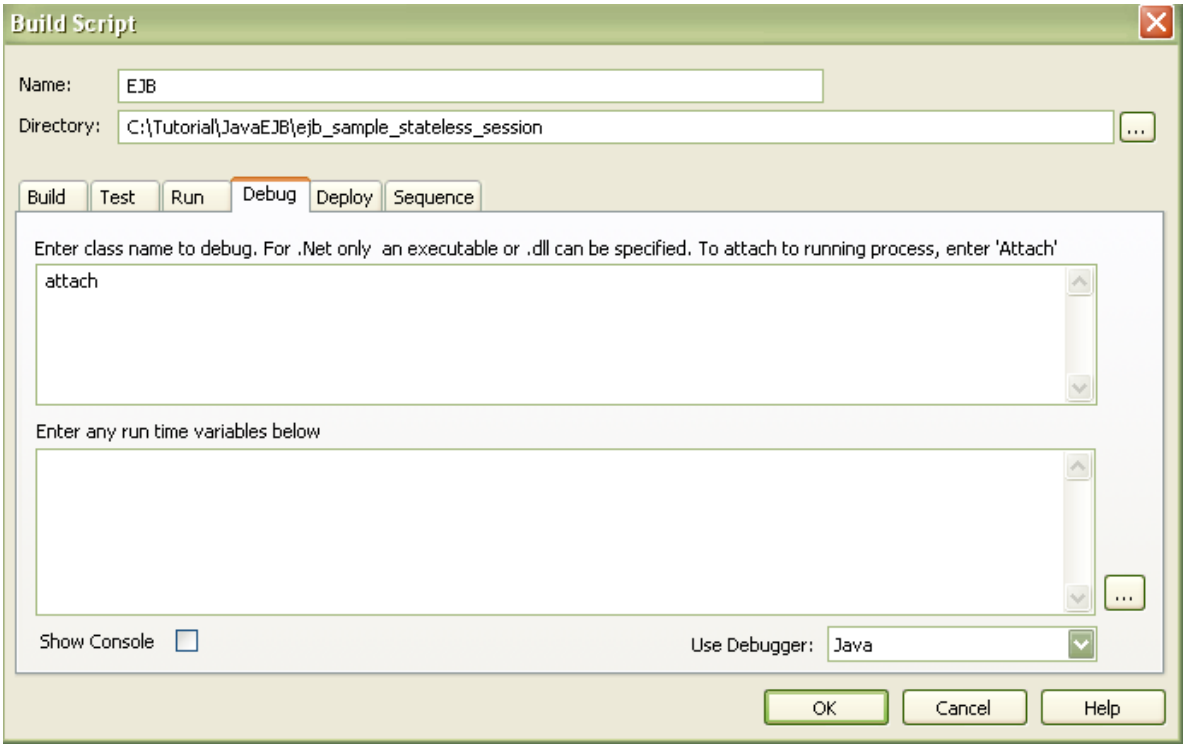
-agentlib:SSJavaProfiler5_70

or:

-agentpath:"c:\program files\sparx systems\ea\SSJavaProfiler5_70"

The example below is for attaching to the *Tomcat Webserver*. The keyword **Attach** is all that you have to enter. This keyword causes the debugger to prompt you for a process at runtime.

Note: *The* **Show Console** *checkbox has no effect when attaching to an existing VM.*



No run time variables are necessary when attaching.

10.1.2.4.2 .NET

Field	Action
Enter class name to debug	Enter either the full or the relative path to the application executable, followed by any command line arguments.
Enter any runtime variables below	Applicable only when debugging a single .NET Assembly.
Show Console	For console applications, select the checkbox to create a console window for the debugger. Not applicable for attaching to a process.
Use Debugger	Select the debugger to suit the .NET Framework under which your application runs.

10.1.2.4.2.1 Debug Assemblies

Enterprise Architect permits debugging of individual assemblies. The assembly is loaded and a specified method invoked. If the method takes a number of parameters, these can be passed.

Constraints

Debugging of assemblies is only supported for .NET version 2.

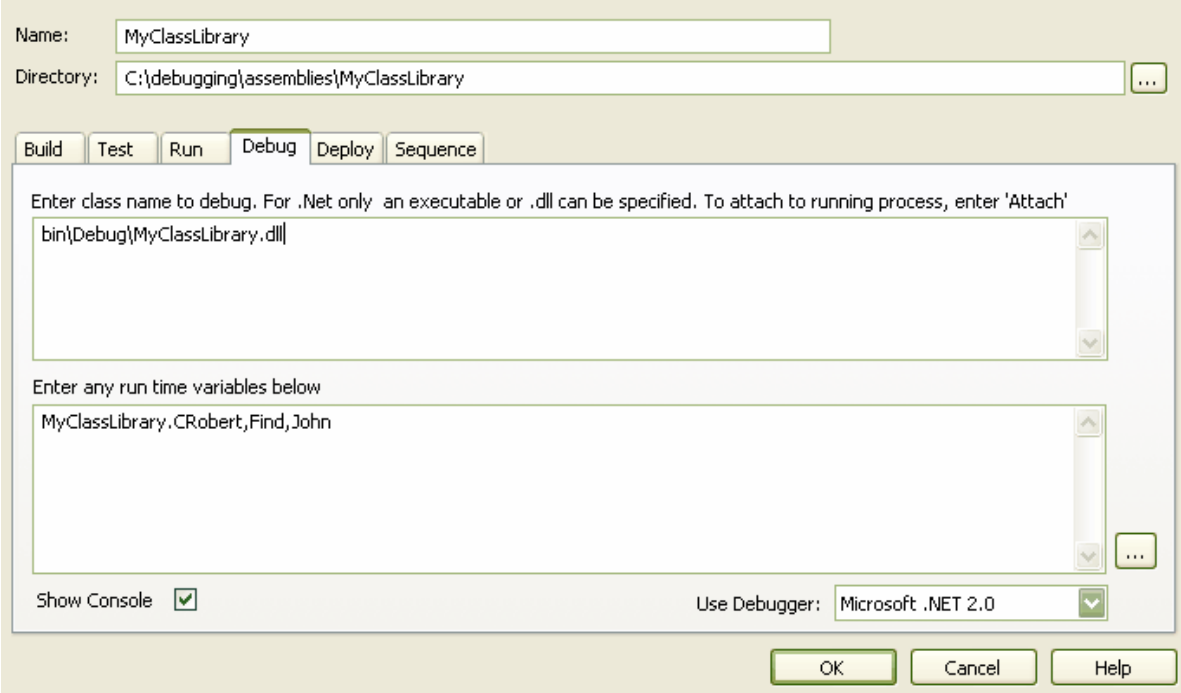
The image below is of a *Build Script* configured for debugging a .NET assembly. Notice the **Enter any run time variables below** field. This field is a comma-delimited list of values that must present in the following order:

type_name, method_name, { method_argument_1, method_argument2,....}

where:

- *type_name* is the qualified type to instantiate
- *method_name* is the unqualified name of the method belonging to the type that is invoked
- the *argument list* is optional depending on the method invoked.

The information in this field is passed to the debugger.



10.1.2.4.2.2 Debug - CLR Versions

Please note that if you are debugging managed code using an unmanaged application, the debugger might fail to detect the correct version of the CLR to load. You should specify a config file if you don't already have one for the debug application specified in the *Debug* command of your script. The config file should reside in the same directory as your application, and take the format:

```
name.exe.config
```

where *name* is the name of your application.

The version of the CLR you should specify should match the version loaded by the managed code invoked by the debuggee.

Sample config file:

```
<configuration>
        <startup>
            <requiredRuntime version="version "/>
        </startup>
</configuration>
```

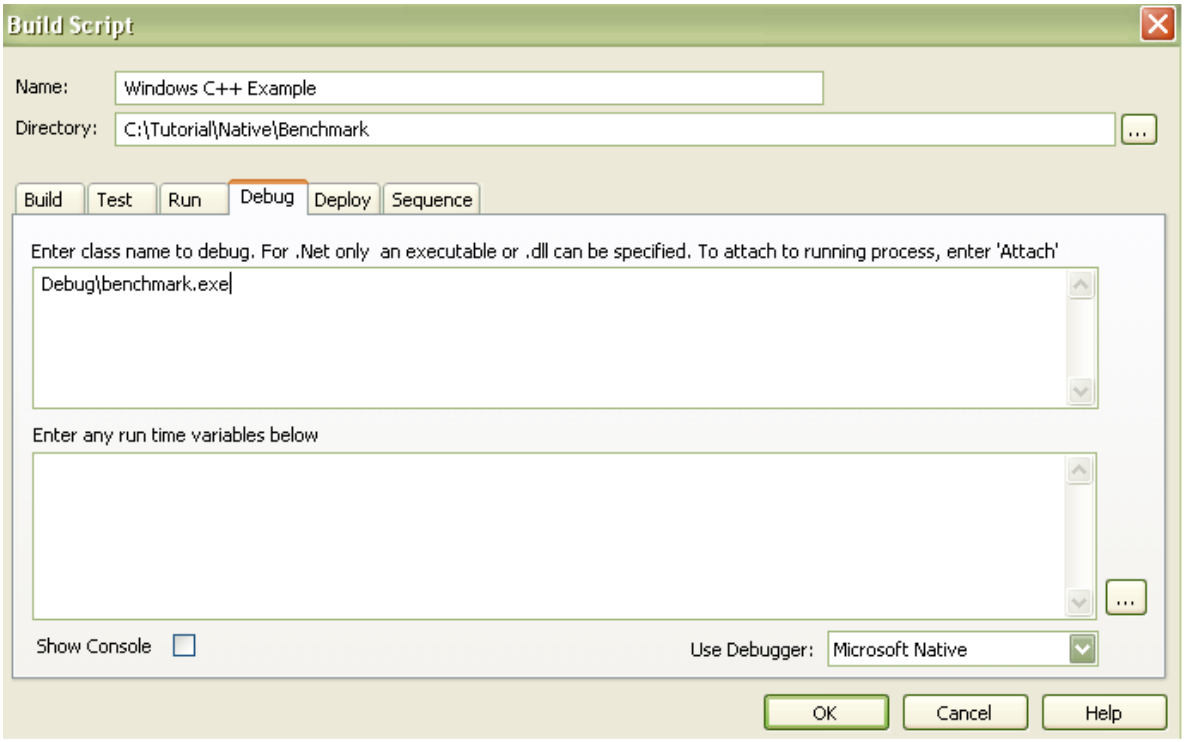
where *version* is the version of the CLR targeted by your plugin or COM code.

For further information, see http://msdn2.microsoft.com/en-us/library/9w519wzk.aspx.

10.1.2.4.3 Microsoft Native

You can also configure how to debug applications built in a Microsoft Native code. The example script below is configured to enable debugging of a C++ project built in Microsoft Visual Studio 2005.

You can debug native code only if there is a corresponding PDB file for the executable. You normally create this as a result of building the application with debug information.



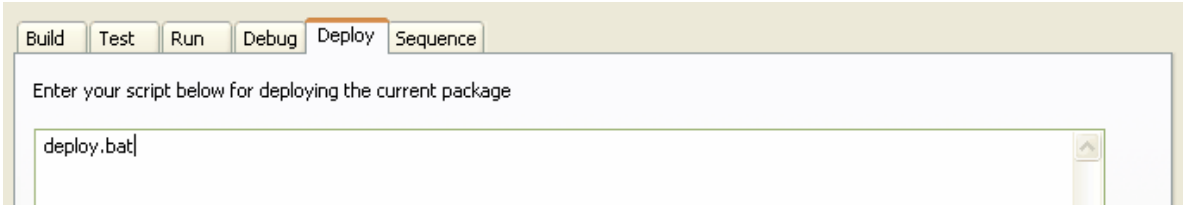
The script must specify two things to support debugging:

- The path to the executable
- Microsoft Native as the debugging platform.

10.1.2.5 Deploy Command

This section enables you to create a command for deploying the current package. These are the commands that are executed when you select the **Project | Build and Run | Deploy** menu option.

Write your script in the large text box using the standard *Windows Command Line* commands.



10.1.2.6 Sequence Options

On the *Build Script* dialog for any model, the *Sequence* tab contains the following options:

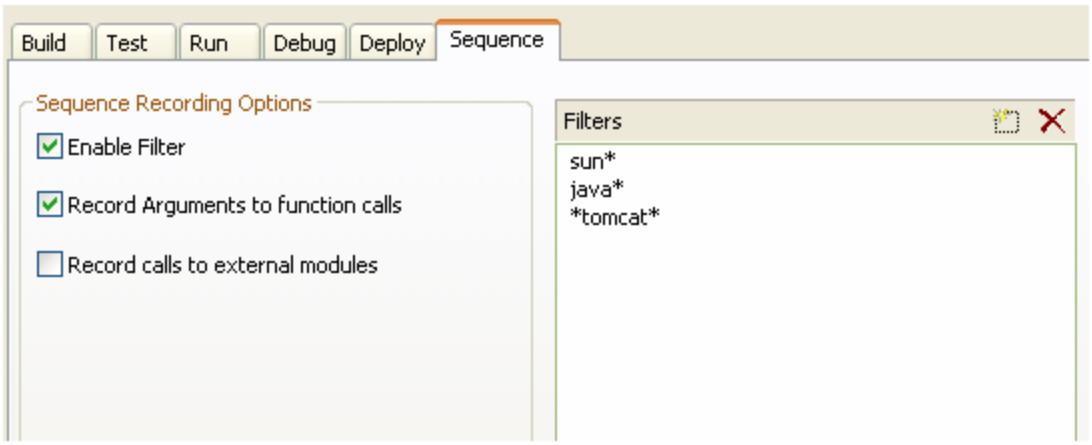
- **Enable Filter**
- **Record Arguments to function calls**
- **Record calls to external modules.**

The options are not all available for each platform, as indicated in the table below:

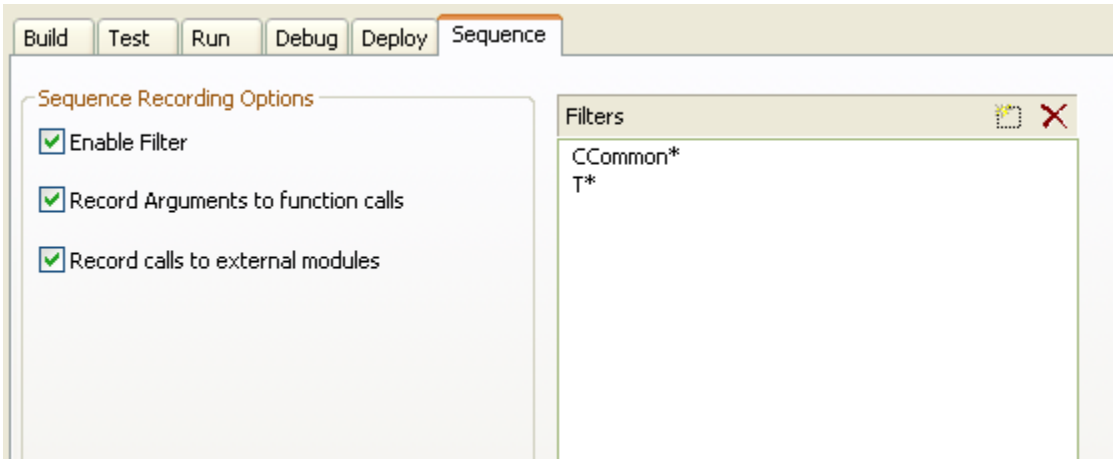
Option	.NET	Java	Native
Enable Filter	X	X	X
Record Arguments	X	X	X
Record external calls	X	X	

Enable Filter

If the **Enable Filter** option is selected, the debugger excludes calls to certain Classes from the generated sequence history and diagram, as defined in the **Filters** box. The match is case sensitive, but you can use the wildcard character * (asterisk).



In the Java example in the screen above, the debugger excludes calls to methods belonging to any Class with a pathname beginning with *sun* or *java,* or containing *tomcat*.



In the .NET example above, the debugger excludes calls to methods belonging to any Class with a pathname beginning with *CCommon* or *T*.

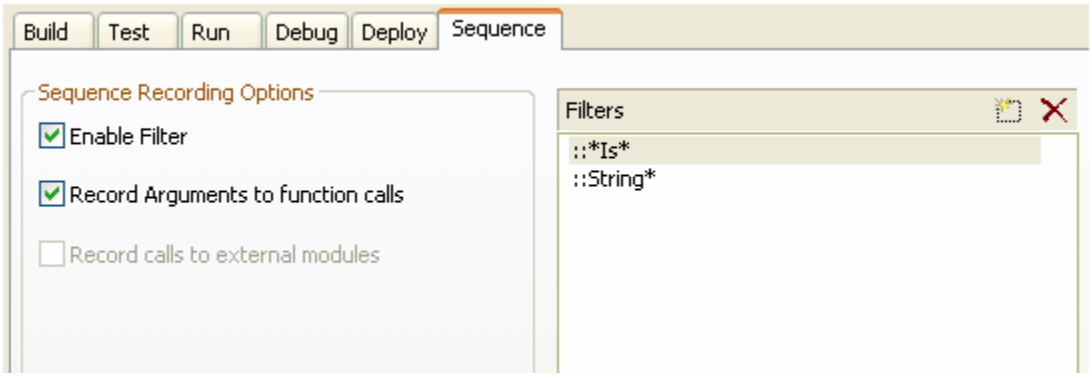
Note: *If you do not use any asterisks in a filter term, the debugger automatically inserts an asterisk at the start*

and end of the filter and excludes calls to methods belonging to any Class with a pathname containing the specified term.

Native Debugging Only

You can filter public methods using the token **::** preceding the method name. Again, you can use wildcards to refine the filter term.

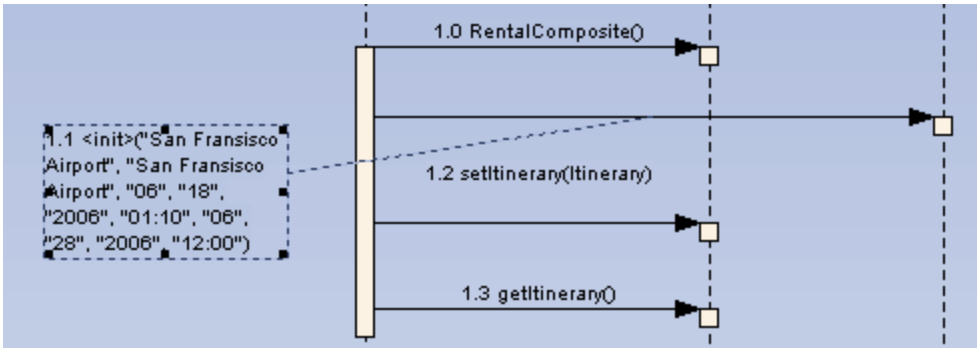
For example *::String** excludes any calls to methods beginning with the term *String* from being recorded, and *::*Is** excludes all methods containing the term *Is*.



Record Arguments to Function Calls

When recording the sequence history, Enterprise Architect can record the arguments passed to method calls.

When the **Record Arguments to function calls** option is selected, the resulting Sequence diagram shows the values of elemental and string types passed to the method. See the following Java example.

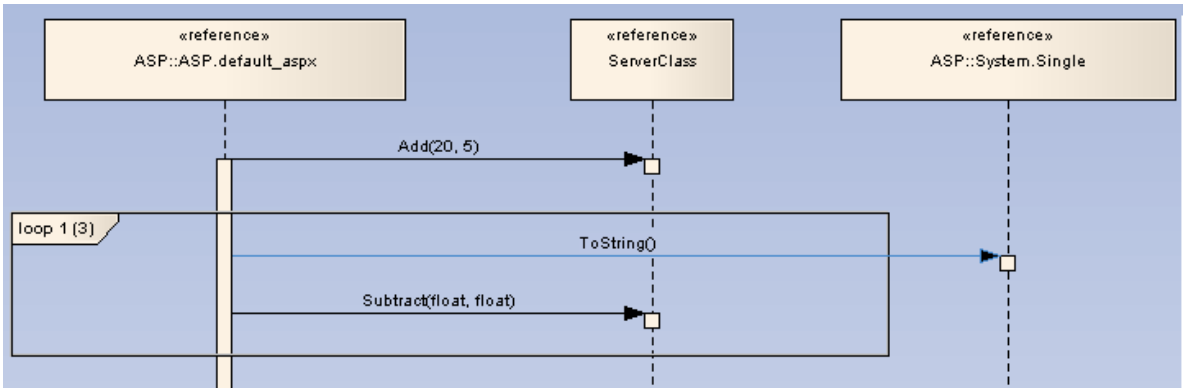


Where the argument is not an elemental type, the type name is recorded instead.

Record Calls to External Modules

This option causes function calls to external modules outside the model to be included in the sequence history and generated diagram. Only calls originating within the model to functions external to the model are recorded.

Note: *External calls are displayed with a blue connector, as shown below.*



This example shows an external call to the Microsoft .NET framework assembly function *System.Single.ToString*.

10.2 Profiling and Debugging

Enterprise Architect enables debugging of source code within Enterprise Architect, using a debug interface appropriate to the source language.

Debugging is configured by creating a debug script for the packages to be tested. One of the primary objectives of this feature is to enable you to perform a debug walk-through executing code, and capture your stack trace for direct conversion into a Sequence diagram. This is a great way to document and understand what your program is doing during its execution phase.

10.2.1 System Requirements

Important - please read

Supported Platforms

Enterprise Architect supports debugging on these platforms:

.Net

- Microsoft™ .NET Framework 1.1 and later
- Language support: C, C#, C++, J#, Visual Basic

Java

- Java 2 Platform Standard edition (J2SE) version 5.0
- J2EE JDK 1.4 and above
- Requires previous installation of the Java Runtime Environment and Java Development Kit from Sun Microsystems™.

Debugging is implemented through the Java Virtual Machine Tools Interface (JVMTI), which is part of the Java Platform Debugger Architecture (JPDA) . The JPDA is included in the J2SE SDK 1.3 and later.

Windows for Native Applications

Enterprise Architect supports debugging of native code (C, C++ and Visual Basic) compiled with the Microsoft ™ compiler where an associated PDB file is available. Select **Microsoft Native** from the list of debugging platforms in your package script.

You can import native code into your model, and record the execution history for any Classes and methods. You can also generate Sequence diagrams from the resulting execution path.

Note: *Enterprise Architect currently does not support remote debugging.*

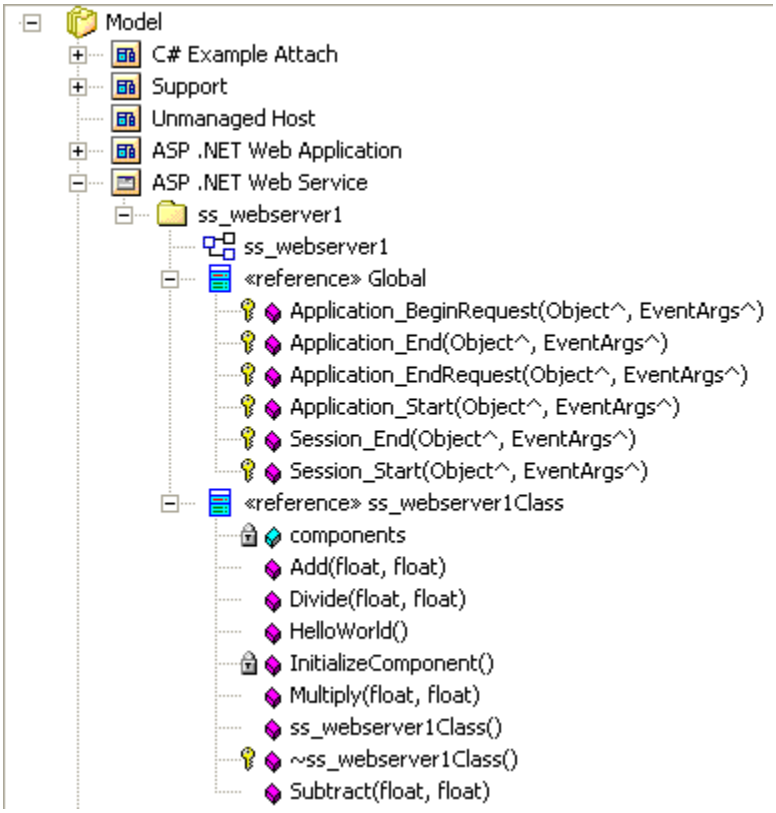
Prerequisites

Creation of a Package Build Script and configuration of the **Debug** command in that script.

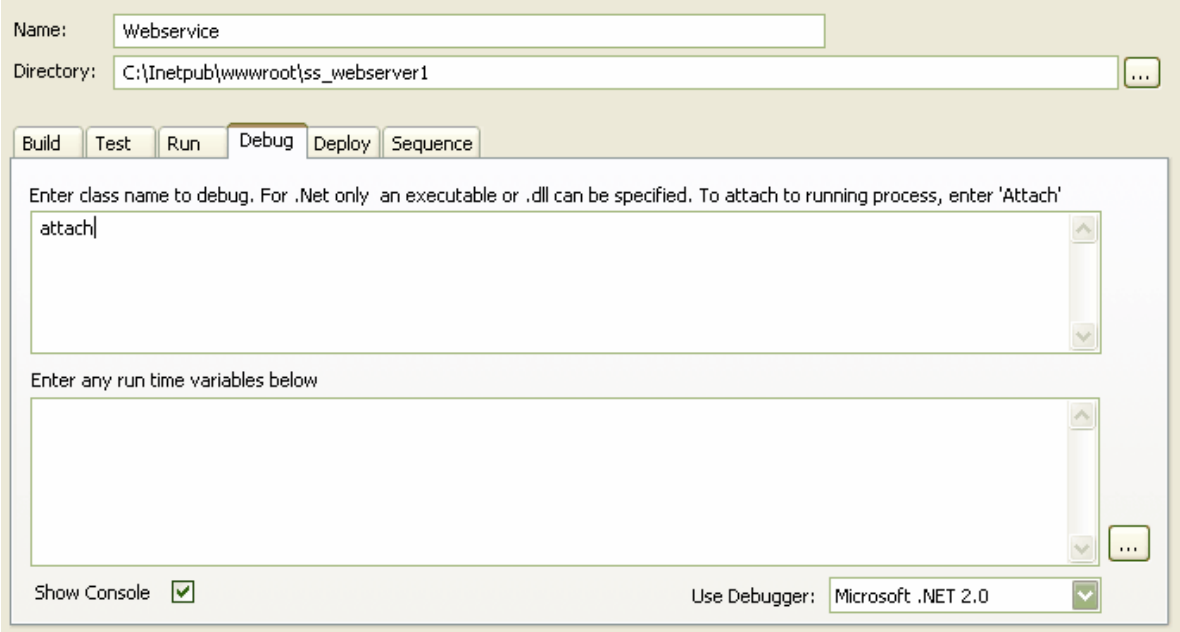
10.2.2 Debug ASP .NET

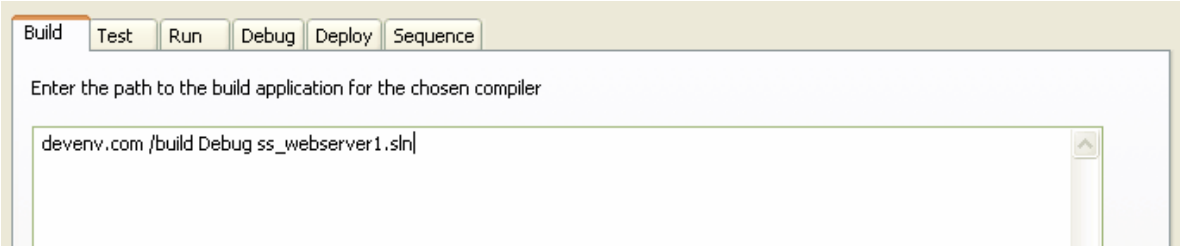
Debugging for web services such as ASP requires that the Enterprise Architect debugger is able to attach to a running service. Begin by ensuring that the directory containing the ASP .NET service project has been imported into Enterprise Architect and, if required, the web folder containing the client web pages. If your web project directory resides under the website hosting directory, then you can import from the root and include both ASP code and web pages at the same time.

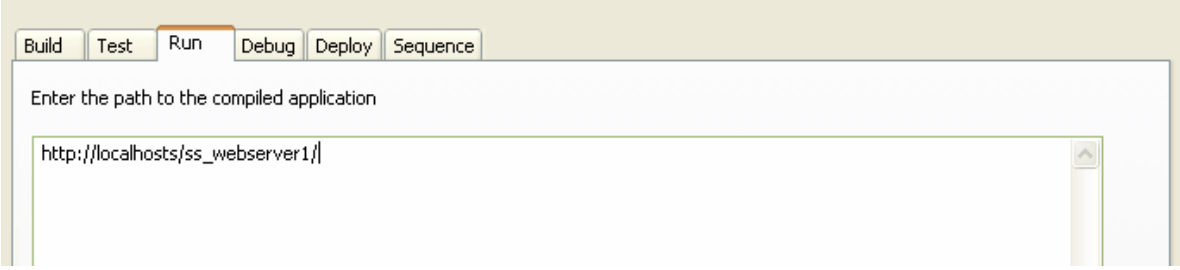
The following image shows the project tree of a web service imported into Enterprise Architect.



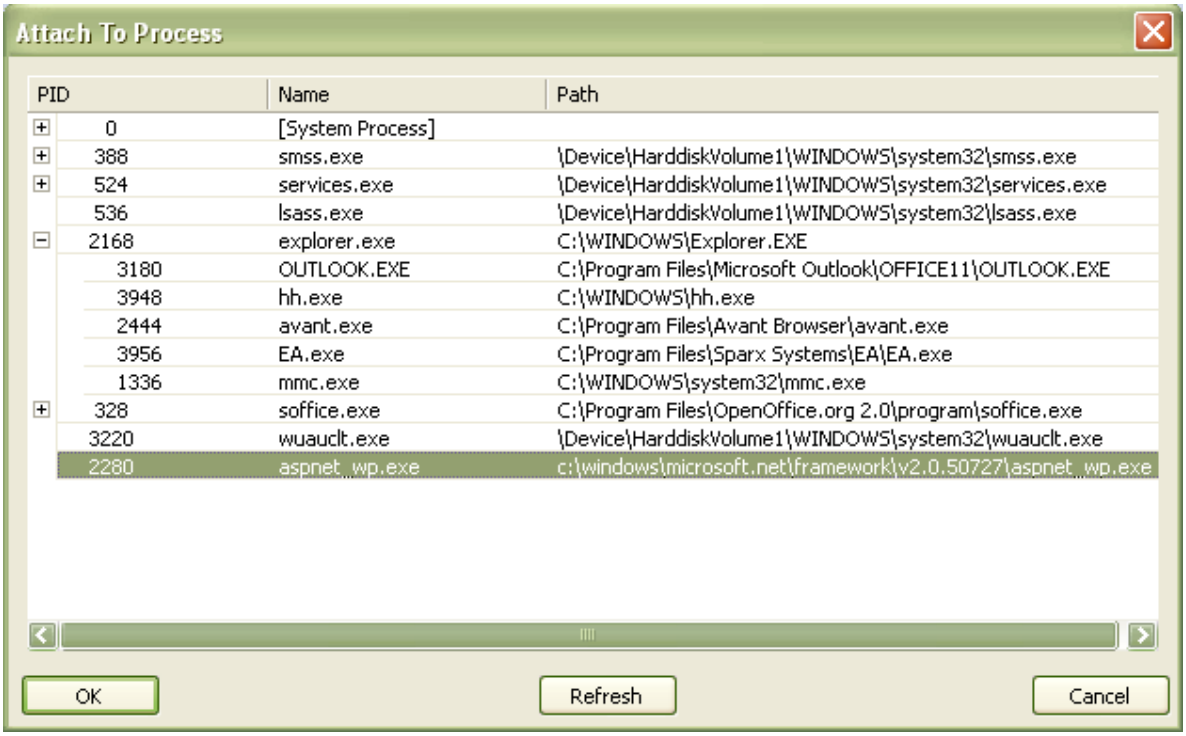
It is necessary to launch the client first, as the ASP .NET service process might not already be running. Load the client by using your browser. This ensures that the web server is running. The only difference to a debug script for ASP is that you specify the **attach** keyword in your script, as below.







When you start the debugger (click on the *Debug Workbench* 809 **Run** button) the *Attach To Process* dialog displays.



Note that the name of the process varies across Microsoft operating systems; check the ASP .NET SDK for more information. Select the *aspnet_wp.exe* process for the version configured (in the web.config file) for your web service, and click on the **OK** button.

The *Debugger Toolbar* **Stop** button should be enabled and any breakpoints should be red, indicating they have been bound.

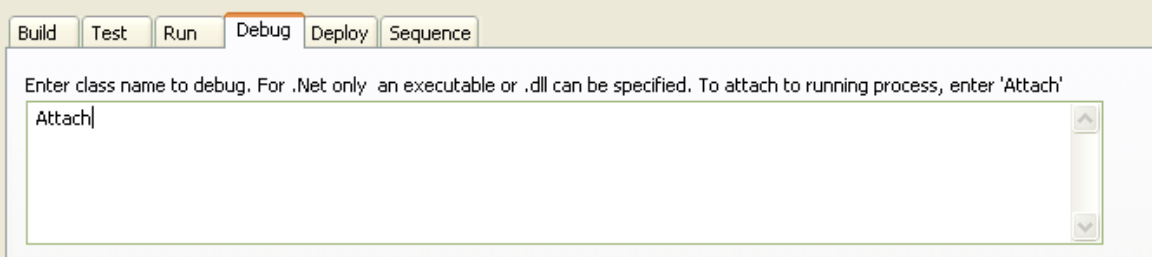
Note: *Some breakpoints might not have bound successfully, but if none at all are bound (indicated by being dark red with question marks) something has gone out of sync. Try rebuilding and re-importing source code.*

You can set breakpoints at any time in the web server code. You can also set breakpoints in the ASP web page(s) if you imported them.

10.2.3 Debug COM interop

Enterprise Architect enables you to debug .NET managed code executed using COM in either a Local or an In-Process server. This feature is useful for debugging Plugins and ActiveX components.

1. Create a package in Enterprise Architect and import the code to debug. See Code Engineering 720.
2. Ensure the COM component is built with debug information.
3. Create a Script for the Package.
4. In the *Debug* tab, you can elect to either attach to an unmanaged process (specify the **Attach** keyword) or specify the path to an unmanaged application to call your managed code.



5. Add breakpoints in the source code to debug.

Attach to an Unmanaged Process

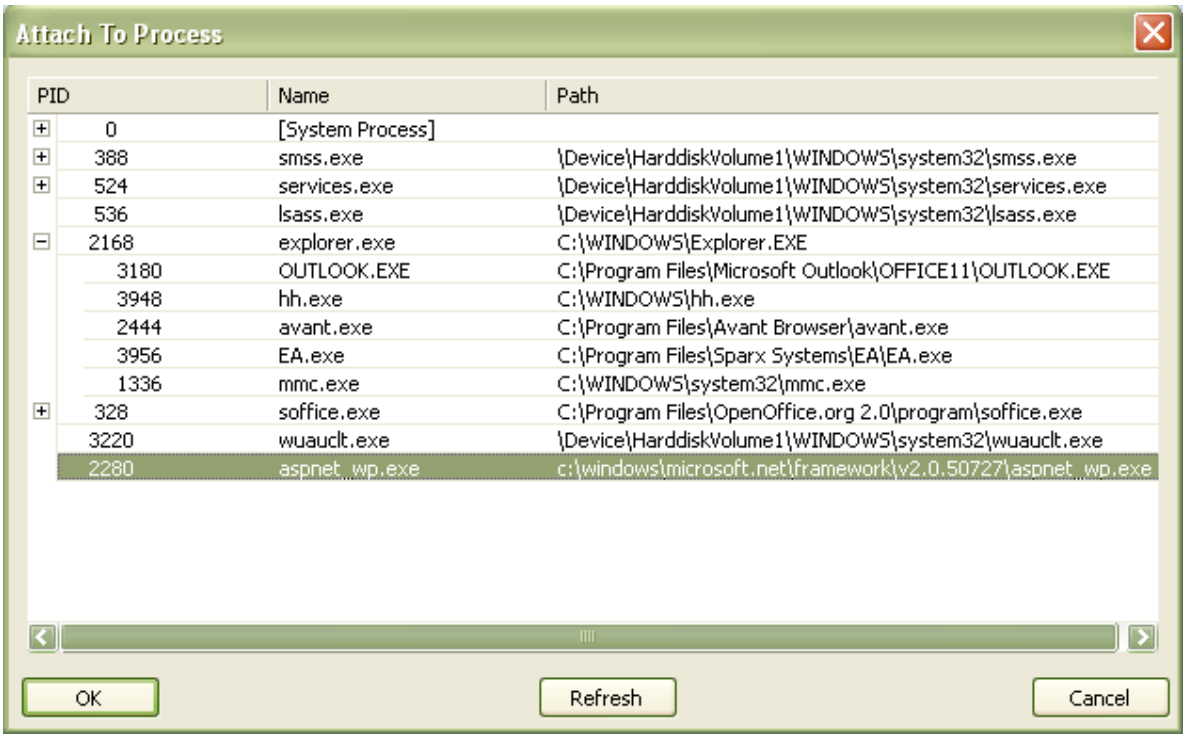
- If an In-Process COM server, attach to the client process or
- If a Local COM Server, attach to the server process.

Click on the Debug **Run** button (or press **[F6]**) to display a list of processes from which you can choose.

Important: *Detaching from a COM interop process you have been debugging terminates the process. This is a well known issue for Microsoft .NET Framework, and information on it can be found on many of the MSDN .NET blogs.*

10.2.4 Debug Another Process

If the **Build Script Debug** command is set to the **attach** keyword, when you click on the **Debug Run** 810 button or press **[F6]** the *Attach to Process* dialog displays, from which you can select the process to attach to.



Once Enterprise Architect is attached to the process, any breakpoints encountered are detected by the debugger and the information is available in the *Debug* windows.

To detach from a process, click on the **Debug Stop** button.

10.2.5 Debug Java Web Servers

This topic describes the configuration requirements and procedure for debugging Java web servers such as JBOSS and Apache Tomcat in Enterprise Architect.

The procedure involves attaching to the process hosting the JVM from Enterprise Architect, as summarized below:

1. Ensure binaries for the web server code to be debugged have been built with debug information.
2. Launch the server with the VM startup option described in this topic.
3. Import source code into the Enterprise Architect Model, or synchronize existing code.
4. Create or modify the Package Build Script to specify the **Debug** option for attaching to the process.
5. Set breakpoints.
6. Launch the client.
7. Attach to the process from Enterprise Architect.

Server Configuration

The configuration necessary for the web servers to interact with Enterprise Architect must address the following two essential points:

- Any VM to be debugged, created or hosted by the server must have the Sparx Systems Agent SSJavaProfiler65 command line option specified in the VM startup option (that is: *-agentlib:SSJavaProfiler5_70*)
- The CLASSPATH, however it is passed to the VM, must specify the root path to the package source files.

The Enterprise Architect debugger uses the *java.class.path* property in the VM being debugged, to locate the source file corresponding to a breakpoint occurring in a Class during execution. For example, a Class to be debugged is called:

a.b.C

This is located at physical directory:

C:\source\a\b

So, for debugging to be successful, the CLASSPATH must contain the root path

c:\source.

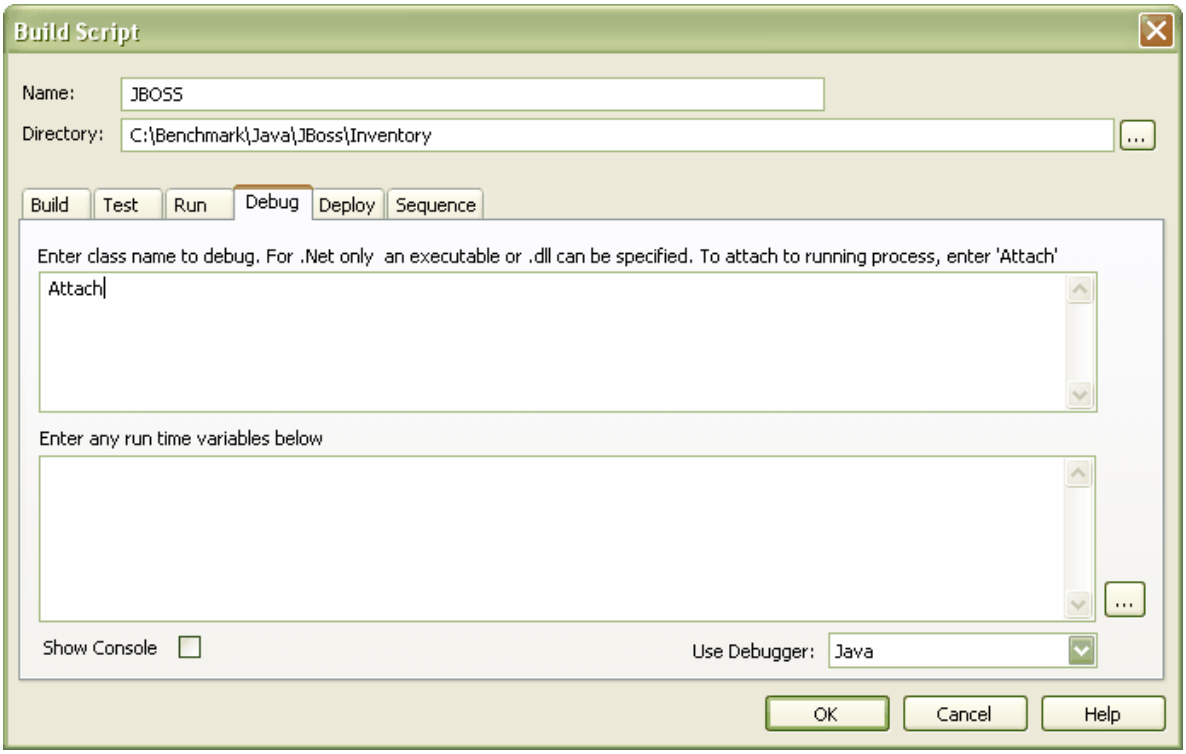
See the following topics:

- JBOSS Server Configuration 807
- Apache Tomcat Server Configuration 808
- Apache Tomcat Service Configuration (Windows Service) 809

Package Script Configuration

Using the Debug tab 791 of the Build Script 783 dialog, create a script for the code you have imported and specify the following:

- In the **Enter class name to debug** field, type **attach**.
- In the **Use Debugger** field, click on the drop-down arrow and select **Java**.



All other fields are unimportant. The **Directory** field is normally used in the absence of any Class path property.

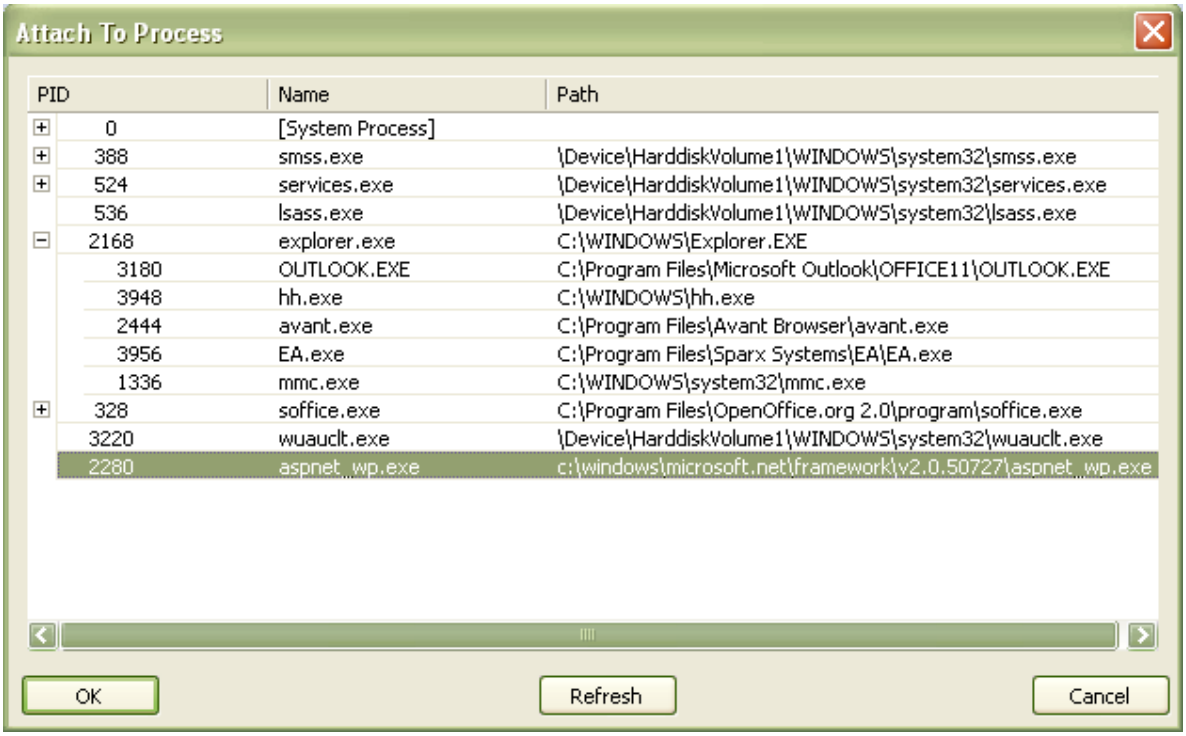
Debugging

First ensure that the server is running, and that the server process has loaded the Sparx Systems Agent DLL *SSJavaProfiler5_70.DLL* (use *Process Explorer* or similar tools to prove this).

Launch the client and ensure the client executes. This must be done before attaching to the server process in Enterprise Architect.

After the client has been executed at least once, return to Enterprise Architect, open the source code you imported and set some breakpoints 814.

Click on the **Run Debugger** 810 button in Enterprise Architect. The *Attach To Process* dialog displays.

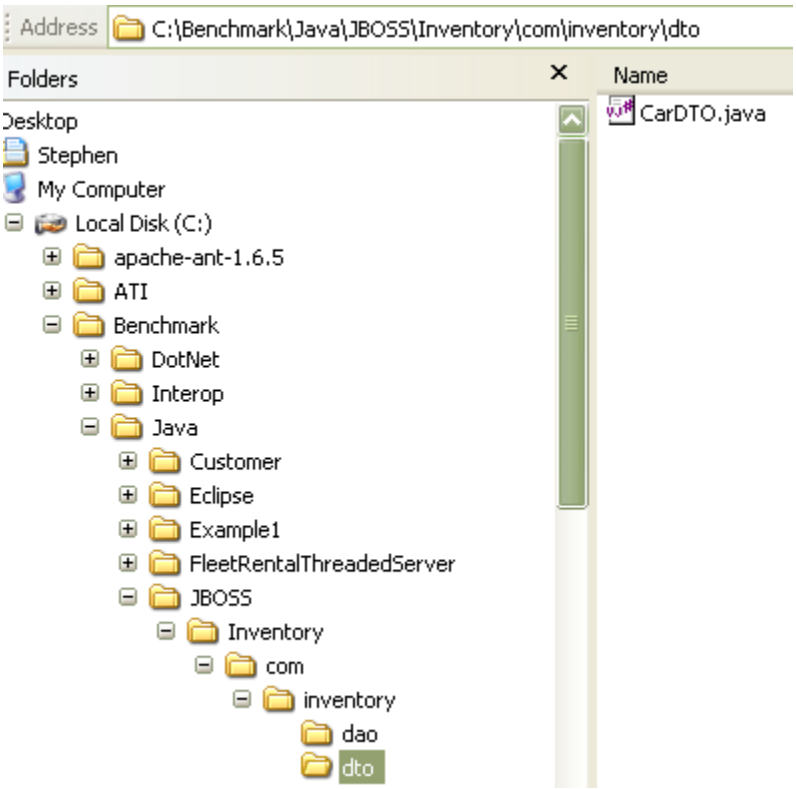


Click on the **OK** button. A confirmation message displays in the *Debug Toolbar Output Tab* 818 window, stating that the process has been attached.

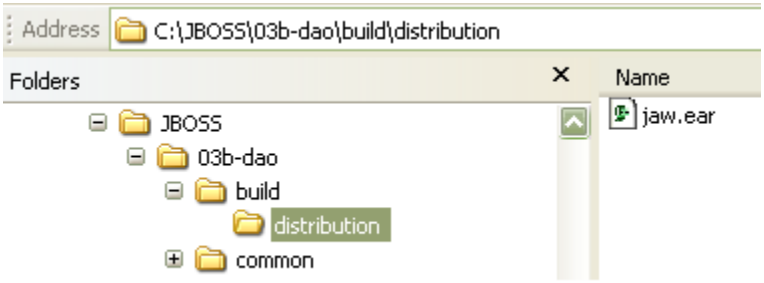
The breakpoints should remain enabled (bright red). If the breakpoints fail, and contain either an exclamation mark or a question mark, then either the process is not hosting the *SSJavaprofiler5_70* Agent or the binaries being executed by the server are not based on the source code. If so, check your configuration.

10.2.5.1 JBOSS Server Configuration

Consider the JBoss example below. The source code for a simple servlet is located in the directory location:



The binaries executed by JBOSS are located in the JAW.EAR file in this location:



The Enterprise Architect debugger has to be able to locate source files during debugging. To do this it also uses the CLASSPATH, searching in any listed path for a matching JAVA source file, so the CLASSPATH must include a path to the root of the package for Enterprise Architect to find the source during debugging.

The following is an excerpt from the command file that executes the JBOSS server. Since the Class to be debugged is at *com/inventory/dto/carDTO*, the root of this path is included in the *JBOSS* classpath.

```
RUN.BAT
-------------
set SOURCE=C:\Benchmark\Java\JBOSS\Inventory
```

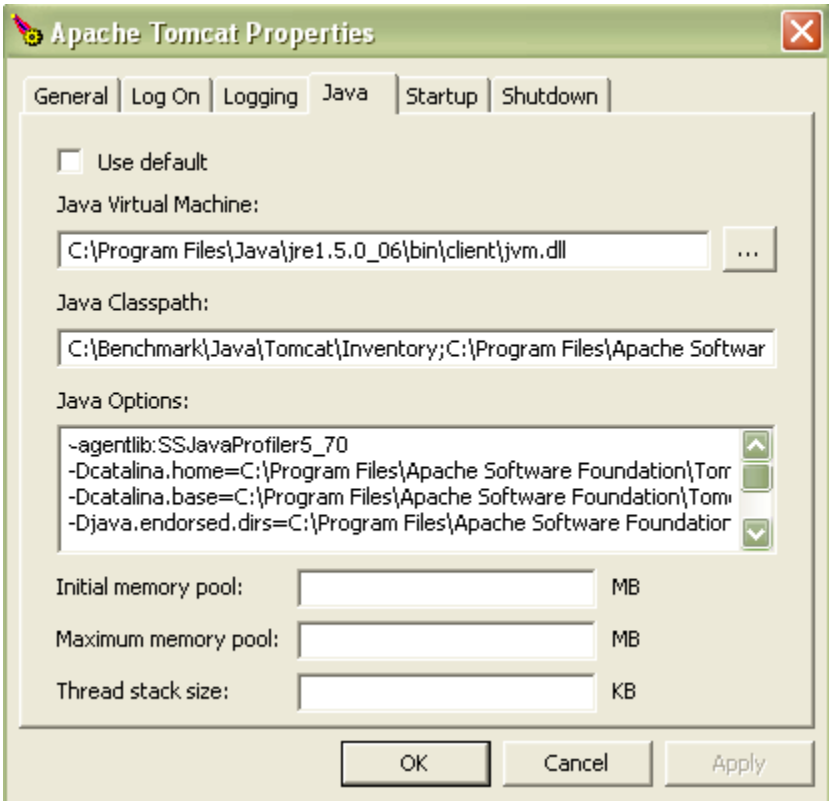
```
set JAVAC_JAR=%JAVA_HOME%\lib\tools.jar

if  "%JBOSS_CLASSPATH%" == ""
(
      set JBOSS_CLASSPATH=%SOURCE%;%JAVAC_JAR%;%RUNJAR%;
)
else
(
      set JBOSS_CLASSPATH=%SOURCE%;%JBOSS_CLASSPATH%;%JAVAC_JAR%;%RUNJAR%;
)

set JAVA_OPTS=%JAVA_OPTS% -agentpath:"c:\program files\sparx systems\ea\ssjavaprofiler5_70"
```

10.2.5.2 Apache Tomcat Server Configuration

This configuration is for the same application as outlined in the topic for JBOSS server configuration 807.

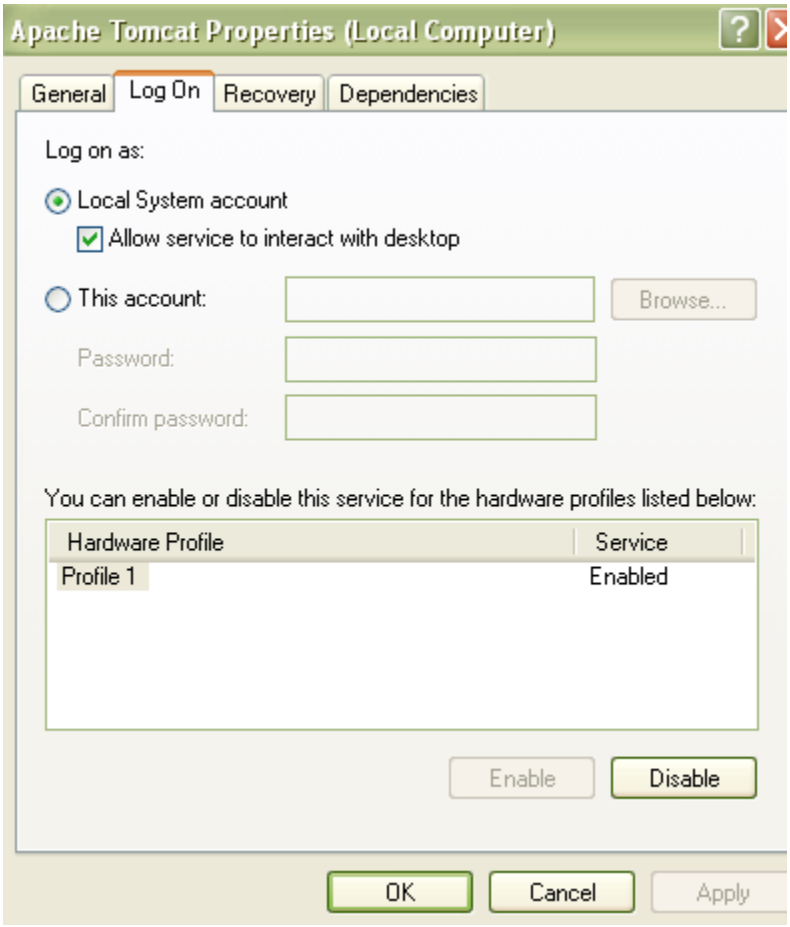
There are two things to notice of importance.

- The Java VM option: **-agentpath:c:\program files\sparx systems\ea\ssjavaprofiler5_70**
- The addition to the Class path property of the path to the source code: **C:\Benchmark\Java\Tomcat\Inventory;**



10.2.5.3 Apache Tomcat Service Configuration (Windows Service)

For users running Apache Tomcat as a Windows™ service, it is important to configure the service to enable interaction with the Desktop. Failure to do so causes debugging to fail within Enterprise Architect.



Select the **Allow service to interact with desktop** checkbox.

10.2.6 Using the Debugger

The debugging components of Enterprise Architect comprise the *Debug Toolbar* 810 and a tabbed *Debug Workbench* 813. To display these, either press **[Alt]+[8]** or select the **View | Debug Workbench** menu option.

If a Debug script has been configured for the currently selected package, the **Run** button is enabled. If no script has been created or is incomplete, all buttons are disabled and debugging remains unavailable.

As Build Scripts are linked to a package, selecting a package in the *Project Browser* window also changes the active Build Script and, naturally, the target to be debugged.

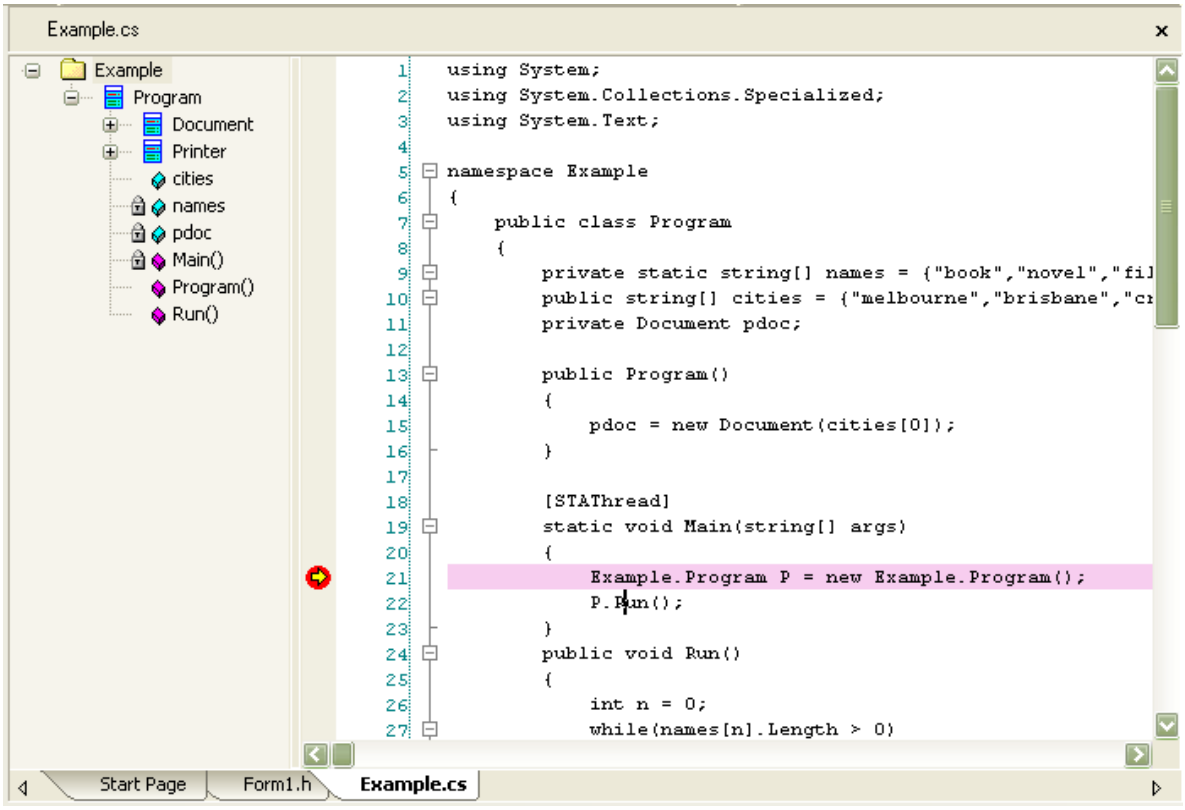
Breakpoints are recorded against the package also, and these update depending on which package is selected.

Starting The Debugger

To start debugging click on the **Run** button on the toolbar or press **[F6]**.

Note: *the debugger only stops if it encounters breakpoints, so these should be set beforehand.*

The figure below shows a view of Enterprise Architect where the debugger has been invoked for a .NET application written in C#.



The yellow arrow  and pink highlight indicate the line of execution.

When the debugger is at a breakpoint the other information is presented in the various tabs of the *Debugger Workbench*. The *Stack* tab displays the stack frames for any thread at a breakpoint, and the *Locals* tab displays any variables within the scope of the threads current stack frame.

Stopping the Debugger

To stop debugging click on the **Stop** button  or press **[Ctrl]+[Alt]+[F6]**.

Note: *In most situations, debugging ends when the debug process terminates or the Java Class thread exits. However, due to the nature of the Java Virtual Machine, it is necessary at times for Java developers to stop the Debugger manually with the* **Stop** *button.*

10.2.6.1 The Debug Toolbar

The *Debug* toolbar hosts all the important commands you use during a debug session.

Two of the buttons toggle: the **Pause/Resume** button (2) and the **Enable/Disable Editor Update** button (20).

From left to right the buttons are as follows:

1 **Run Debugger [F6]** Both initiates debugging and continues execution of a thread that has been halted by a breakpoint.

2 **Pause/Resume debug execution** Enables you to temporarily halt execution of every thread in the process being debugged, or resume execution after it has been paused. Clicking on any command button also resumes execution. The **Pause** button displays in red while execution is suspended.

Note: *Pausing execution undermines the validity of the stack trace and local variable information displayed in any of the debug windows; after pausing, this information should not be relied upon.*

3 **Stop Debugger [Ctrl]+[Alt]+[F6]** Terminates debugging. The debuggee process is immediately halted, and the debug platform closed. All debug output (local variables and stack) are cleared. The workbench is closed.

4 **Step Over [Alt]+[F6]** Causes the debugger to run until the next physical line of code after the current line or, if no further line exists in the method, at the next line in the caller if the method has a caller; ie. the stack depth is greater than one.

5 **Step Through** Is most useful while recording a debug session. The command has the same behaviour as the **StepOver** command, except that it records intermediate method calls made between lines. If you are recording and you press the **StepOver** button, any method called between lines is not recorded. The **Step Through** command causes the debugger to step into any method executed at the current line, and any subsequent method called when the command is issued. The debugger continues to step until it arrives back at the next line.

6 **Step In [Shift]+[F6]** Instructs the debugger to try and step over every line of physical code that the thread is executing. However, the debugger ignores any call to a namespace, function class or method that does not exist in the model. That is, only code either generated within Enterprise Architect or imported into the model is executed.

7 **Step Out [Ctrl]+[F6]** Instructs the debugger to run until the current method exits and, if the method has a caller (stack depth > 1), to stop at the next line of code in the calling method.

8 **Show Execution Point** Only enabled when a thread has encountered a breakpoint. The command presents the source code file in an editor window with the current line of code highlighted for the thread that has the current focus. (If only one thread is suspended, that thread has focus; otherwise, a thread has focus if it is selected in the *Stack* tab. If no thread is selected, the first suspended thread has the focus.)

9 **Show Break Points** Displays all current breakpoints. Breakpoints are linked to the *Project Browser* tree, so changing view by clicking in the tree changes the breakpoints displayed, if any. The only time the breakpoints do not reflect selection changes in the *Project Browser* window is during a debug session.

10 **Delete Break Points** Deletes all breakpoints for the currently active view. If debugging, the breakpoints are removed.

11 **Disable All Break Points** Disables all break points for the current view. They are not deleted, so you can re-enable them.

12 **Enable All Break Points** Re-enables any disabled break points.

13 **Show Local Variables** Selects the *Locals* tab, and shows all variables within the current scope.

Note: *During a workbench session, this tab is not visible as all variables are displayed in the Workbench tab.*

14 **Show Call Stack** Selects the *Stack* tab and shows all currently running threads. The call stack for the any suspended thread is displayed.

15 **Record Stack Trace** Starts recording the trace history. Recording occurs for the currently suspended thread. The stack history is cleared ready to accept the new trace history.

Note: *This option is also available from the shortcut menu on the Stack tab.*

16 **Auto Record Stack Trace**: Automatically records a stack trace for a selected thread. All other threads are ignored, although entries appear for all thread creations and terminations. The **Step In** command is issued automatically until either a breakpoint is encountered, or the thread terminates. If a breakpoint is encountered, the debugger halts. To continue automatic recording click on any continue command (**Run**, **StepIn**, **StepOut**, **StepOver)** and Stack Trace recording is resumed.

Note*: This option is also available from the shortcut menu on the Stack tab.*

17 **Stop Recording** Stops recording into the stack trace history.

Note*: This option is also available from the shortcut menu on the Stack tab.*

18 **Create Sequence Diagram** Creates a sequence diagram from a recorded Stack Trace history. Give your diagram a name and it is placed in the package for this debug session.

19 **Save** Saves recorded history to an HTML file for viewing in a browser, or to an XML file for opening later in Enterprise Architect.

20 Disables and enables update of the editor window with the current line of executing source code. During automatic recording of a thread, time is spent updating the editors with the current line of executing code. To speed up execution in debugging larger applications, you can disable this highlighting in any editors.

21 Accesses a menu that enables quick access to relevant commands. The commands are:

- **Build** - run package build scripts
- **Test** - run package test scripts
- **Run** - run debug
- **Create workbench instance**
- **Package Build Scripts** - configure package build scripts

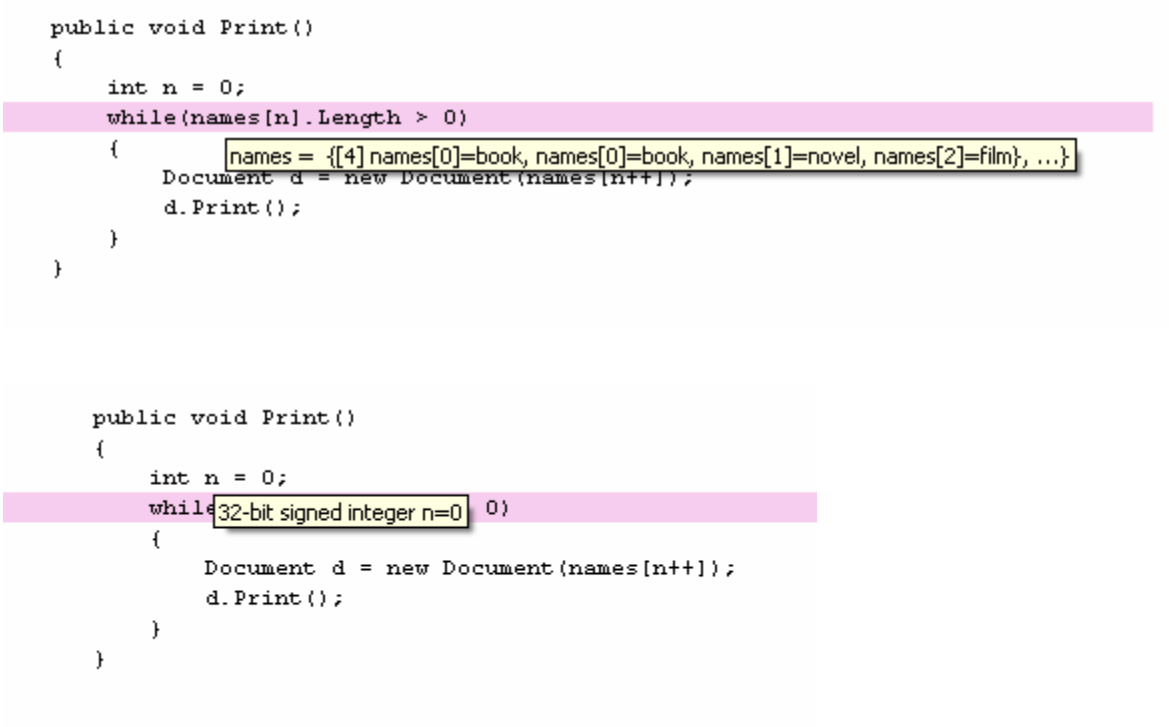
See Also

- The Debug Tab 791
- Using the Debugger 809
- Record Debug Session Using Breakpoints 827

10.2.6.2 Runtime Inspection

During debugging, whenever a thread is suspended at a line of execution, you can inspect member variables in the *Editor* window.

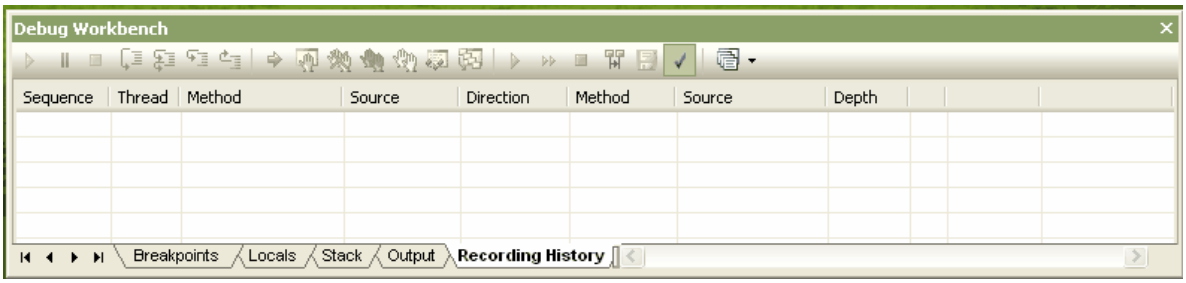
To evaluate a member variable, use the mouse to move the cursor over the variable in the *Editor* window, as shown in the following examples.



10.2.6.3 The Debug Workbench Window

The *Debug Workbench* window is available through the **View | Debug Workbench** menu option, or by pressing **[Alt]+[8]**. It contains seven tabs:

- Breakpoints 814
- Locals 816
- Stack 817
- Output 818
- Recording History 818
- Workbench 819
- Module



Breakpoints

This tab lists any breakpoints placed in the package source code, along with their status (enabled/disabled), line number, and the physical source file in which they are located.

To set a breakpoint in the code, select the **View | Source Code** menu option or press **[Alt]+[7]**. The *Source Code* window displays. Find the line on which to place the breakpoint in the source and click in the column to the left of the line-numbers. A round circle displays in that column to indicate that a breakpoint has been placed there (see Breakpoints 814).

Locals

This display shows the local variables defined in the current code segment, their type and value. (See Local Variables 816.)

Stack

This view shows the position of the debugger in the code. Clicking on the **>** button advances the stack through the code until the next breakpoint is reached. (See Stack 817.)

Output

Displays output from the debugger including any messages output by debugged process, such as writes to standard output. (See Output 818.)

Recording History

This tab is used to record any activity that takes place during a debug session. Once the activity has been logged, Enterprise Architect can use it to create a new Sequence diagram. For more information see Recording a Debug session 827.

Modules

This tab displays all the modules loaded during a .Net debug session.

Workbench

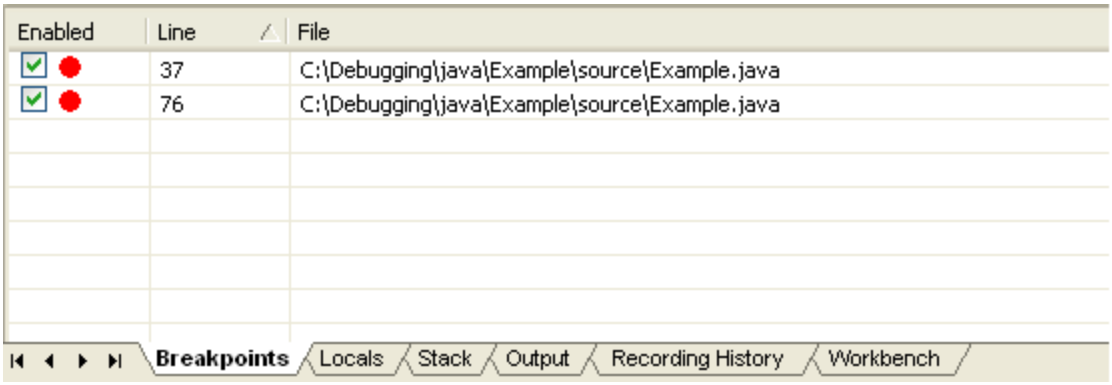
This display is a place to create your own variables and invoke methods. See The Debug Workbench 819 topic.

10.2.6.3.1 Breakpoints

Breakpoints work in Enterprise Architect much like in any other debugger. Setting a breakpoint notifies the debugger to trap code execution at the point you have specified. When a breakpoint is encountered by a thread of the application being debugged, the source code is displayed in an editor window, and the line of code where the breakpoint occurred is highlighted.

An Enterprise Architect model maintains breakpoints for every package having a *Build Script - Debug* Command. Breakpoints are displayed in a tab of the *Debugger Workbench* window (press **[Alt]+[8]**). Selecting a different package in the tree updates the breakpoints displayed, depending on whether the node selected, or its parent, has a script attached.

Note: *The debugger does not stop automatically. It runs to completion unless it encounters a breakpoint.*



Breakpoints are maintained in a file according to the format:

path\prefix_username.brkpt

where

- *path* = The default working directory specified in your Build Script
- *prefix* = Tree View Node Name / Package name
- *username* = Host system username of Enterprise Architect user

Breakpoint States

DEBUGGER STATE		
	Running	**Not running**
	Active breakpoint	Enabled breakpoint
	Unbound breakpoint	N/a
	Failed breakpoint	N/a
	Disabled breakpoint	Disabled breakpoint

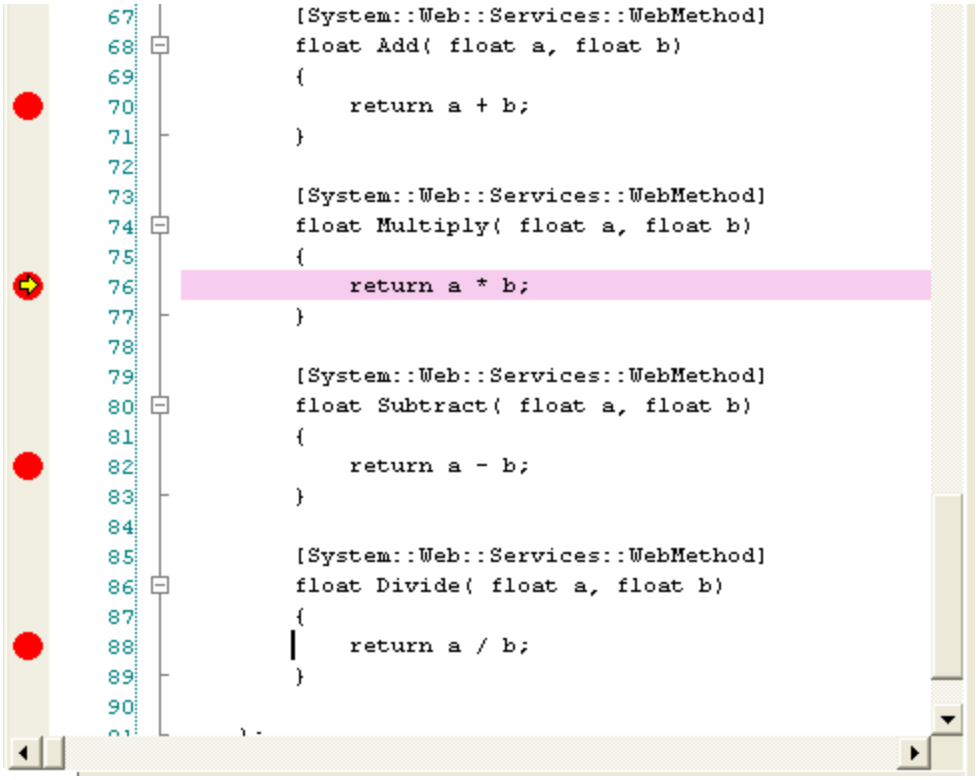
See Also

- Add Breakpoints 815
- Delete, Disable and Enable Breakpoints 816

10.2.6.3.1.1 Add Breakpoints

To set a breakpoint 814 for a code segment, open the model code to debug, find the appropriate line and click in the left margin column. A solid red circle in the margin indicates that a breakpoint has been set at that position.

If the code is currently halted at a breakpoint, that point is indicated by a yellow arrow within the red circle.



See Also

- Delete, Disable and Enable Breakpoints 816

10.2.6.3.1.2 Delete, Disable and Enable Breakpoints

To delete a specific breakpoint 814, either:

- If the breakpoint is enabled, click on the red breakpoint circle in the left margin of the *Source Code Editor*, or
- Select the breakpoint in the *Breakpoints* tab and press **[Delete]**.

You can also delete all breakpoints by clicking on the **Delete all breakpoints** button on the Debug toolbar 810.

To disable a breakpoint, deselect its checkbox on the *Breakpoints* tab. It is then shown as an empty grey circle. Select the breakpoint again to enable it.

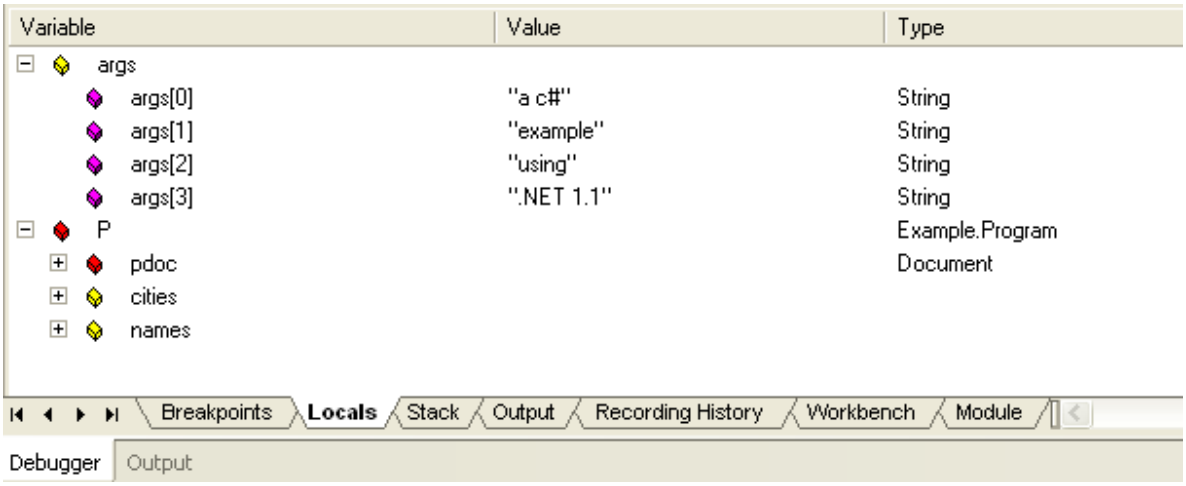
See Also

- Add Breakpoints 815

10.2.6.3.2 Local Variables

Whenever a thread encounters a breakpoint, this window displays all the local variables for the thread at its current stack frame.

The value and the type of any in-scope variables are displayed in a tree, as shown below.



Local variables are displayed with icons. The icons from left to right depict the following:

- Purple Elemental types
- Blue Workbench instance s
- Green Parameters
- Red Object with members
- Yellow Arrays

See Also

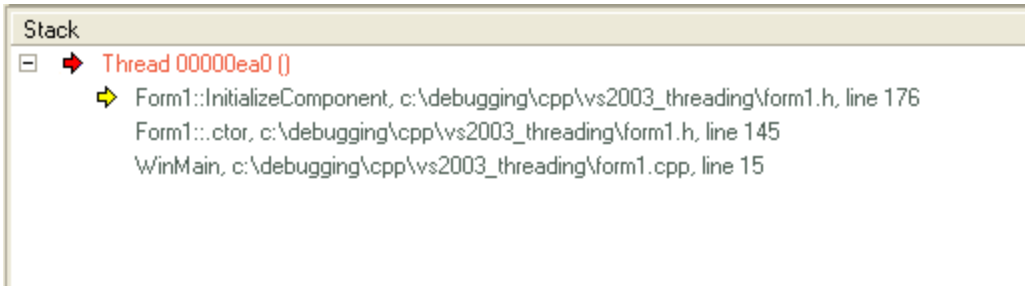
- Breakpoints 814
- Output 818
- Stack 817
- Recording History 818

10.2.6.3.3 Stack

The stack view shows all currently running threads. Any thread that is at a breakpoint displays a stack trace.

Clicking on the  (Run Debugger) button continues the thread until another breakpoint is encountered, or the thread ends.

- A yellow arrow is only present where a thread is suspended. It highlights the frame in the stack at which the thread's execution has suspended
- A blue arrow indicates a thread that is running
- A red arrow indicates a thread for which a stack trace history is being recorded
- If multiple threads are suspended, you can click on the thread entry to select that thread
- Selecting a thread results in that thread being displayed in orange; the *Source Code Editor* also changes to reflect the current line of code for that thread
- Double-clicking a frame takes you to that line of code in the *Source Code Editor;* local variables are also refreshed for the selected frame.

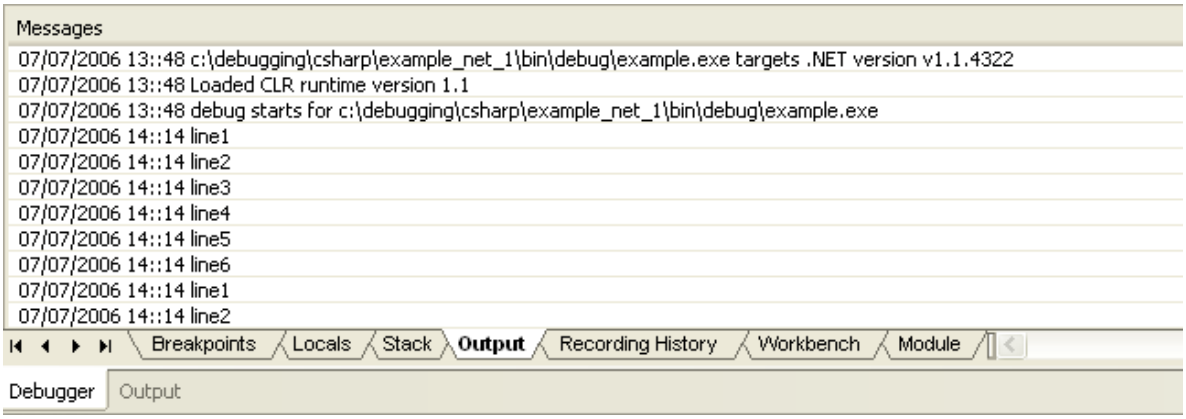


See Also

- Breakpoints 814
- Local Variables 816
- Output 818
- Recording History 818

10.2.6.3.4 Output

During a debug session the *Debugger* emits messages detailing both startup and termination of session, to its *Output* tab. Details of exceptions and any errors are also output to this tab. Any trace messages such as those output using *Java System.out* or *.NET System.Diagnostics.Debug* are also captured and displayed here.



See Also

- Breakpoints 814
- Local Variables 816
- Stack 817
- Recording History 818

10.2.6.3.5 Recording History

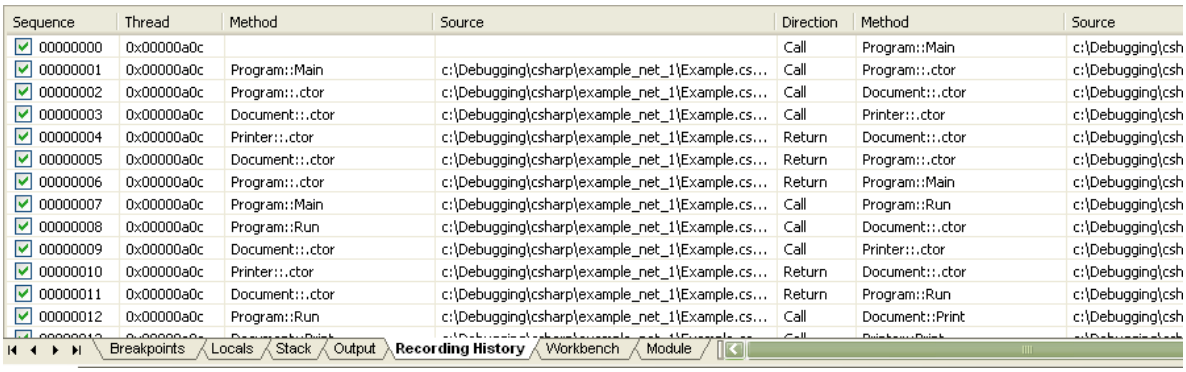
This tab is used to record any activity that takes place during a debug session. Once the activity has been logged, Enterprise Architect can use it to create a new Sequence diagram. For more information see Recording a Debug Session Using Breakpoints 827.

Columns

- **Sequence -** unique sequence number

Note: *The checkbox against each number is used to control whether or not this call should be used to create a Sequence diagram from this history. In addition to enabling or disabling the call using the checkbox, you can use context menu options to enable or disable an entire call, all calls to a given method, or all calls to a given Class.*

- **Thread -** operating system thread ID
- **Method -** Class and method names
- **Source** - filename and line number
- **Direction -** Stack Frame Movement , either *Call, Return, Breakpoint* or *Escape* (*Escape* is used internally when producing Sequence diagram to mark end of an iteration)
- **Depth** - stack depth at time of call; used in generation of sequence diagrams.



Sequence	Thread	Method	Source	Direction	Method	Source
00000000	0x00000a0c			Call	Program::Main	c:\Debugging\csh
00000001	0x00000a0c	Program::Main	c:\Debugging\csharp\example_net_1\Example.cs...	Call	Program::.ctor	c:\Debugging\csh
00000002	0x00000a0c	Program::.ctor	c:\Debugging\csharp\example_net_1\Example.cs...	Call	Document::.ctor	c:\Debugging\csh
00000003	0x00000a0c	Document::.ctor	c:\Debugging\csharp\example_net_1\Example.cs...	Call	Printer::.ctor	c:\Debugging\csh
00000004	0x00000a0c	Printer::.ctor	c:\Debugging\csharp\example_net_1\Example.cs...	Return	Document::.ctor	c:\Debugging\csh
00000005	0x00000a0c	Document::.ctor	c:\Debugging\csharp\example_net_1\Example.cs...	Return	Program::.ctor	c:\Debugging\csh
00000006	0x00000a0c	Program::.ctor	c:\Debugging\csharp\example_net_1\Example.cs...	Return	Program::Main	c:\Debugging\csh
00000007	0x00000a0c	Program::Main	c:\Debugging\csharp\example_net_1\Example.cs...	Call	Program::Run	c:\Debugging\csh
00000008	0x00000a0c	Program::Run	c:\Debugging\csharp\example_net_1\Example.cs...	Call	Document::.ctor	c:\Debugging\csh
00000009	0x00000a0c	Document::.ctor	c:\Debugging\csharp\example_net_1\Example.cs...	Call	Printer::.ctor	c:\Debugging\csh
00000010	0x00000a0c	Printer::.ctor	c:\Debugging\csharp\example_net_1\Example.cs...	Return	Document::.ctor	c:\Debugging\csh
00000011	0x00000a0c	Document::.ctor	c:\Debugging\csharp\example_net_1\Example.cs...	Return	Program::Run	c:\Debugging\csh
00000012	0x00000a0c	Program::Run	c:\Debugging\csharp\example_net_1\Example.cs...	Call	Document::Print	c:\Debugging\csh

Breakpoints | Locals | Stack | Output | **Recording History** | Workbench | Module

See Also

- Breakpoints 814
- Local Variables 816
- Output 818
- Stack 817

10.2.6.3.6 Workbench

The Workbench is a tool in Enterprise Architect Debugging, enabling you to create your own variables 820 and invoke methods 823 on them. Stack trace can be recorded and Sequence diagrams produced from the invocation of such methods. It provides a quick and simple way to debug your code.

Platforms Supported

The Workbench supports the following workbench paltforms:

- Microsoft .NET (version 2.0 or later)
- Java (JDK 1.4 or later)

Note: *The Workbench does not currently support the creation of Class instances written in native C++, C or VB.*

Mode

The Workbench operates in two modes.

Idle mode

When the Workbench is in idle mode, instances can be created and viewed and their members inspected.

Active mode

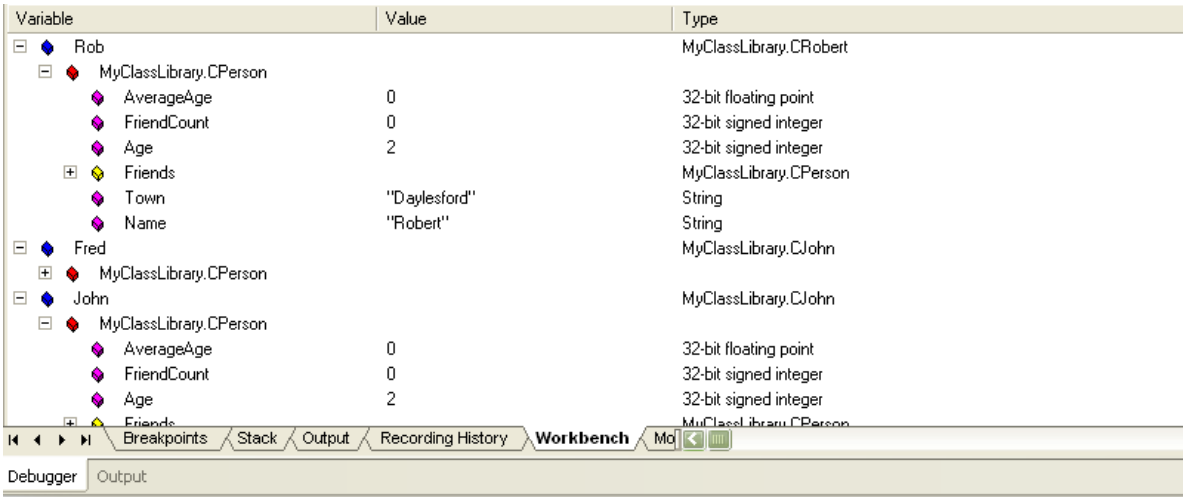
When methods are invoked on an instance, the Workbench enters *Active* mode, and the variables displayed change if the debugger encounters any breakpoints. If no breakpoints are set, then the variables do not change. The Workbench immediately returns to *Idle* mode.

Logging

The result of creating variables and the result of calls on their methods is displayed in the *Output* tab.

10.2.6.3.6.1 Workbench Variables

You can create workbench variables from any Class in your model. When you do so, you are asked to name the variable. It then displays in the *Workbench* tab of the *Debug Workbench* window. This window is just like the *Local Variables* tab in normal debugging, (hidden during workbench mode). It shows the variable in a tree control, displaying its type and value and those of any members.



Workbench Requirements

- NET framework version 2 is required to workbench any .NET model.
- The package from which the variable is created must have a debugger configured (see the Debug Tab 791 topic).

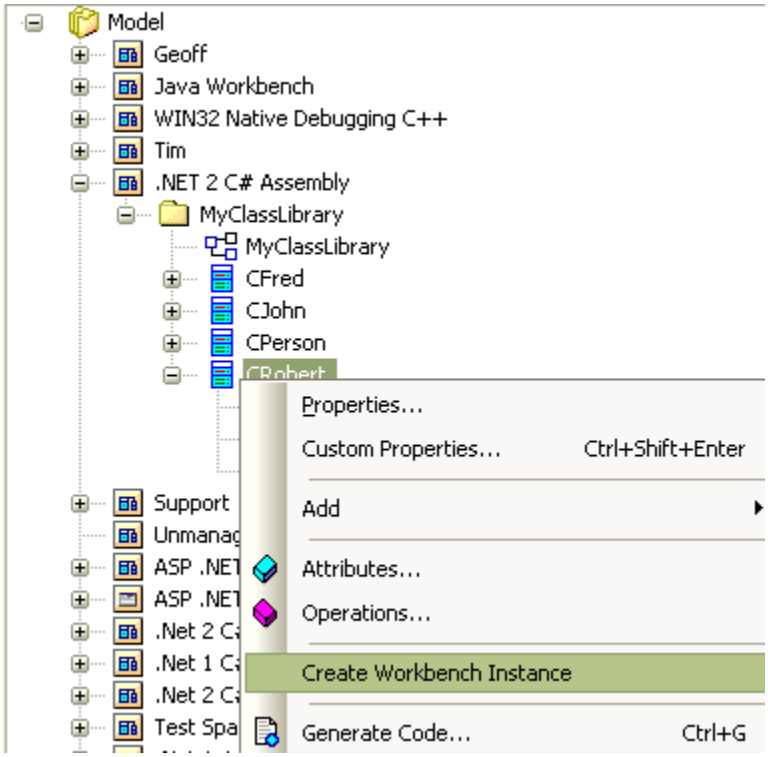
Constraints (.NET)

- Members defined as *struct* in managed code are not supported
- Classes defined as *internal* are not supported.

See Also

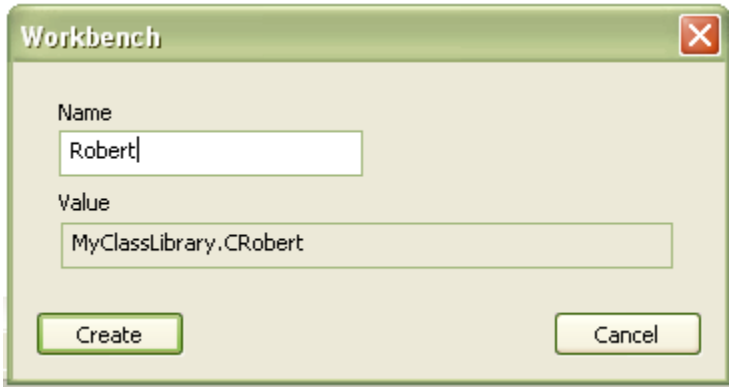
- Create Workbench Variables 821
- Delete Workbench Variables 823

Right-click on a Class node in the *Project Browser* window and select the **Create Workbench Instance** menu option, or press **[Ctrl]+[Shift]+[J]**. The menu option is also available from within a Class diagram.



Naming the Workbench

When you elect to create an instance of a type Enterprise Architect prompts you with the *Workbench* dialog to name the variable. Each instance name must be unique for the workbench.



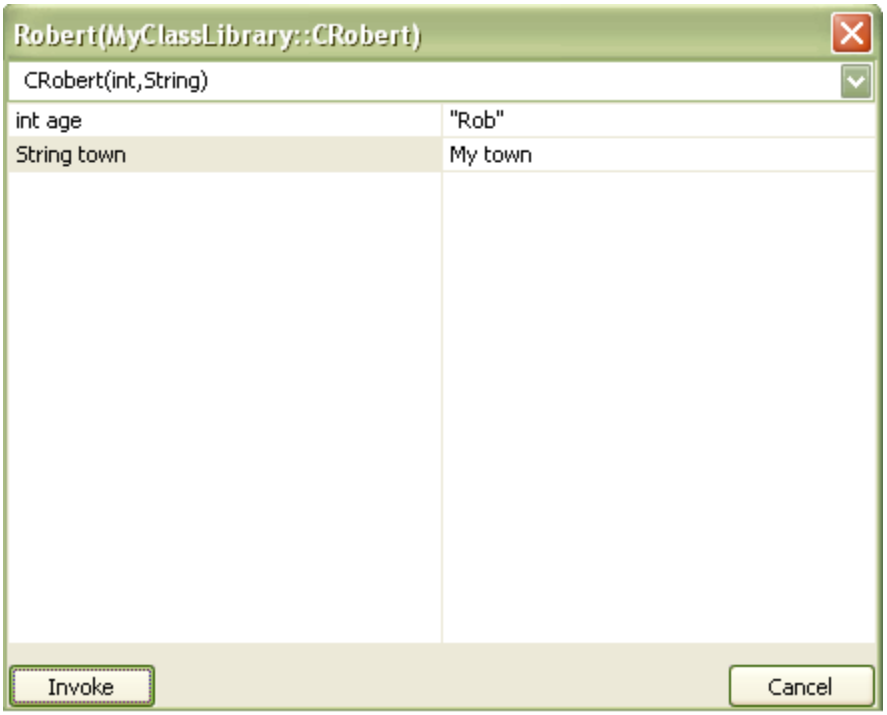
Choosing a Constructor

Having given the variable a name, you must now choose which constructor to use.

If you do not define a constructor, or define a single constructor taking no arguments, the default constructor or the defined constructor is automatically invoked.

Otherwise the following dialog displays. Select the constructor from the drop-down list and fill in any

parameters required.



Arguments

In the dialog above, type any parameters required by the constructor.

- **Literals as arguments**
  - Text: abc or “abc” or “a b c”
  - Numbers: 1 or 1.5
- **Objects as arguments**

  If an argument is not a literal then you can supply it in the list only if you have already created an instance of that type in the workbench. You do this by typing the name of the instance as the argument. The debugger checks any name entered in an argument against its list of workbench instances, and substitutes that instance in the actual call to the method.
- **Strings as arguments**

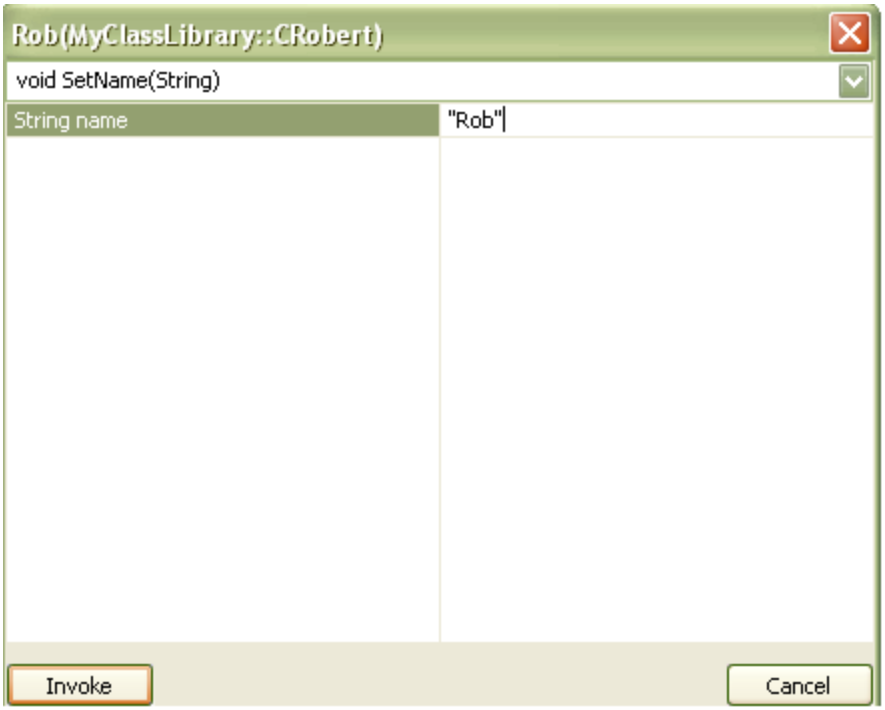
  Surrounding strings with quotes is unnecessary as anything you type for a string argument becomes the value of the string; for example, the only time you should surround strings with quotes is in supplying elements of a string array, or where the string is equal to the name of an existing workbench instance.

  “A b c”
  “a b $ % 6 4 “
  A b c d
  As 5 7) 2 === 4
- **Arrays as arguments**

  Enter the elements that compose the array, separated by commas.

Type	Arguments
String[]	one,two,three,”a book”,”a bigger book”
CPerson[]	Tom,Dick,Harry

Note: *If you enter text that matches the name of an existing instance, surround it in quotes to avoid the debugger passing the instance rather than a string.*



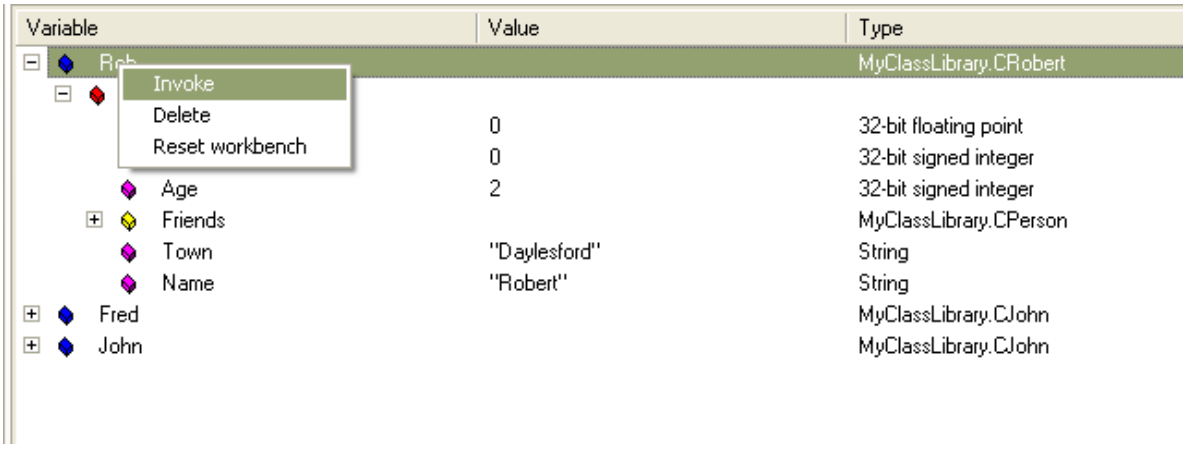
Invoke

Having chosen the constructor and supplied any arguments, click on the **Invoke** button to create the variable. Output confirming this action is displayed in the *Output* tab.

You can delete variables by using the **Delete** shortcut menu on any instance on the Workbench. If all instances are deleted the debugger is shut down, and the Workbench is closed.

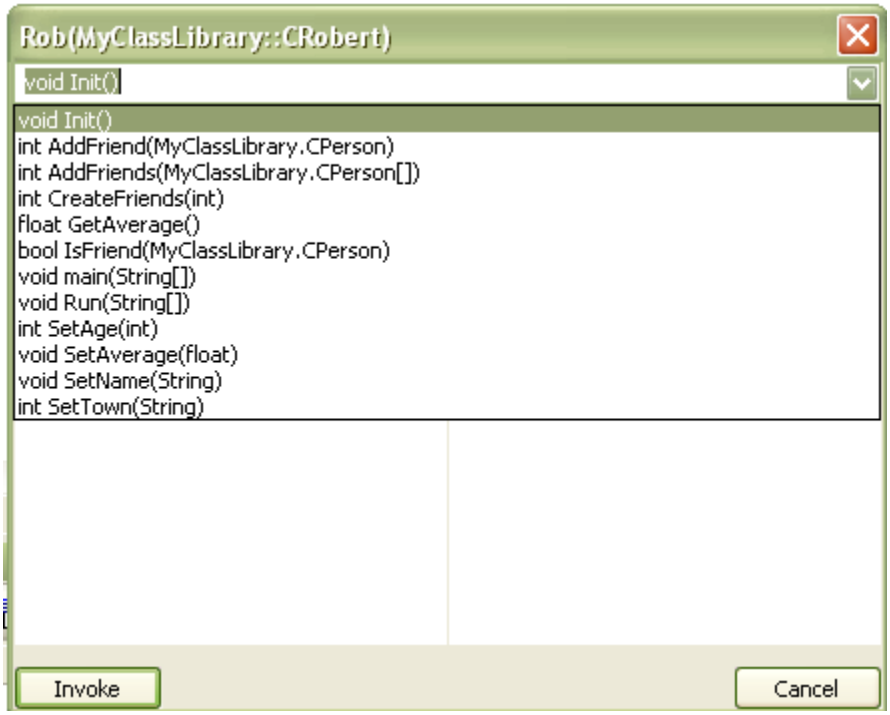
10.2.6.3.6.2 Invoke Methods

On the *Workbench* tab, right-click on the instance on which to execute a method.



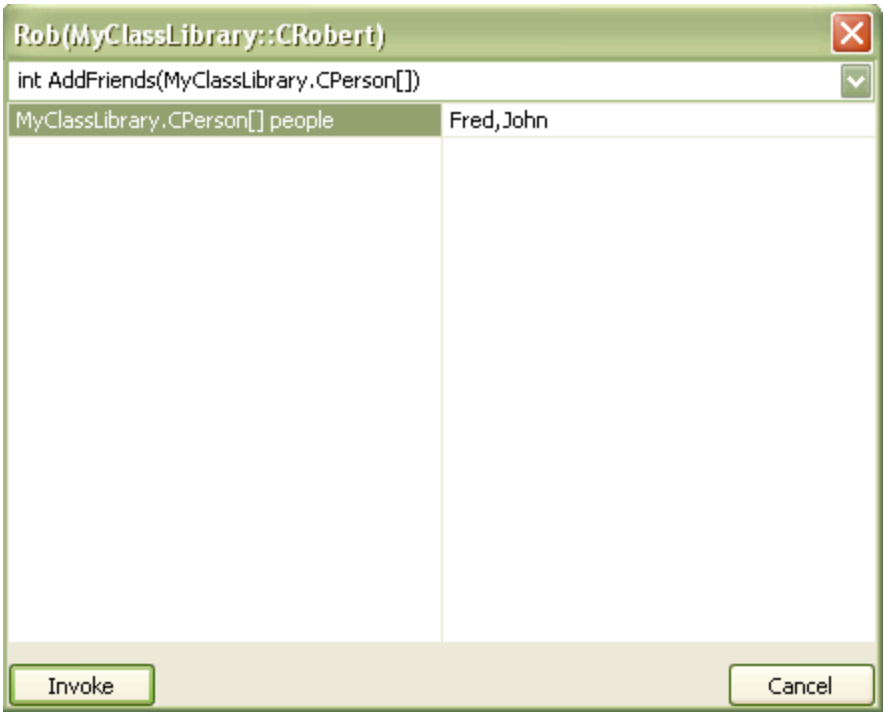
Choose Method

A list of methods for the type are presented in a dialog. Select a method from the list. Note that all methods listed are public; private methods are not available.



Supply Arguments

In this example, we have created an instance or variable named *Rob* of type *MyClassLibrary.CRobert*. We now invoke a method named *AddFriends,* which takes an array of *CPerson* objects as its only argument. What we supply to it are the two other Workbench instances *Fred* and *John*.



10.2.7 Generate Sequence Diagrams

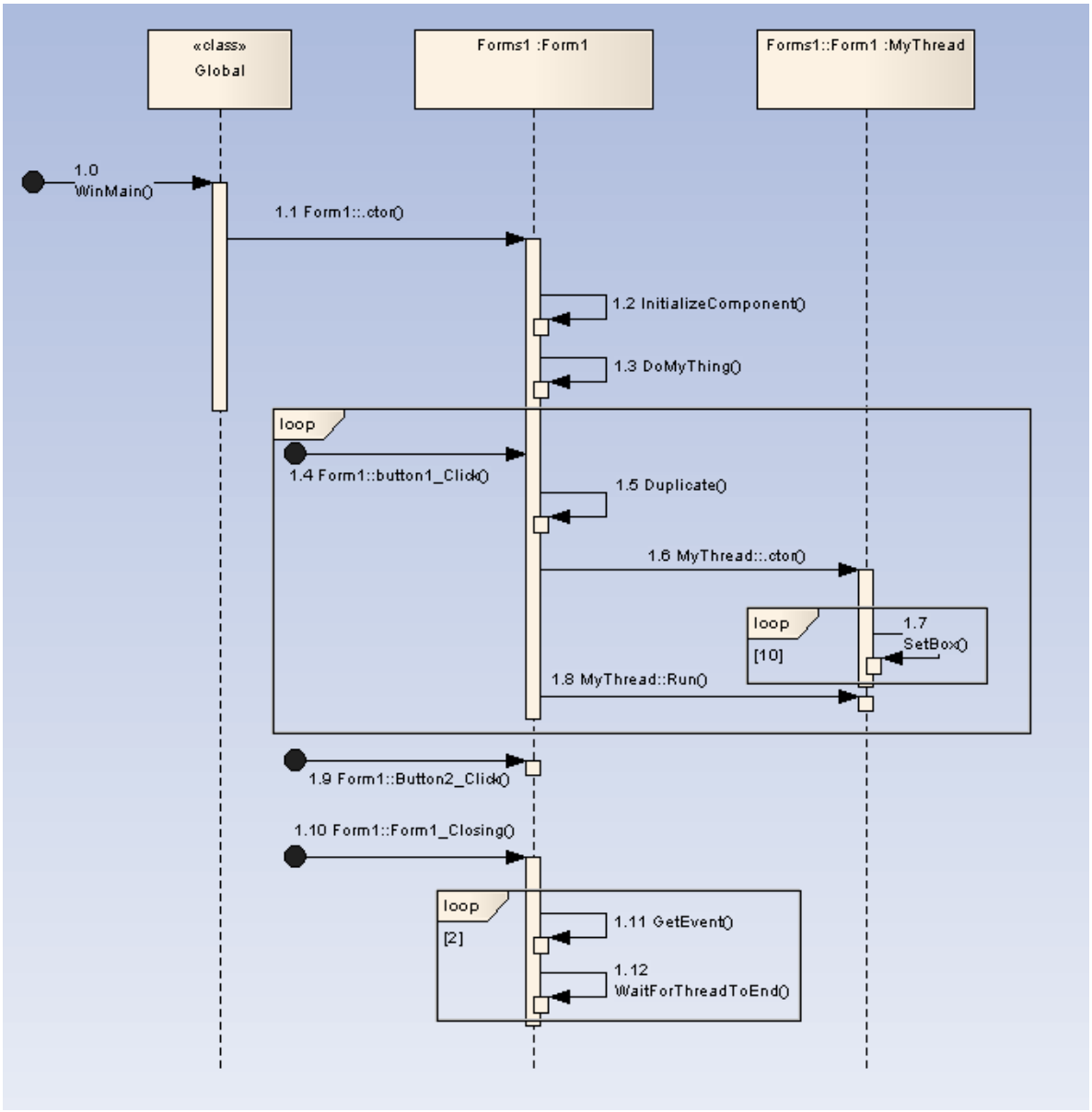
With Enterprise Architect you can easily create detailed and comprehensive Sequence diagrams from your recorded Debug sessions. You can generate a Sequence diagram:

- For a method (operation 827) of a specific Class (the simplest process), or
- By stepping through your executing code and recording specific execution traces 827 between breakpoints, either manually or automatically.

Enterprise Architect takes the recorded stack history captured during one of these runs and automatically builds the Sequence diagram, including compacting looping sessions for easy reading. You can control aspects of the diagram generation by setting options on the 796 *Sequence* 796 tab 796 of the *Build Script* dialog.

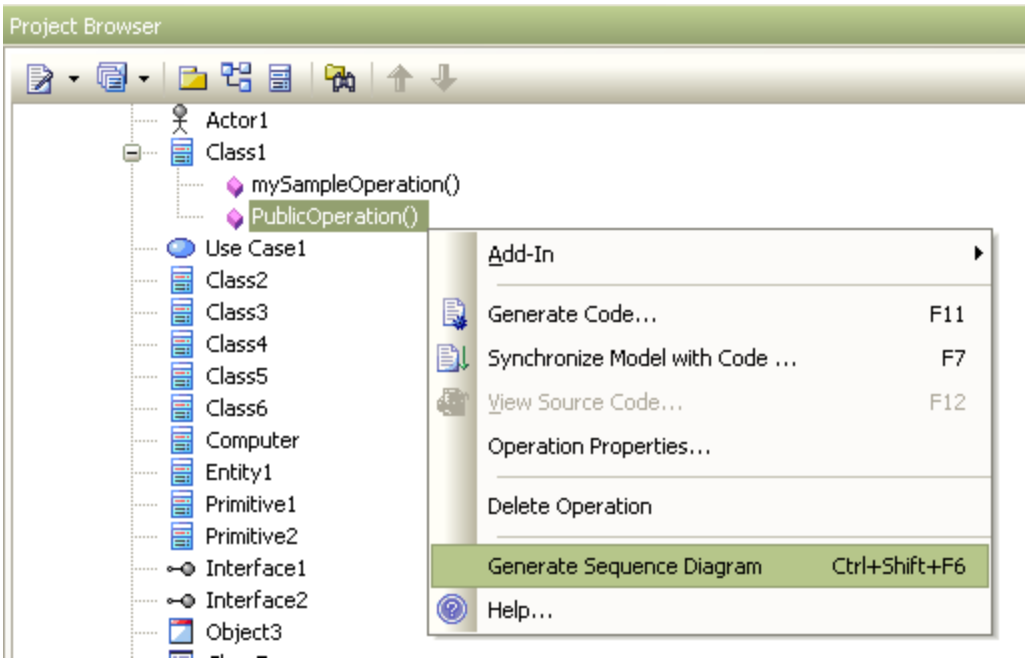
Before recording execution, you must set up your debugger 784 and run and debug your application successfully.

The following diagram illustrates the kind of diagram you can produce by carefully stepping through your running program or letting Enterprise Architect profile it automatically.



10.2.7.1 Record Debug Session For a Method

In the Professional edition of Enterprise Architect, you can automatically generate a Sequence diagram for a method (operation) of a particular Class, using the method's context menu on the *Project Browser*.



This menu option is enabled when the following conditions are met:

- A script has been configured 784 for the package containing the method.
- The scope of the method to be executed is Public 343 (this process does not apply to Private methods).

This is the most straightforward technique for creating a Sequence diagram. The debugger executes the application specified in the build script for the parent package, and when the selected method is encountered during execution, the debugger records all the activity from that point. When the method exits, the debugger stops and produces a diagram from the history for that method. If the method is not executed then no diagram is generated.

Note: *This procedure currently applies only to Java and .Net Classes.*

Note: *If the debugger is already running, the menu option is disabled (grayed). You must stop the debugger to re-enable the menu option.*

10.2.7.2 Record a Debug Session Using Breakpoints

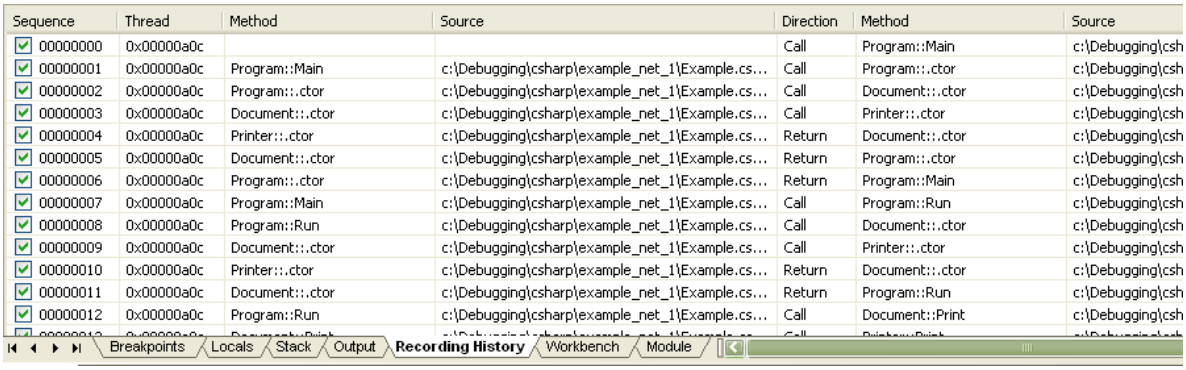
The debugger 799 enables you to record your debug session and create Sequence diagrams from the Stack Trace History. Recording can only occur for a given thread. The *Debug Toolbar* record buttons (**Record** and **A utorecord**) become enabled whenever a thread is available for recording. This occurs when a thread encounters a breakpoint, and becomes suspended.

For most applications it is typical that you would set breakpoints 815 at the start and end points in the code for which to generate the diagram.

You can begin recording in either of the following ways:

- Manual recording for a thread 829
- Automatic recording for a thread 830.

The following example shows a debug sequence recorded for a thread executing managed C++ code under Microsoft .Net 1.1.

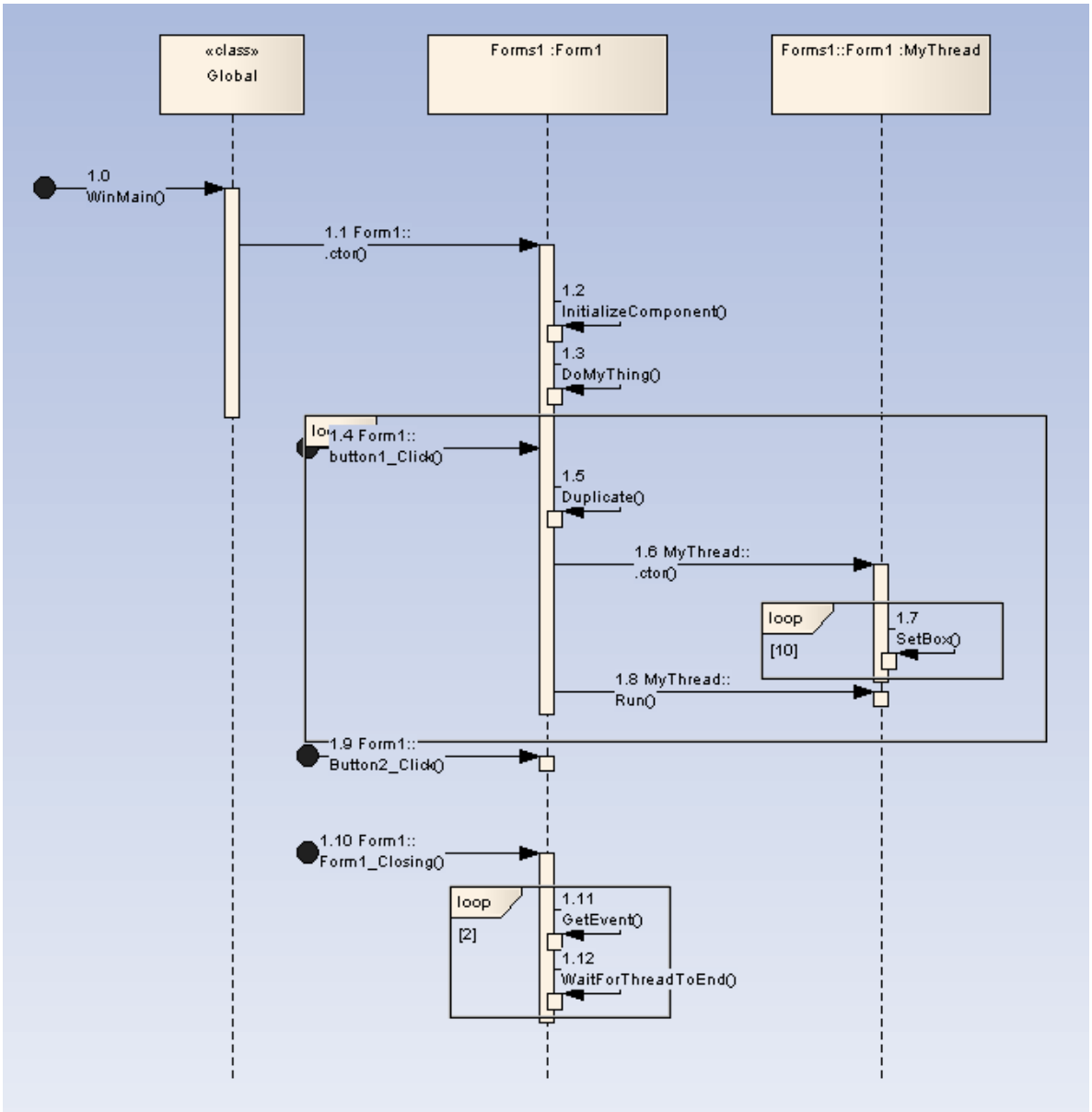


Sequence	Thread	Method	Source	Direction	Method	Source
00000000	0x00000a0c			Call	Program::Main	c:\Debugging\csh
00000001	0x00000a0c	Program::Main	c:\Debugging\csharp\example_net_1\Example.cs...	Call	Program::.ctor	c:\Debugging\csh
00000002	0x00000a0c	Program::.ctor	c:\Debugging\csharp\example_net_1\Example.cs...	Call	Document::.ctor	c:\Debugging\csh
00000003	0x00000a0c	Document::.ctor	c:\Debugging\csharp\example_net_1\Example.cs...	Call	Printer::.ctor	c:\Debugging\csh
00000004	0x00000a0c	Printer::.ctor	c:\Debugging\csharp\example_net_1\Example.cs...	Return	Document::.ctor	c:\Debugging\csh
00000005	0x00000a0c	Document::.ctor	c:\Debugging\csharp\example_net_1\Example.cs...	Return	Program::.ctor	c:\Debugging\csh
00000006	0x00000a0c	Program::.ctor	c:\Debugging\csharp\example_net_1\Example.cs...	Return	Program::Main	c:\Debugging\csh
00000007	0x00000a0c	Program::Main	c:\Debugging\csharp\example_net_1\Example.cs...	Call	Program::Run	c:\Debugging\csh
00000008	0x00000a0c	Program::Run	c:\Debugging\csharp\example_net_1\Example.cs...	Call	Document::.ctor	c:\Debugging\csh
00000009	0x00000a0c	Document::.ctor	c:\Debugging\csharp\example_net_1\Example.cs...	Call	Printer::.ctor	c:\Debugging\csh
00000010	0x00000a0c	Printer::.ctor	c:\Debugging\csharp\example_net_1\Example.cs...	Return	Document::.ctor	c:\Debugging\csh
00000011	0x00000a0c	Document::.ctor	c:\Debugging\csharp\example_net_1\Example.cs...	Return	Program::Run	c:\Debugging\csh
00000012	0x00000a0c	Program::Run	c:\Debugging\csharp\example_net_1\Example.cs...	Call	Document::Print	c:\Debugging\csh

Breakpoints | Locals | Stack | Output | **Recording History** | Workbench | Module

Create the Sequence Diagram

Once you have built up a stack trace history, you are then able to create a Sequence diagram from your results. To do this, click on the **Create Sequence Diagram** button on the *Debug Toolbar* and give your diagram a name. Your diagram and related artifacts are placed in an interaction under the package that is running your debug session.



Commands

	Create Sequence Diagram
	Save recorded history to HTML file for viewing in browser

10.2.7.2.1 Record For a Thread Manually

Either:

- Click on the **Record** button, or
- Right-click on the *Stack* tab to display the context menu, and select the **Record** option.

Thereafter you must issue debug commands {**StepIn**, **StepOver**, **StepOut**, **Stop**} manually. Each time you issue a step command and the thread stack changes, the sequence of execution is logged. When you have finished tracing, click on the **Stop** button. Generate the diagram 828.

Debug Toolbar Commands

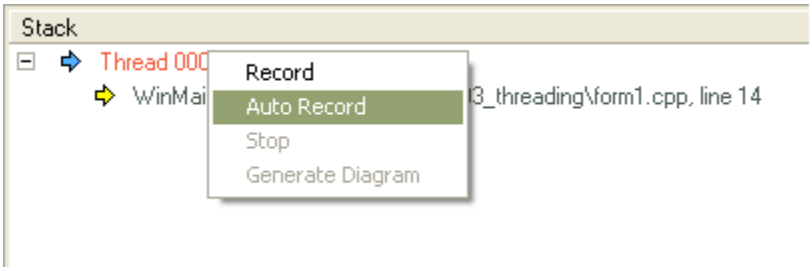

Record Stack Trace for Thread


Stop Recording

10.2.7.2.2 Record For a Thread Automatically

Either:

- Click on the **Autorecord** button, or
- Select the *Stack* tab, right-click to display the shortcut menu, and choose the **Auto Record** option.



The *Stack Trace History*, *Stack* tab and *Source Code Editor* dynamically update to reflect the current execution sequence for the thread.

***Note**: No other threads are recorded, with the exception of entries for thread creation and termination.*

Stack Trace Recording ends when the thread ends, or when you click on the **Stop** button.

Generate the diagram. 828

Debug Toolbar Commands


Auto Record Stack Trace For Thread


Stop Recording

10.3 Unit Testing

Enterprise Architect supports integration with unit testing tools in order to make it easier to develop good quality software.

Firstly, Enterprise Architect helps you to create test Classes with the JUnit 893 and NUnit 895 transformations. Then you can set up 831 a test script 788 against any package and run it. Finally, all tests results are automatically recorded inside Enterprise Architect.

The following topics give information on how to do this.

See Also

- JUnit Transformation 893
- NUnit Transformation 895
- Setting Up Unit Testing 831
- Run Unit Tests 832
- Record Test Results 833

10.3.1 Set Up Unit Testing

In order to use unit testing in Enterprise Architect, you must first set it up. This happens in two parts.

Firstly the appropriate tests must be defined. Enterprise Architect is able to help with this. By using the JUnit 893 or NUnit 895 transformations and code generation 730 you can create test method stubs for all of the public methods in each of your Classes.

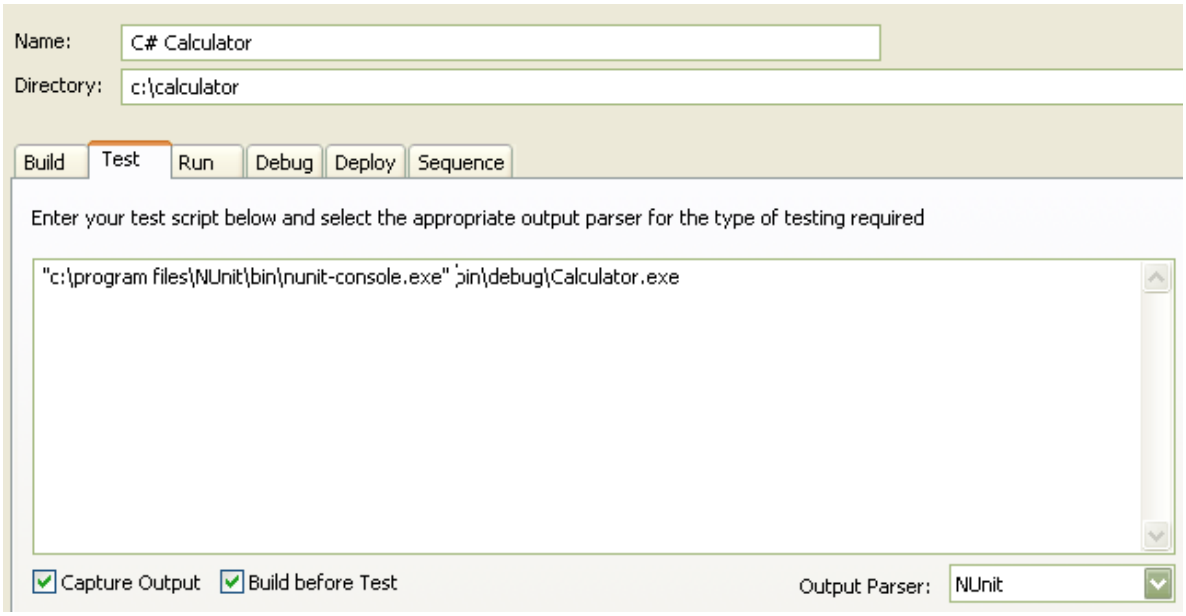
The following is an *NUnit* example in *C#* that is followed through the rest of this topic, although it could also be any other .Net language or Java and JUnit.

```
[TestFixture]
public class CalculatorTest
{

    [Test]
    public void testAdd(){
            Assert.AreEqual(1+1,2);
    }

    [Test]
    public void testDivide(){
            Assert.AreEqual(2/2,1);
    }

    [Test]
    public void testMultiply(){
            Assert.AreEqual(1*1,1);
    }

    [Test]
    public void testSubtract(){
            Assert.AreEqual(1-1,1);
    }
}
```

This code can be reverse engineered into Enterprise Architect so that Enterprise Architect can record all test results against this Class.

Once the unit tests are set up, you can then set up the Build and Test scripts to run the tests. These scripts must be set up against a package.

The sample above can be called by setting up the Package Build Scripts 786 dialog as follows.



If you want Enterprise Architect to handle unit testing, it is important that you select the **Capture Output** checkbox and select the appropriate **Output Parser** for the testing. Without doing this you won't see the program output and therefore you cannot open the source at the appropriate location.

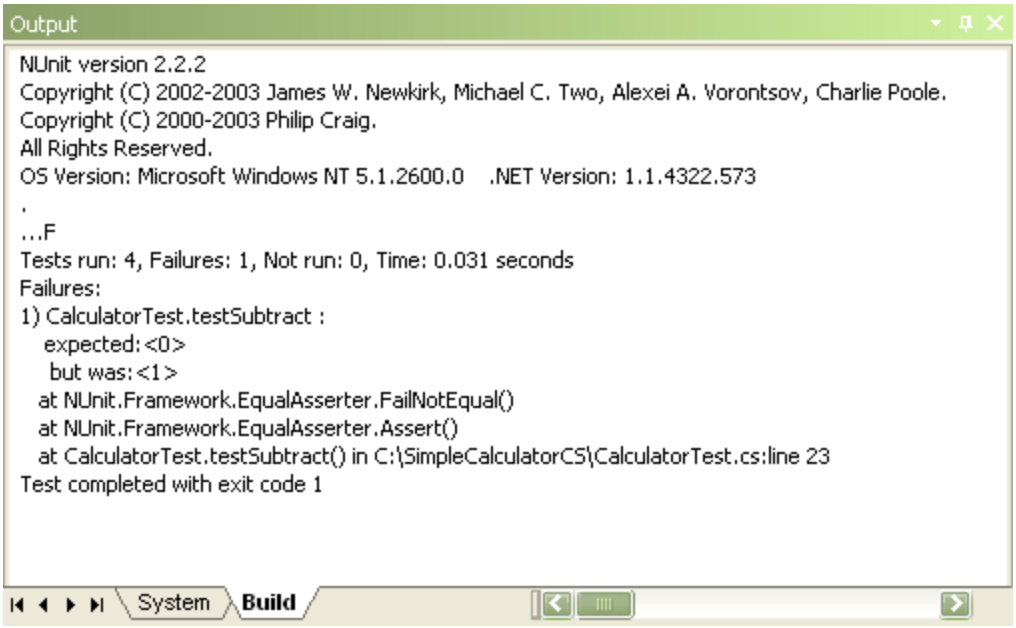
See Also

- JUnit Transformation 893
- NUnit Transformation 895
- Test Scripts 788

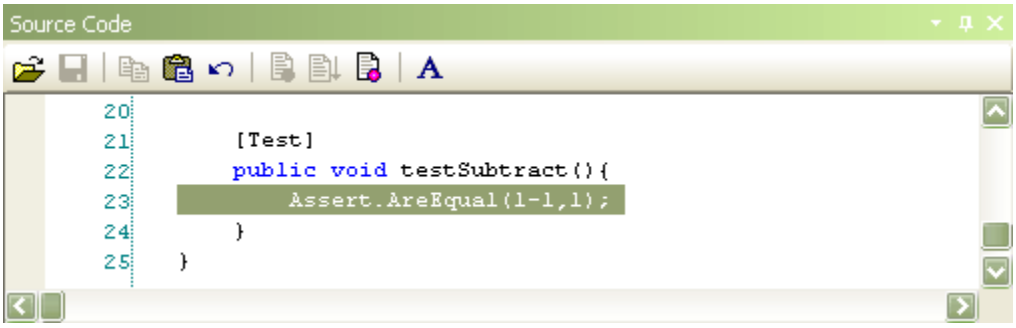
10.3.2 Run Unit Tests

You can run the test script you set up previously, by selecting the **Project | Build and Run | Test** menu option.

The following output is generated.



Notice how NUnit reports that four tests have run, including one failure. It also reports what method failed and the file and line number the failure occurred at. If you double-click on that error, Enterprise Architect opens the editor to that line of code.



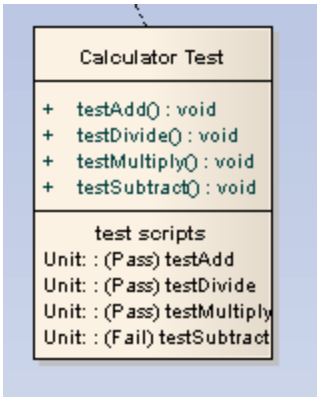
This enables you to quickly find and fix the error.

Enterprise Architect also records the run status of each test as described in Record Test Results 833.

10.3.3 RecordTest Results

Enterprise Architect is able to automatically record all results from tests by a testing script in Enterprise Architect. In order to use this feature, you just reverse engineer the test Class into the package containing your test script.

Once your model contains your test Class, on the next run of the test script Enterprise Architect adds test cases to the Class for each test method found. On this and all subsequent test runs all test cases are updated with the current run time and if they passed or failed as shown below.



The error description for each failed test is added to any existing results for that test case, along with the current date and time. Over time this provides a log of all test runs where each test case has failed. This can then be included in generated documentation and could resemble the following.

Failed at 05-Jul-2006 1:02:08 PM
expected: <0>
but was: <1>

Failed at 28-Jun-2006 8:45:36 AM
expected: <0>
but was: <2>

See Also

- Reverse Engineering 720
- Set Up Unit Testing 831
- Run Unit Tests 832

Part 11

11 Data Modeling

You perform database modeling and database design in Enterprise Architect using the *UML Data Modeling Profile*. This profile provides easy-to-use and easy-to-understand extensions to the UML standard, mapping the database concepts of tables and relationships onto the UML concepts of Classes and associations. These extensions also enable you to model database keys, triggers, constraints, RI and other relational database features.

Typical data modeling tasks you might perform are listed at the end of this topic.

Tables and Columns

The basic modeling *structure* of a relational database is the *table*, which represents a set of records, or rows, with the same structure. The basic organizational *element* of a relational database is the *column*. Every individual item of data entered into a relational database is represented by a value in a column of a row in a table.

The UML Data Modeling Profile represents:

- Tables as stereotyped *Classes*; that is, Class elements with a *stereotype* of **table**
- Columns as stereotyped *attributes*; that is, attributes with a *stereotype* of **column**.

Enterprise Architect can generate simple DDL scripts to create the tables in your model.

Database Keys

Two types of key are used to access tables: *Primary Keys* and *Foreign Keys*. A Primary Key uniquely identifies a record in a table, while a Foreign Key accesses data in some other related table via its Primary Key.

A Primary Key consists of one or more columns; a simple Primary Key (single column) is defined as the attribute of a stereotyped operation. A complex Primary Key (several columns) is defined as the stereotyped operation itself.

A Foreign Key is a collection of columns (attributes) that together have some operational meaning (they enforce a relationship to a Primary Key in another table). Foreign keys are represented in Enterprise Architect as operations with the stereotype **FK**; the operation parameters become the columns involved in the key.

Supported Databases

Enterprise Architect supports import of database schema from these databases

- DB2
- Firebird/InterBase
- Informix
- Ingres
- MS Access
- MS SQL Server
- MySQL
- Oracle 9i and 10g
- PostgreSQL
- Sybase Adaptive Server Anywhere (Sybase ASA)
- Sybase Adaptive Server Enterprise (Sybase ASE).

Note: *Firebird 1.5 database tables can be modeled and generated as InterBase tables. Firebird tables can be imported but are treated as InterBase tables.*

Typical Tasks

Typical tasks you can perform when modeling or designing databases include:

- Create a Data Model Diagram 837

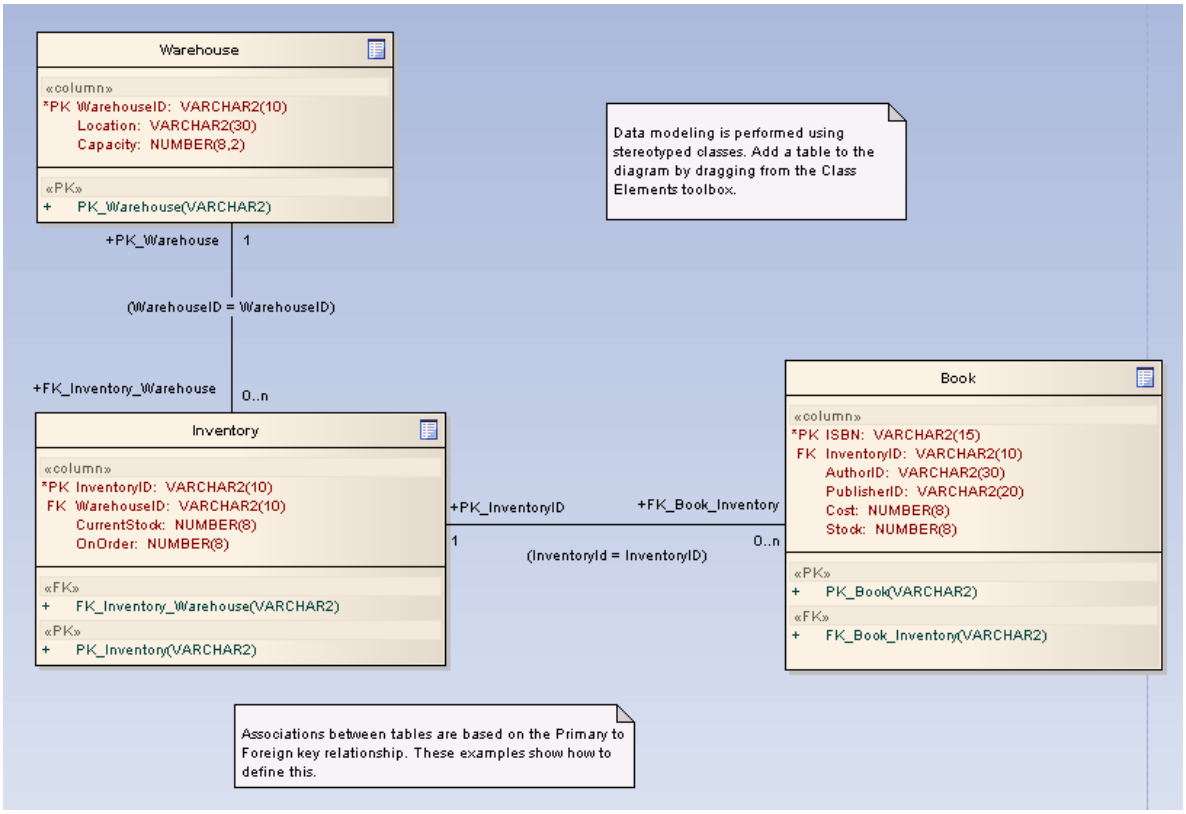
Note: *The* UML Data Modeling Profile *is not currently a ratified standard; however it has wide industry support and is a useful method for bridging the gap between the UML and conventional relational database modeling.*

11.1 A Data Model Diagram

An example of a *Data Model* diagram is provided below, showing three tables that are linked on primary to foreign key pairs with associated multiplicity.

Note also the use of stereotyped operations for Primary (PK) and Foreign (FK) keys. Operations could also be added for:

- Validation (check)
- Triggers
- Constraints
- Indexes



A Data Model diagram is represented in Enterprise Architect as a Class diagram, and is created in exactly the same way [237] as other diagrams.

11.2 Create a Table

What is a Table?

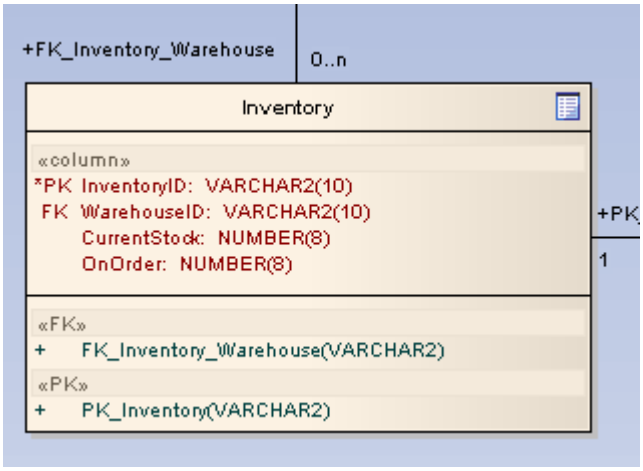
The basic modeling structure of a relational database is the *Table*. A Table represents a set of records, or rows, with the same structure.

The *UML Data Modeling Profile* represents a Table as a stereotyped Class; that is, a Class element with a stereotype of **table** applied to it. A table icon is shown in the upper right corner of the image when it is shown on a Data Model diagram.

Create a Table

To create a Table, follow the steps below:

1. Select a diagram.
2. Select the **More Tools | Extended | Data Modeling** menu option on the Enterprise Architect UML *Toolbox*.
3. Click on the *Table* element in the list of elements, then click on the diagram. The Table element is displayed on the diagram.



4. If the *Class : Table n* Properties dialog does not display, double-click on the Table to display it.
5. In the **Name** field, type a name for the Table and set any other properties 839 as required.
6. Click on the **OK** button.

11.3 Set Table Properties

Once you have created your table, you can set its properties. Most table properties can be set from the *Properties* dialog, as described below. Some properties though must be entered as Tagged Values as described elsewhere, i.e. setting the value of the Table Owner 840 and, for MySQL databases, setting the Table Options 841.

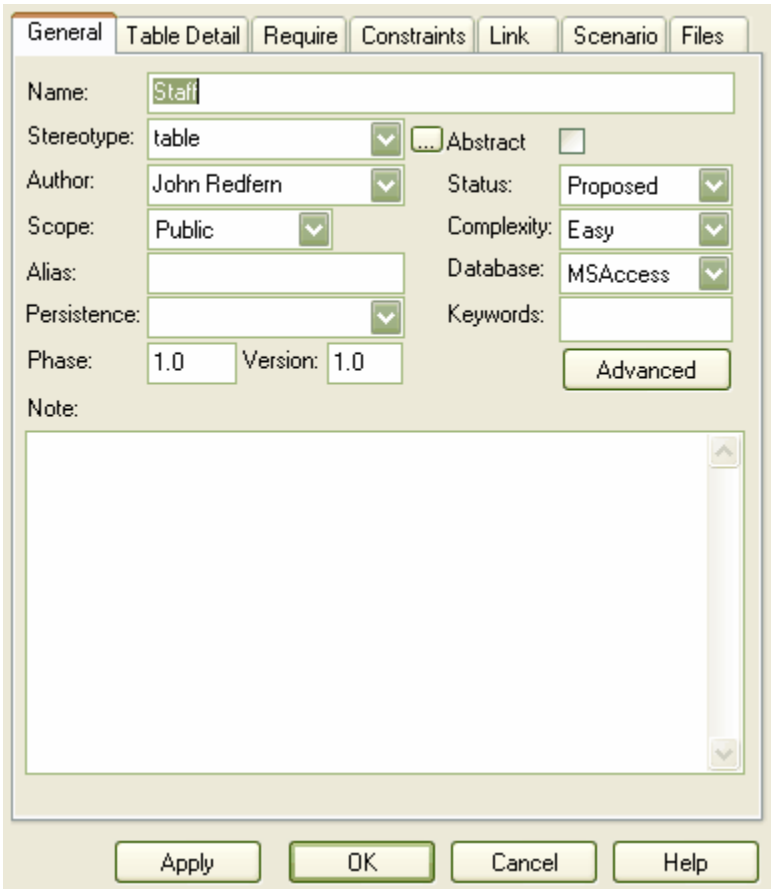
Set the Database type

The most important property to set for a table (after its name) is the d*atabase type*. This defines the list of datatypes that are available for defining columns, and also declares which dialect of DDL is generated. Enterprise Architect supports the following databases:

- DB2
- Informix
- Ingres
- InterBase
- MS Access
- MySQL
- Oracle 9i and 10g
- PostgreSQL
- SQL Server 2000 and 2005
- SQLServer7
- Sybase Adaptive Server Anywhere (Sybase ASA)
- Sybase Adaptive Server Enterprise (Sybase ASE).

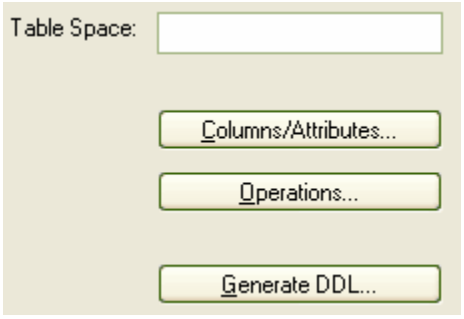
To set the database type, follow the steps below:

1. Double-click on the table element in a diagram to open the *Properties* dialog.
2. Select the *General* tab.



3. In the **Database** field, click on the drop-down arrow and select the database type.
4. Click on the **OK** button to save changes.

By clicking on the *Table Detail* tab on this dialog, you can access the Columns dialog 845 or Operations dialog 862, or you can Generate DDL 864 for this table.



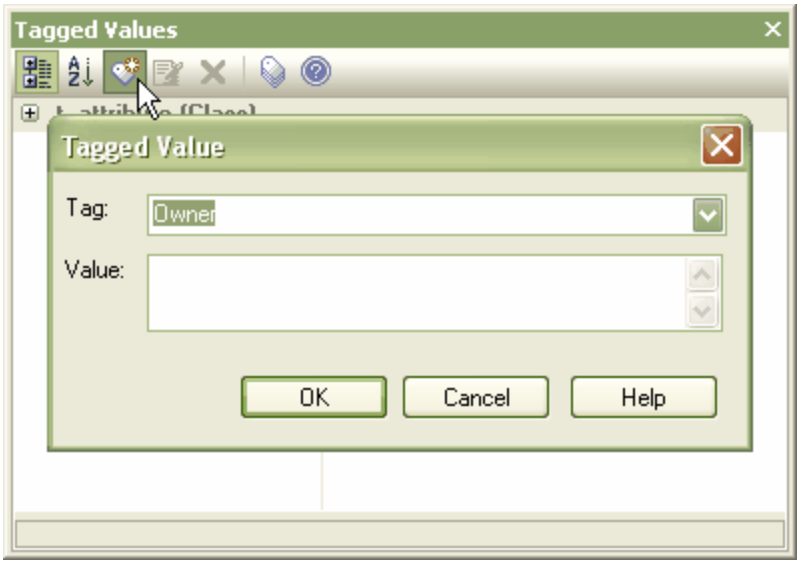
11.3.1 Set Table Owner

To define the owner of a table, follow the steps below:

1. Select the **View | Tagged Values** menu option or press **[Ctrl]+[Shift]+[6]**. The *Tagged Values* window displays.
2. Click on the table in a diagram or the *Project Browser* window. The *Tagged Values* window now shows

the tags for the selected table.

3. Click on the **New Tag** button  . The *Tagged Value* dialog displays.

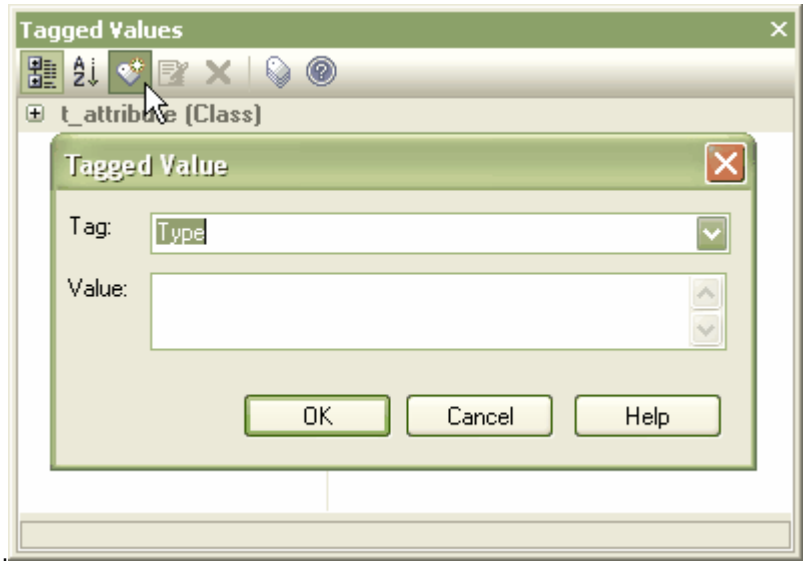


4. In the **Tag** field, type the tag name **Owner**. In the **Value** field, type a value for the *Owner* tag.
5. Click on the **OK** button to confirm the operation. Generated DDL includes the table owner in the SQL script.

11.3.2 Set MySQL Options

In MySQL, to make use of foreign keys you must declare the table type as *InnoDB*. To do this, follow the steps below:

1. Select the **View | Tagged Values** menu option or press **[Ctrl]+[Shift]+[6]**. The *Tagged Values* window displays.
2. Click on the table in a diagram or in the *Project Browser* window. The *Tagged Values* window shows the table as selected.
3. Click on the **New Tag** button  . The *Tagged Value* dialog displays



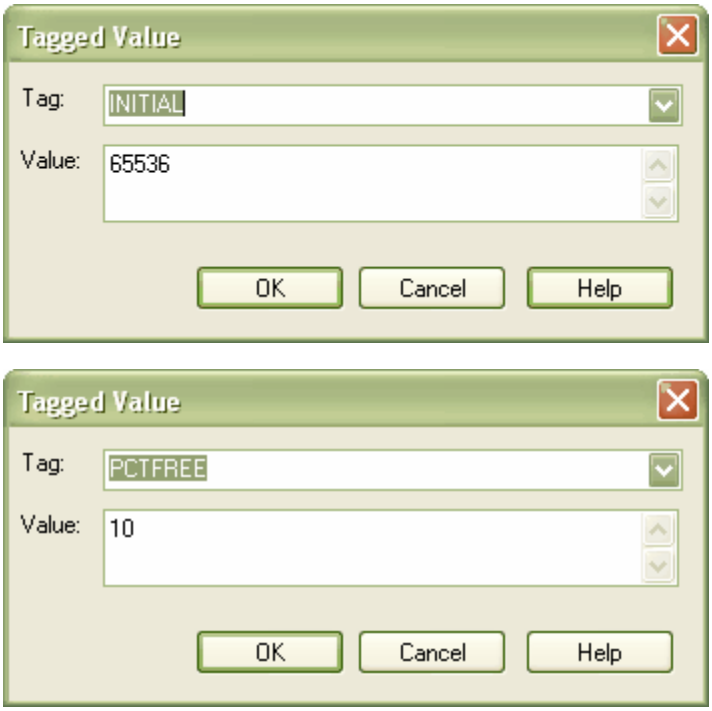
4. In the **Tag** field, enter the tag name **Type**. In the **Value** field, type **InnoDB** as the value for the *Type* tag.
5. Click on the **OK** button to confirm the operation. Generated DDL includes the table type in the SQL script.
6. To allow for later versions of MySQL, additional table options that can be added in the same manner include:

Tag	Value (Example)
ENGINE	InnoDB
CHARACTER SET	latin1
CHARSET	latin1
COLLATE	latin1_german2_ci

11.3.3 Set Oracle Table Properties

For Oracle 9i and 10g, you can set table properties using the table's Tagged Values. Follow the steps below:

1. Select the **View | Tagged Values** menu option, or press **[Ctrl]**+**[Shift]**+**[6]**. The *Tagged Values* window displays.
2. Click on the table in a diagram or in the *Project Browser* window. The *Tagged Values* window displays the table name, selected.
3. Click on the  (**New Tag**) button.
4. Define the table properties as shown in the examples below:



5. Click on the **OK** button to save the Tagged Value.

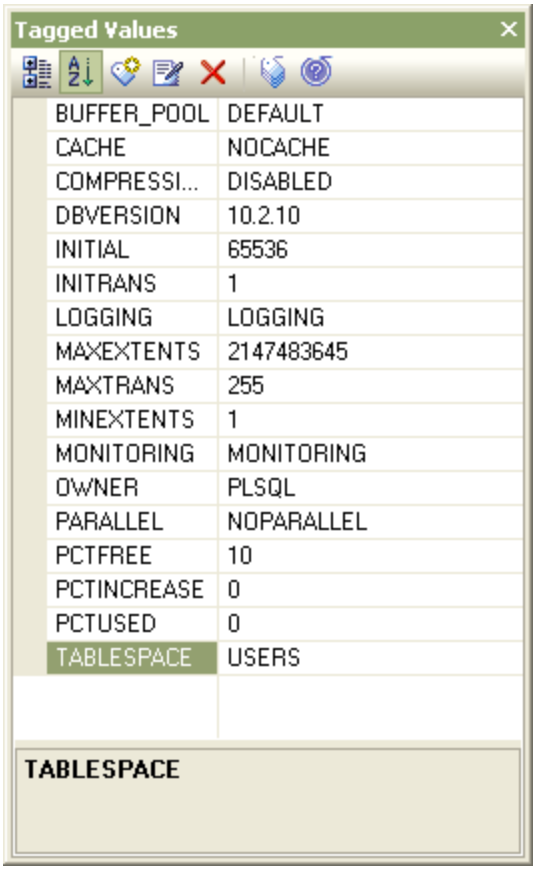
All available properties for an Oracle table are listed below.

Note: *The same properties can be added to indexes and constraints. Highlight the index or constraint and add the properties as Tagged Values.*

Property	Value
BUFFER_POOL	DEFAULT
CACHE	NOCACHE
DBVERSION	9.0.111
FREELISTS	1
GRANT OWNER1	SELECT
GRANT OWNER2	DELETE, INSERT, SELECT, UPDATE
INITIAL	65536
INITRANS	1
LOGGING	LOGGING
MAXEXTENTS	2147483645
MAXTRANS	255

Property	Value
MINEXTENTS	1
MONITORING	MONITORING
OWNER	OWNER1
PARALLEL	NOPARALLEL
PCTFREE	10
PCTINCREASE	0
PCTUSED	0
SYNONYMS	PUBLIC:TABLE_PUB;OWNER2:TABLE_OWNER2
TABLESPACE	MY_TABLESPACE

The properties defined for a given table are listed on the *Tagged Values* window, as illustrated by the following typical Tagged Value list:



11.4 Create Columns

What is a Column?

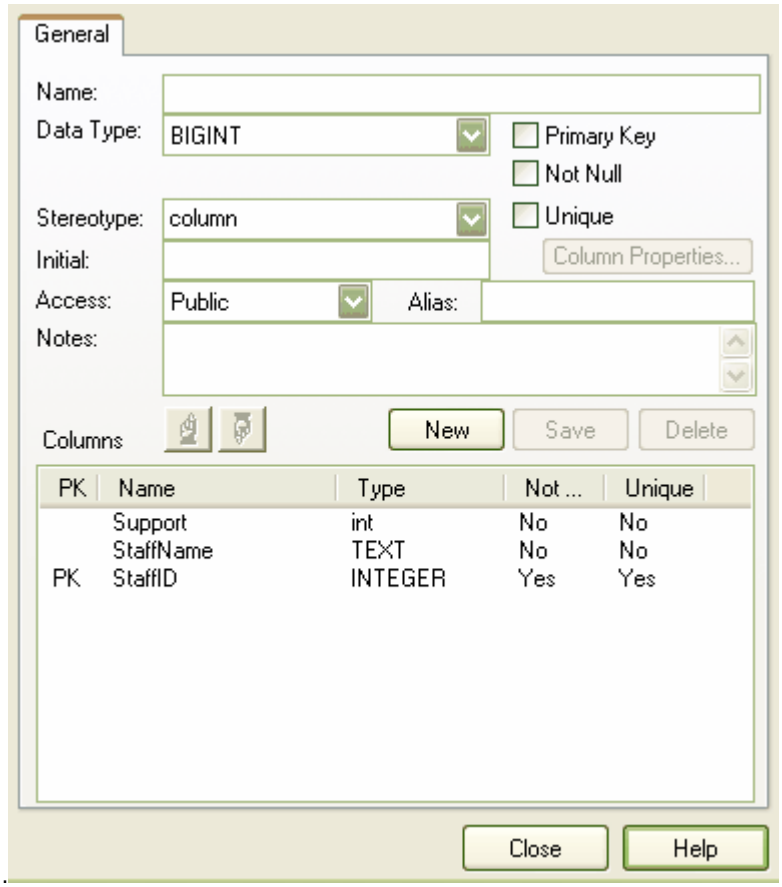
The basic organizational element of a relational database is the *column*. Every individual item of data entered into a relational database is represented as a value in a column of a row in a table. Columns are represented in the UML Data Modeling Profile as a stereotyped attribute; that is, an attribute with the *Column* stereotype.

Create Columns

Note: *For MySQL, before creating columns first add ENUM and SET datatypes. Select the* **Settings | Database Datatypes** *menu option and, on the Database Datatypes dialog, in the* **Product Name** *field select* **MySQL**. *Add the datatypes* ENUM *and* SET.

To create columns, follow the steps below:

1. Right-click on the Table in a diagram to open the context menu, and select the **Attributes** menu option.
2. The *Table n Attributes* dialog displays.



3. Type in the column **Name** and **Data Type** and click on the **Save** button.
4. ***Tip:*** *If the drop-down list of datatypes is empty, this means that you have not selected a target database for the table. Close the Columns dialog and re-open the Table Properties dialog to set a* **Database type** *before continuing. To prevent this recurring, set the default database type* 839.
5. The following fields for each column are optional:
   - **Primary Key** - select the checkbox if the column represents the primary key 847 for this table
   - **Not Null** - select the checkbox if empty values are forbidden for this column
   - **Unique** - select the checkbox if it is forbidden for any two values of this column to be identical
   - **Initial** - type a value that can be used as a default value for this column, if required
   - **Access** - click on the drop-down arrow and select a scope of **Private**, **Protected** or **Public** (the field defaults to **Public**)
   - **Alias** - type an alternative name for the field (for display purposes), if any
   - **Notes** - type any other information necessary to document the column.

   Note: *Some datatypes, such as the Oracle* NUMBER *type, require a precision and scale. These fields are displayed where required and should be filled in as appropriate. For example, for Oracle:*

   create NUMBER *by setting* **Precision** = **0** *and* **Scale** = **0**
   create NUMBER(8) *by setting* **Precision** = **8** *and* **Scale** = **0**
   create NUMBER(8,2) *by setting* **Precision** = **8** *and* **Scale** = **2**.

   Note: *Oracle VARCHAR2(15 CHAR) and VARCHAR2(50 BYTE) datatypes can be created by adding the tag* **LengthType** *with the value* ***CHAR*** *or* ***BYTE***.

   Note: *For MySQL* ENUM *and* SET *datatypes, in the* **Initial** *field type the values as a comma-separated*

list, in the format ('one','two','three') *or, if one value is the default, in the format:* ('one','two','three') default 'three'.

Change the Column Order

To change the column order, follow the steps below:

1. On the *Columns* dialog, highlight a column name in the *Columns* panel.
2. Click on the:
   -  button to move the column up one position
   -  button to move the column down one position.

11.5 Create Oracle Packages

To create an Oracle package, follow the steps below:

1. Open the project in the *Project Browser* window and create an Enterprise Architect package (and, if required, a Class diagram).
2. Add a Class 1095 element to either the package or the diagram.
3. Open the *Properties* 355 dialog for the element and, in the **Stereotype** field, type the value **Package**.
4. For the package specification, create an Operation 341 with the name *Specification* and with no return type.
5. Open the *Properties* 343 dialog for the *Specification* Operation and, on the *Behavior* tab, type the entire package specification into the **Initial Code** 346 field.
6. For the package body, create an Operation with the name *Body* and with no return type.
7. Open the *Properties* dialog for the *Body* Operation and, on the *Behavior* tab, type the entire package body into the **Initial Code** field.

11.6 Primary Key

What is a Primary Key?

Keys are used to access tables, and come in two varieties: Primary Keys and Foreign Keys. A Primary Key uniquely identifies a record in a table, while a Foreign Key accesses data in some other related table via its Primary Key. This topic describes Primary Keys; Foreign Keys are described in the Foreign Keys 849 topic.

Define a Simple Primary Key

If a Primary Key consists of a single column, it is very easy to define.

1. Right-click on the table in a diagram to display the context menu. Select the **Element Features | Attributes** menu option.
2. In the *Attributes* dialog, select the column that makes up the Primary Key.
3. Select the **Primary Key** checkbox and click on the **Save** button.

A stereotyped operation is automatically created. It is this operation that defines the Primary Key for the table. To remove a Primary Key, simply delete this operation.

Define a Complex Primary Key

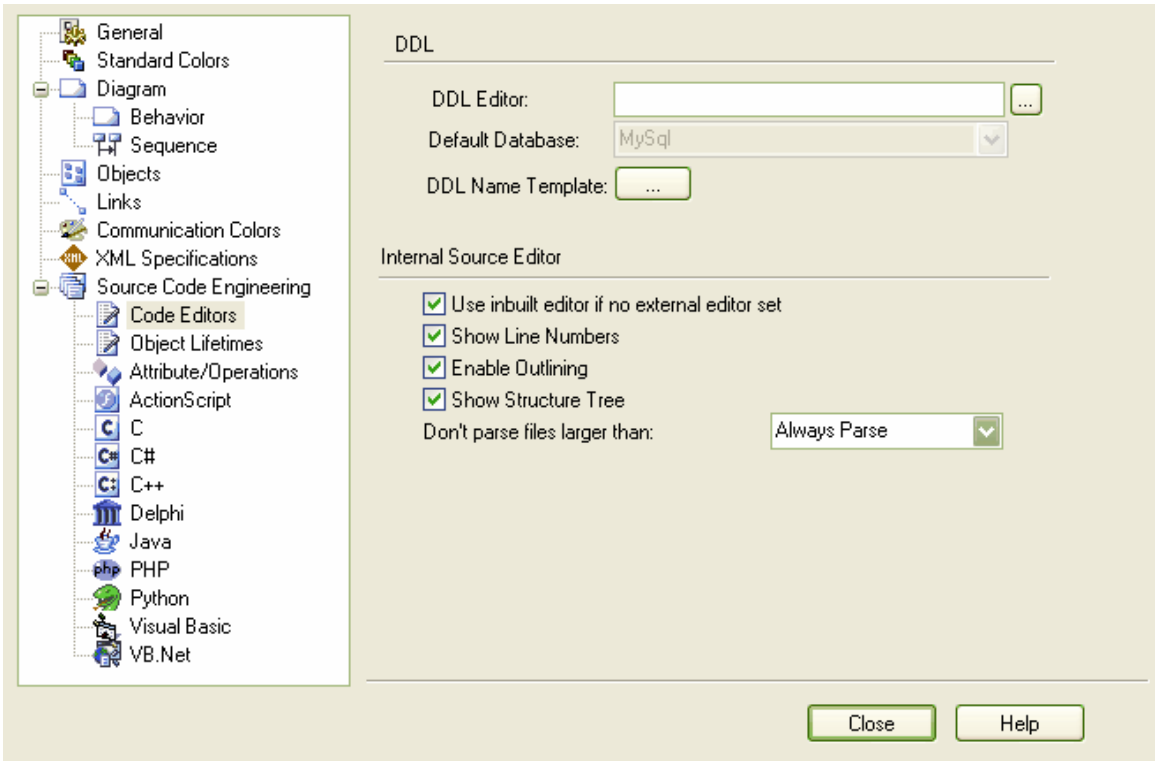
Often, a Primary Key consists of more than one column. For example, a column *LastName* might not be unique within a table, so a Primary Key is created from the *LastName*, *FirstName* and *DateOfBirth* columns. Perform the following steps to create a complex Primary Key:

1. Follow the steps above to create a Simple Primary Key. It doesn't matter which column you choose.
2. Right-click on the table in a diagram to open the context menu. Select the **Element Features | Operations** menu option.
3. Select the Primary Key operation (its name begins with **PK**_) and then click on the *Columns* tab.
4. To add a column to the Primary Key, click on the **New** button, select a column from the *Column Name* list box, and then click on the **Save** button.
5. Click on the **Hand** buttons (up and down arrow) to change the order of columns in the Primary Key, if necessary.

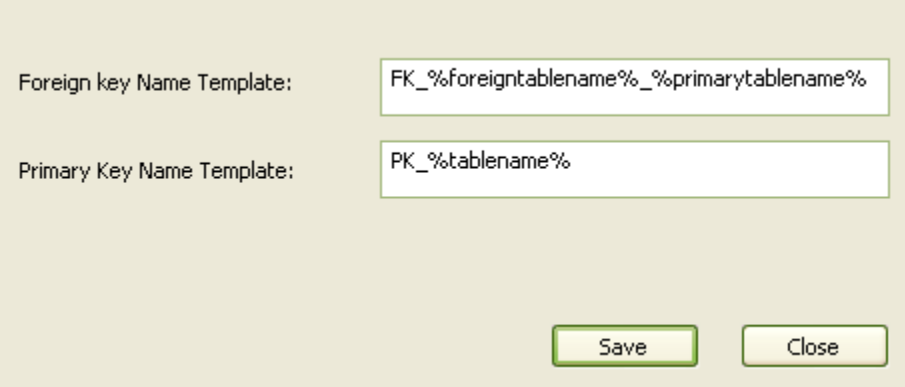
Define a Primary Key Name Template

To define the name template for a Primary Key, follow the steps below:

1. Select the **Tools | Options | Source Code Engineering | Code Editors** menu option. The *DDL* page of the *Options* dialog displays.



2. Click on the **DDL Name Template** button. The *DDL Name Template* dialog displays, showing the default name templates.



3. Edit or replace the template in the **Primary Key Name Template** field.
4. Click on the **Save** button.

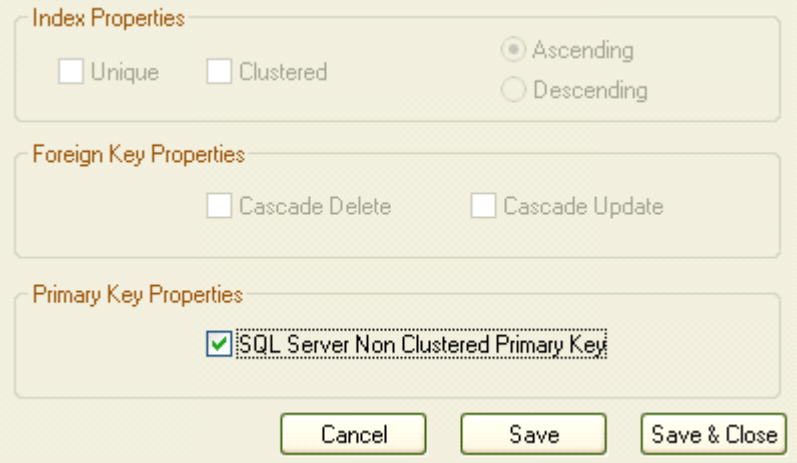
See Also

- SQL Server Non-Clustered Primary Keys 849

11.6.1 SQL Server Non Clustered Primary Keys

To define a primary key as non-clustered for a SQL Server table, follow the steps below:

1. Right-click on the table in a diagram to open the context menu.
2. Select the **Element Features | Operations** submenu. The *Table Operations* dialog displays.
3. Highlight the Primary Key Operation and select **Extended Properties**.
4. Select the **SQL Server Non Clustered Primary Key** checkbox.



5. Click on the **Save & Close** button.

11.7 Foreign Key

What is a Foreign Key?

Two types of key are used to access tables: Primary Keys 847 and Foreign Keys. A Primary Key uniquely

identifies a record in a table, while a Foreign Key accesses data in some other related table via its Primary Key.

Foreign keys are represented in Enterprise Architect UML using stereotyped operations. A Foreign Key is a collection of columns (attributes) that together have some operational meaning (they enforce a relationship to a Primary Key in another table). A Foreign Key is modeled as an operation stereotyped with the *FK* stereotype; the operation parameters become the columns involved in the key.

Note: *It isn't necessary to define a Foreign Key in order to access another table through its Primary Key. Foreign Keys are a feature of some database management systems, providing 'extras' such as referential integrity checking that prevents the deletion of a record if its Primary Key value exists in some other table's Foreign Key. The same thing can be achieved programmatically.*

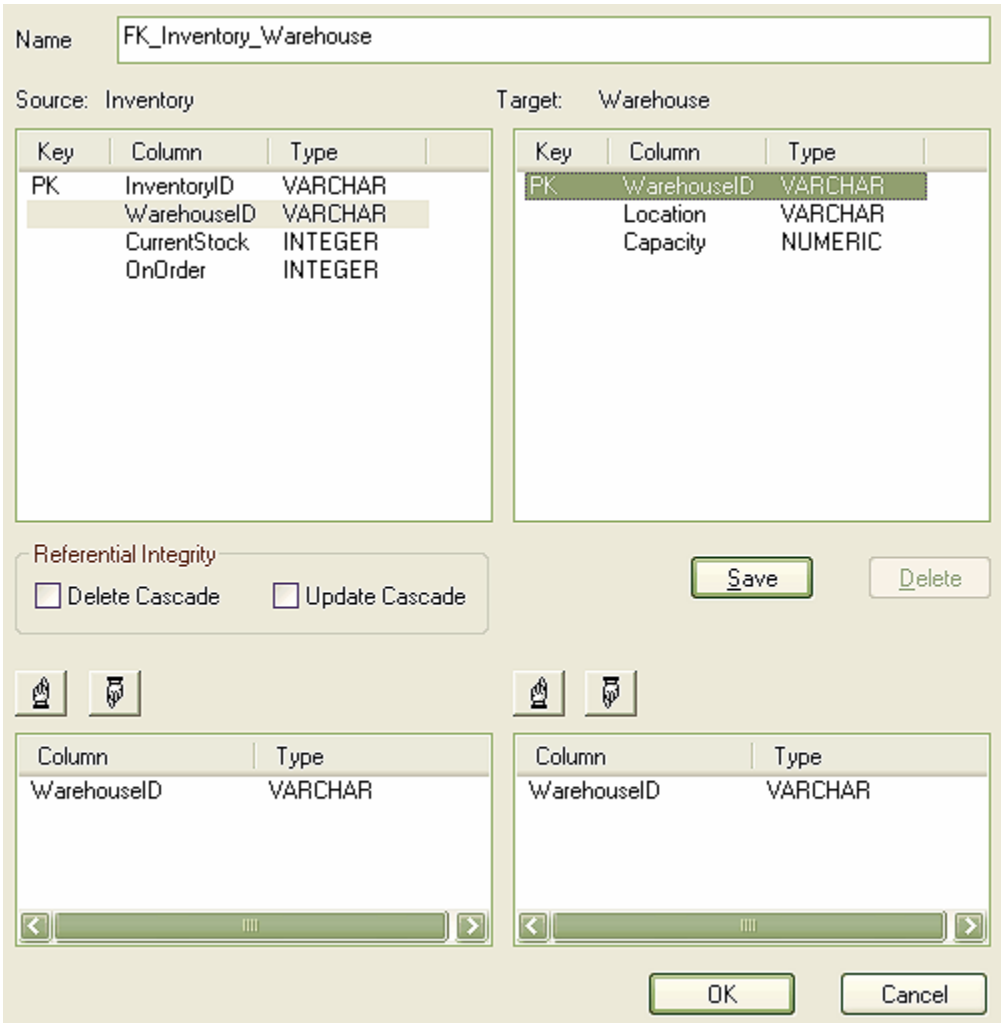
To create a Foreign Key 850, click on the link.

You might also have to define a Name Template 854 for Foreign Keys.

11.7.1 Create a Foreign Key

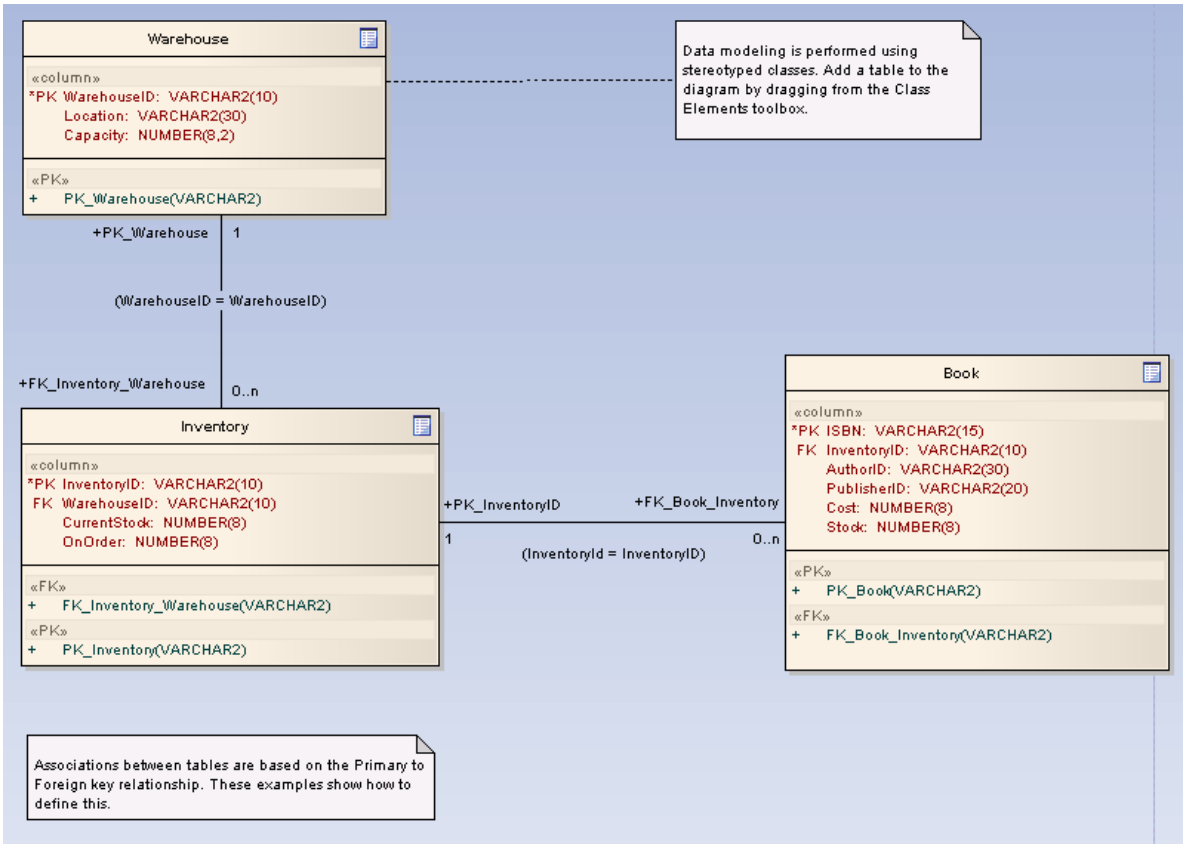
To create a Foreign Key, follow the steps below:

1. Locate the required Tables in either a diagram or the *Project Browser* window.
2. Select an *Associate* link in the *Class Relationships* page of the Enterprise Architect UML *Toolbox*.
3. Click on the Table to contain the Foreign Key (source) and draw a connector to the other Table (target).
4. Use the link context menu to display the *Foreign Key* dialog.



5. If necessary, edit the default name for the Foreign Key.
6. Highlight the columns involved in the Foreign Key relationship.
7. Click on the **Save** button to automatically generate the Foreign Key operations.

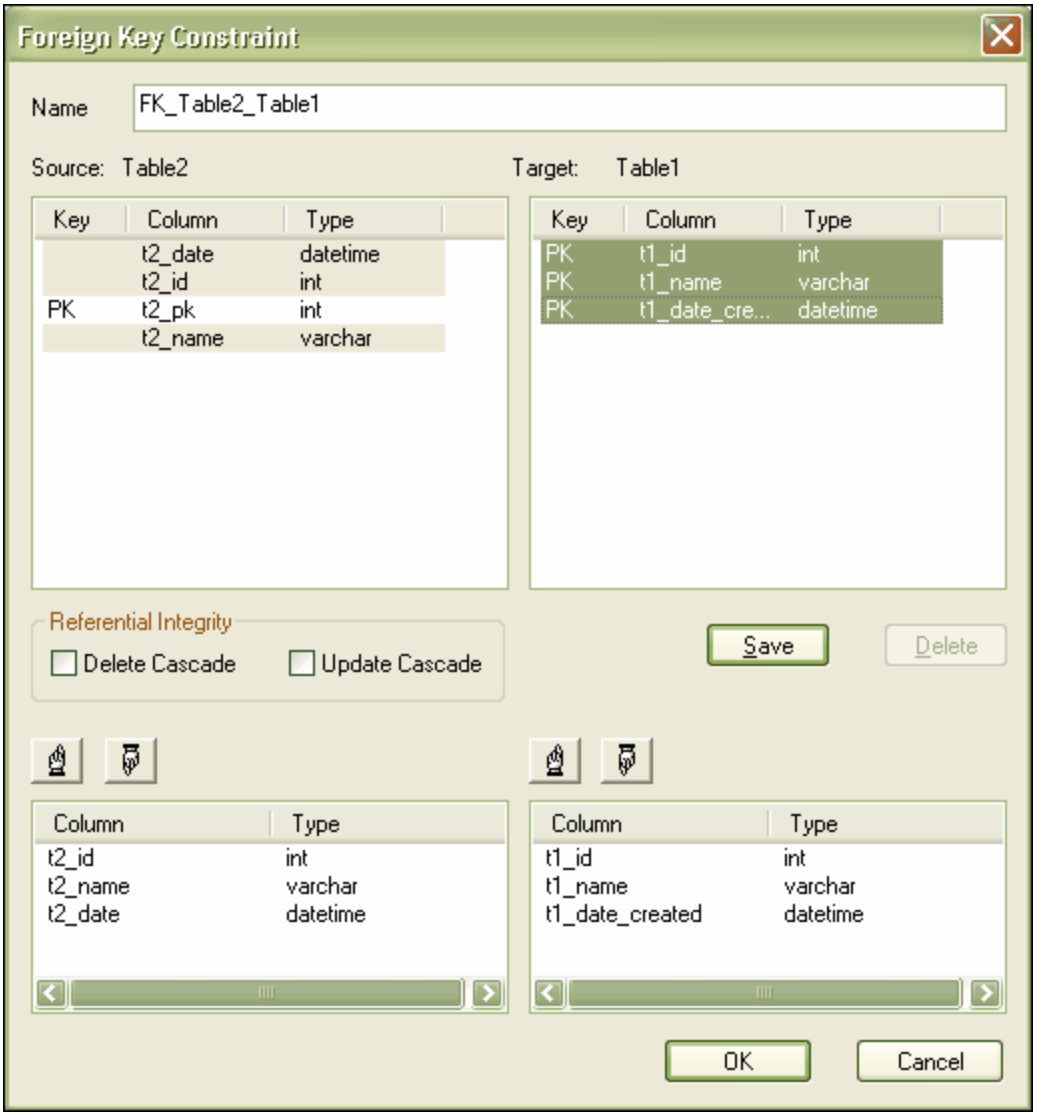
You have created the Foreign Key. The example below shows how this looks in a diagram:



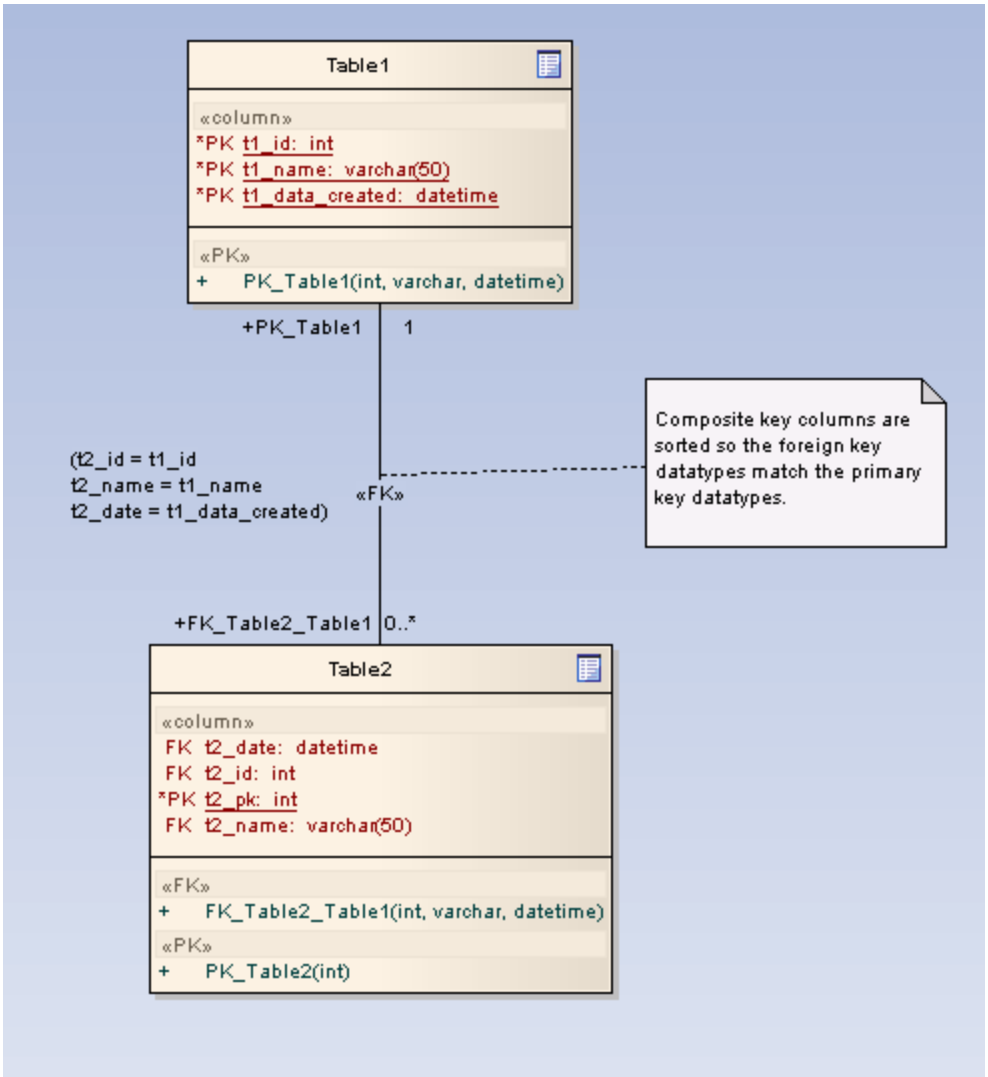
Composite Foreign Key

To create a composite Foreign Key, select the appropriate columns and click on the **Save** button. The Foreign Key columns are sorted according to datatype to match the datatypes of the targeted composite Primary Key.

If required, you can change the order of the key columns by clicking on the  and  buttons.



This creates the composite Foreign Key. The example below shows how this looks in a diagram:

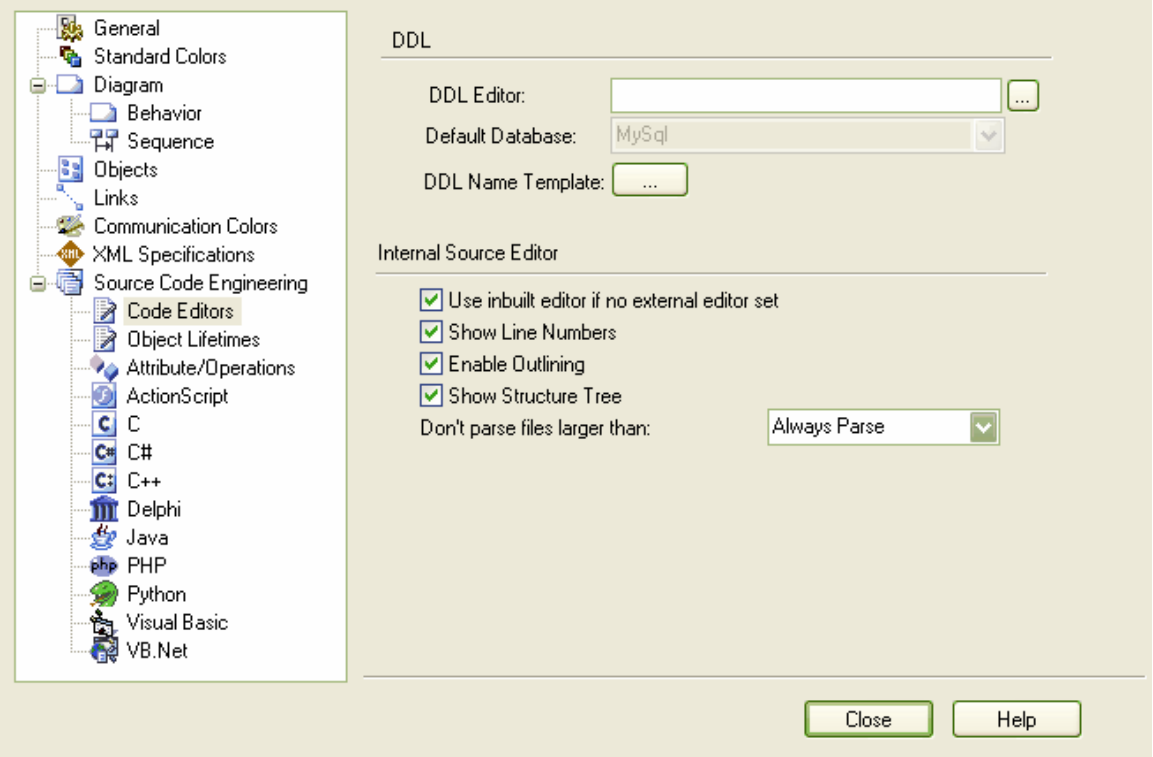


Tip: *If you are defining a MySQL database and want to use Foreign Keys, you must* *set the table type* 841 *to enable this.*

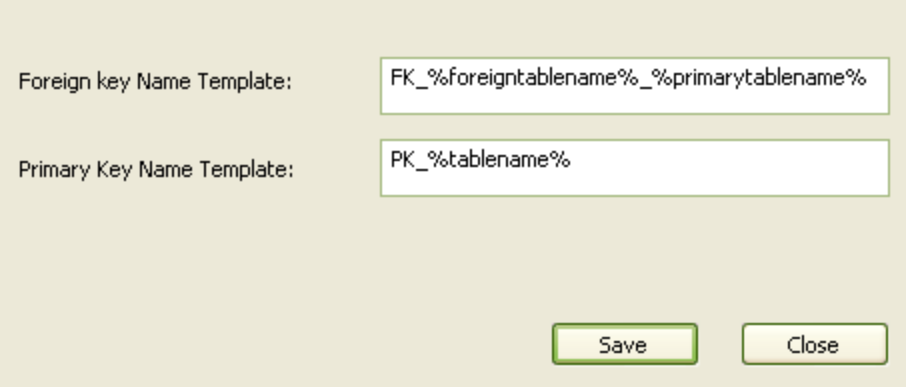
11.7.2 Define a Foreign Key Name Template

To define the name template for a Foreign Key, follow the steps below:

1. Select the **Tools | Options | Source Code Engineering | Code Editors** menu option. The *DDL* page of the *Options* dialog displays.



2. Click on the **DDL Name Template** button. The *DDL Name Template* dialog displays, showing the default name templates.



3. Edit or replace the name template in the **Foreign key Name Template** field.
4. Click on the **Save** button..

11.8 Stored Procedures

What is a Stored Procedure?

A stored procedure is a group of SQL statements that form a logical unit and perform a particular task. Stored procedures are used to encapsulate a set of operations or queries to execute on a database server. You can compile and execute stored procedures with different parameters and results, and they can have any combination of input, output and input/output parameters.

Enterprise Architect models stored procedures as operations of a Class in accordance with the UML Profile for Data Modeling. Alternatively, you can model stored procedures as individual Classes.

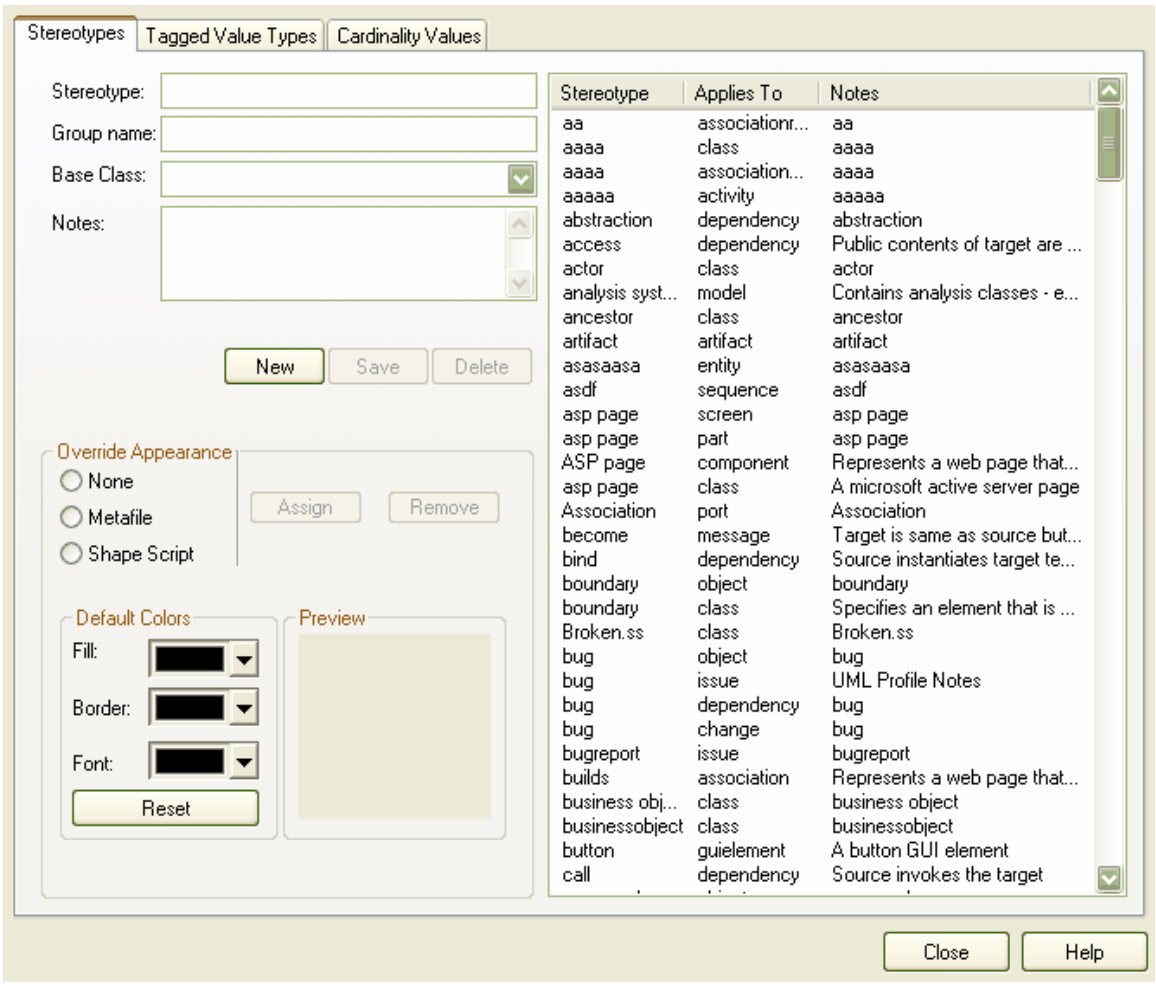
Note: *Stored procedures are currently supported for DB2, SQL Server, Firebird/Interbase, Informix, Ingres, Oracle 9i and 10g, MySQL, PostgreSQL, Sybase Adaptive Server Enterprise (ASE) and Sybase Adaptive Server Anywhere (ASA).*

Create a Stored Procedure as an Operation of a Container Class

To create a stored procedure container Class, follow the steps below, in three stages:

Define Stored Procedure Stereotype

1. Select the **Settings | UML** menu option. The *UML Types* dialog displays, at the *Stereotypes* tab.



2. In the **Stereotype** field, type **stored procedures**.
3. In the **Base Class** field, type **class**.
4. Click on the **Save** button, and on the **Close** button.

Create Stored Procedure

1. Open the required diagram.
2. Select the **More tools | UML | Class** menu option in the Enterprise Architect UML *Toolbox*.
3. Click on the *Class* element in the list of elements and then click on the diagram. If the *Class Properties*

dialog does not automatically display, double-click on the element.

4. In the **Name** field, type a name for the Class. Typically, this is the database name.
5. In the **Stereotype** field, type **stored procedures**.
6. Click on the **OK** button to close the dialog. You now have a stored procedures container.
7. Re-open the Class *Properties* dialog. In the **Database** field click on the drop-down arrow and select the target DBMS to model. (The field displays the default database if it has already been set.)
8. Select the *Procedures Detail* tab and click on the **Stored Procedures…** button.

   (Alternatively:
   - Select the stored procedures container and press **[F10]**, or
   - Select **Features | Operations** from the context menu.)

   The *<Class name> Operation* dialog displays.
9. In the **Name** field, type the name of the stored procedure.
10. In the **Return Type** field click on the drop-down arrow and select the return type (or use the default value **resultset**).
11. In the **Stereotype** field, type the value **proc**.
12. Click on the **Save** button.

Add Parameters

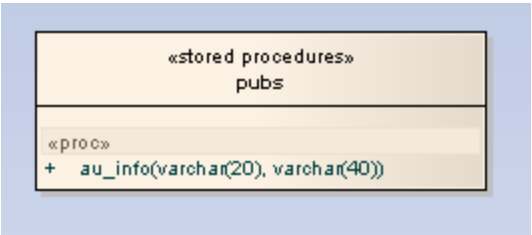
1. Click on the procedure name in the *Operations* panel and click on the **Edit Parameters** button. The *Parameters* dialog displays.
2. In the **Name** field, type the parameter name, and in the **Type** field click on the drop-down arrow and select the parameter type.

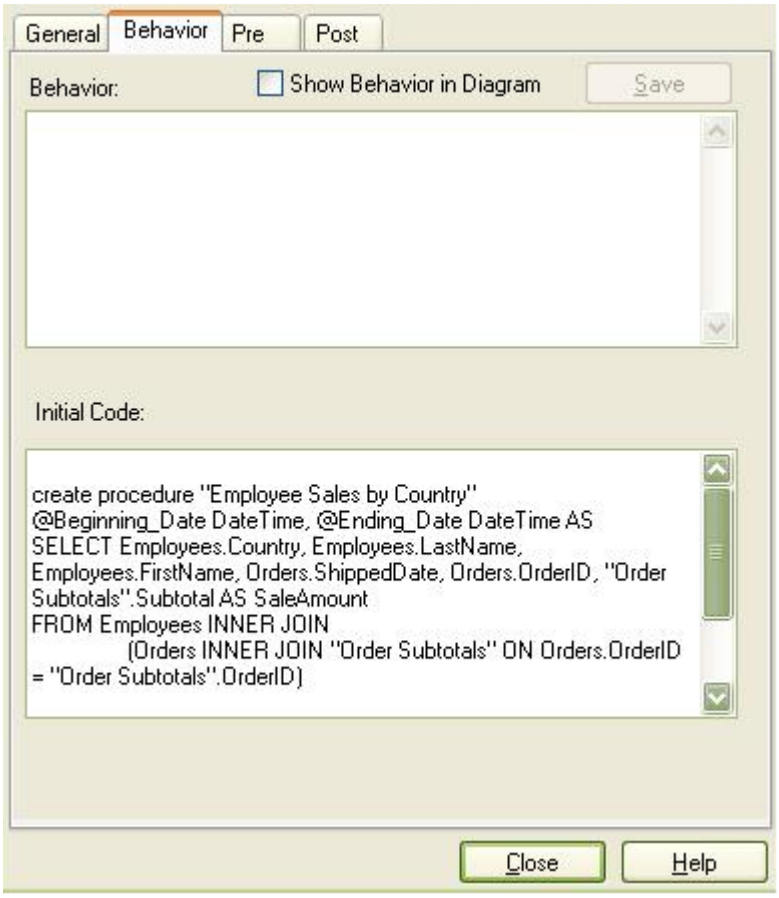
   If the parameter is a length type, add the length after the parameter type. For example, select **VARCHAR** from the drop-down list and type **(5)** just after it, as the length.

   You can also type the values of the **Type** field directly into the field.
3. Click on the **Save** button, and then the **Close** button. The *<Class name> Operation* dialog redisplays.
4. Click on the *Behavior* tab. In the **Initial Code** field, type the text of the procedure.

   Note:

   - *If using the parameter feature as described above, you only have to add the procedure statements after the AS clause.*
   - *If you prefer not to use the parameter feature as described above, insert the* ***entire*** *stored procedure text in the* **Initial Code** *field.*
   - *In either case, the* create procedure... *text or* create or replace procedure... *text must be the first line in the* **Initial Code** *field.*





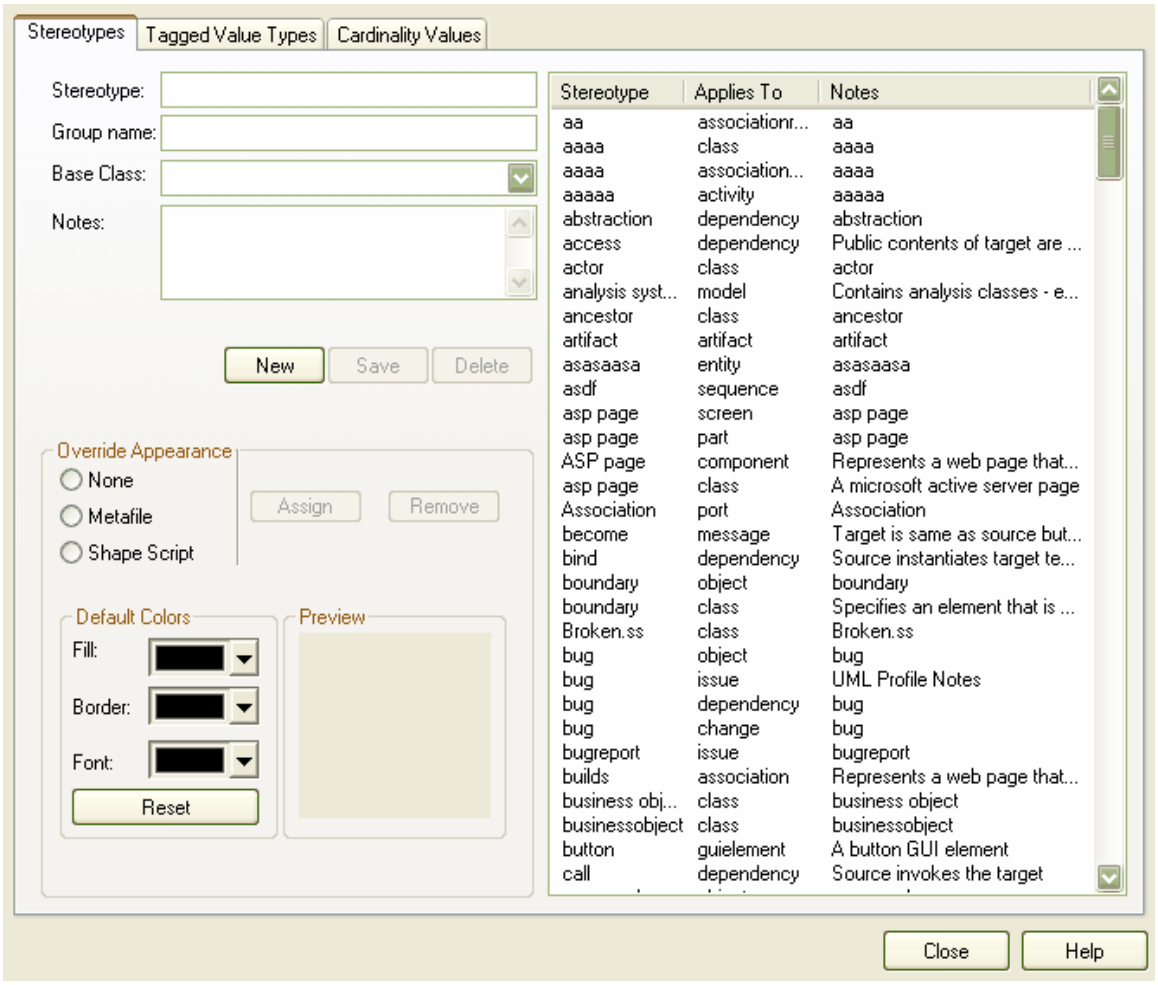
5. Click on the **Save** button, and then the **Close** button.

Create a Stored Procedure as an Individual Class

To create a stored procedure as an individual Class, follow the steps below, in two stages:

Define Procedure Stereotype

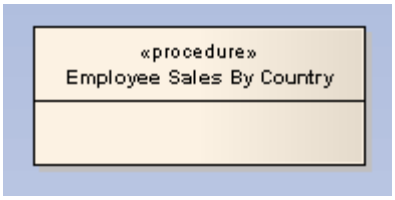
1. Select the **Settings | UML** menu option. The *UML Types* dialog displays, at the *Stereotypes* tab.



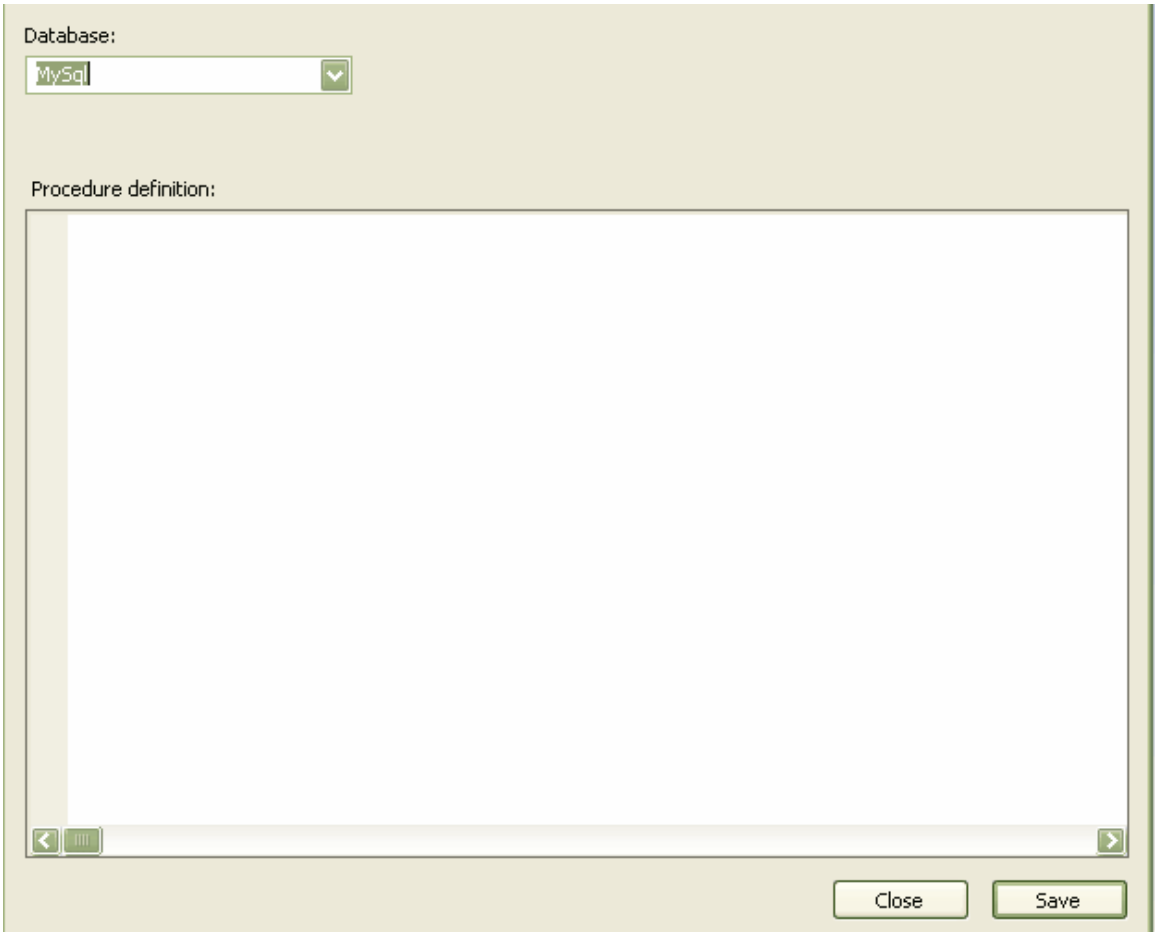
2. In the **Stereotype** field, type **procedure**.
3. In the **Base Class** field, type **class**.
4. Click on the **Save** button, and on the **Close** button.

Create Procedure Element

1. Open the required diagram.
2. Select the **More tools | UML | Class** menu option in the Enterprise Architect UML *Toolbox*.
3. Click on the *Class* element in the list of elements and then click on the diagram. If the *Class Properties* dialog does not automatically display, double-click on the element.
4. In the **Name** field, type a name for the procedure.
5. In the **Stereotype** field, type **procedure**.
6. Click on the **OK** button to close the dialog. The new *procedure* element displays.



7. Double-click on the procedure element. The *Procedure <name>* dialog displays.



8. In the **Database** field click on the drop-down arrow and select the target DBMS to model. (The field displays the default database if it has already been set.)
9. In the **Procedure definition** field, type the entire procedure text.
10. Click on the **Save** button, and then the **Close** button.

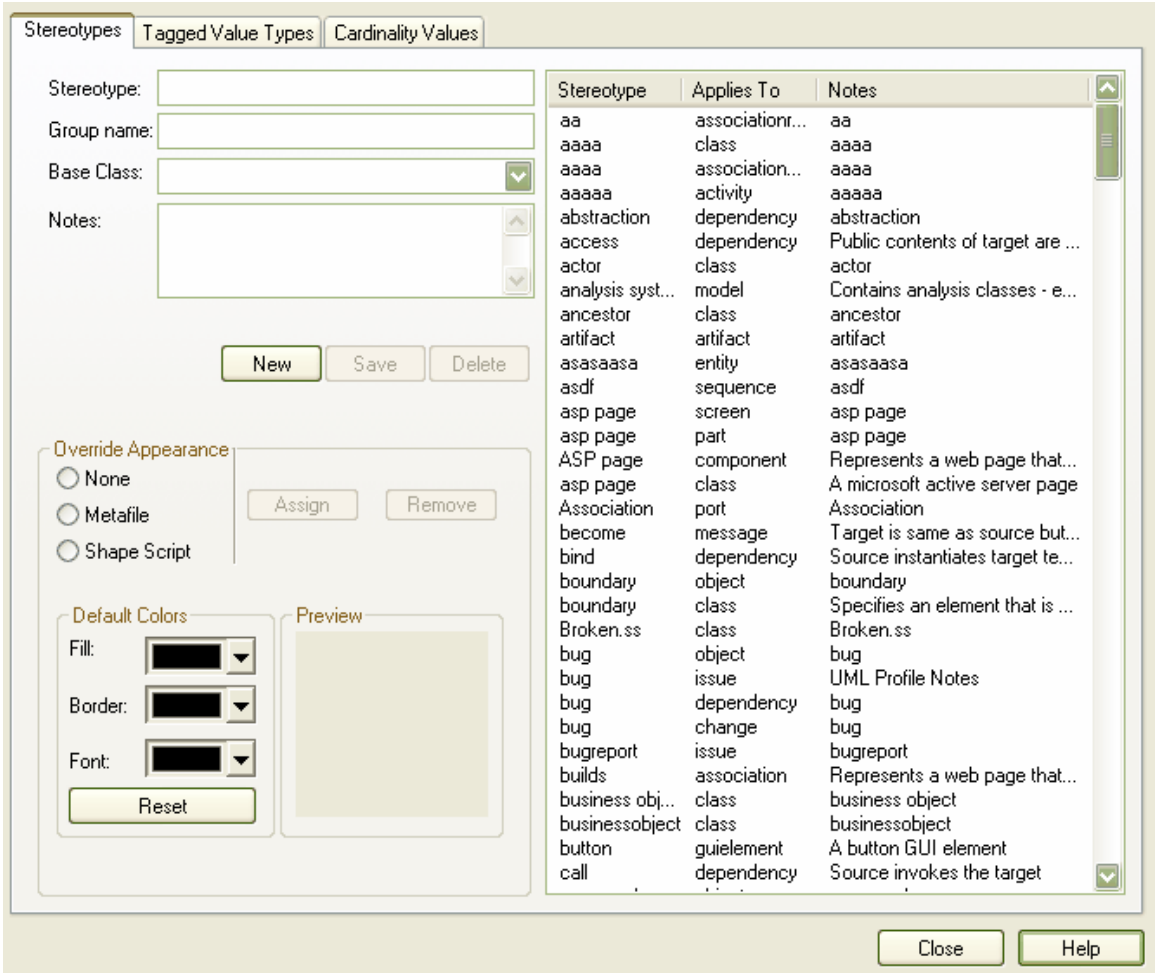
11.9 Views

Note: *Views are currently supported for DB2, SQL Server, Firebird/Interbase, Informix, Ingres, Oracle 9i and 10g, MySQL, PostgreSQL, Sybase Adaptive Server Enterprise (ASE) and Sybase Adaptive Server Anywhere (ASA).*

Create a View Class

To create a database view, follow the steps below:

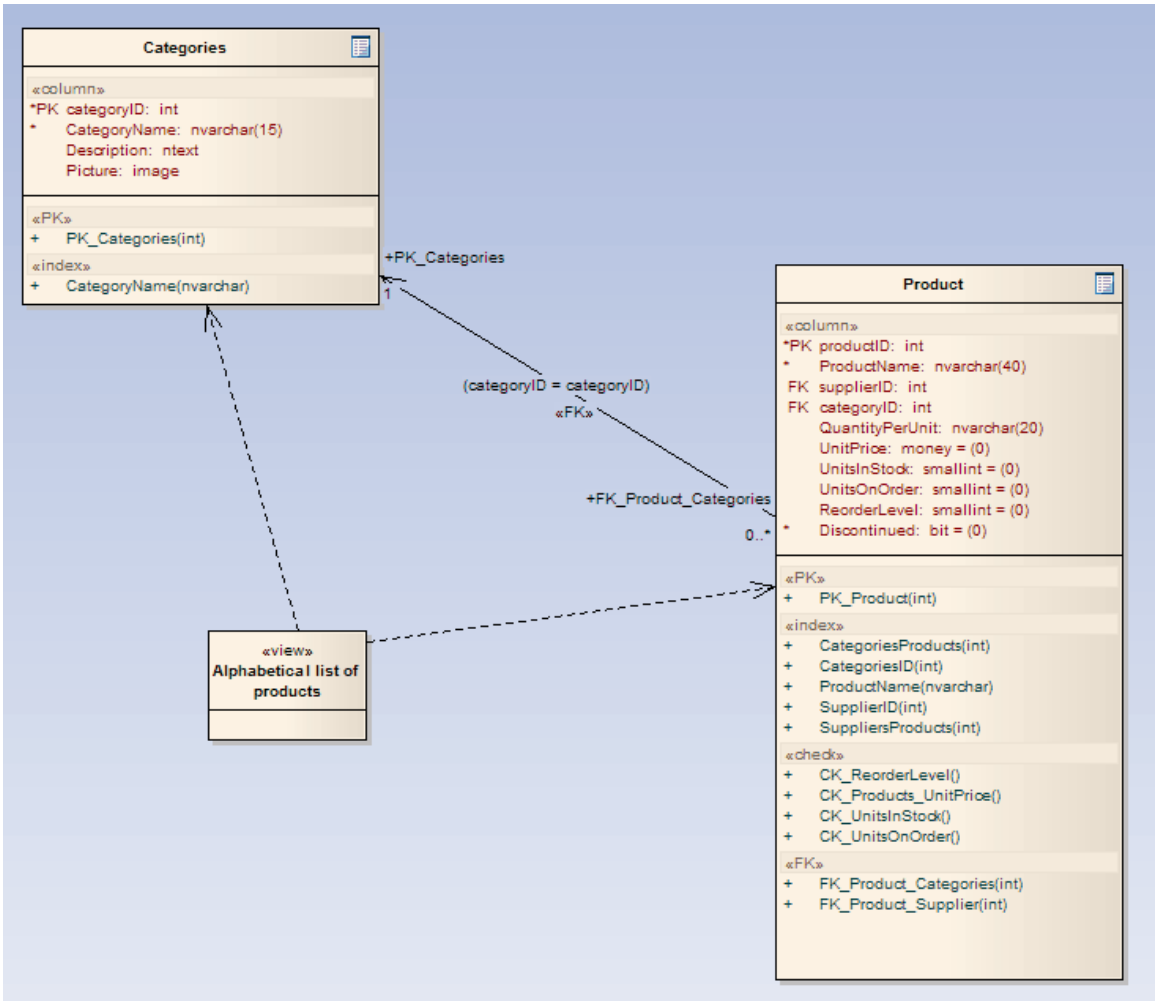
1. Select the **Settings | UML** menu option. The *UML Types* dialog displays, at the *Stereotypes* tab.



2. In the **Stereotype** field type **view**, and in the **Base Class** field type **class**. Click on the **Save** button.
3. Select a suitable diagram.
4. Open the *Class* pages on the Enterprise Architect UML *Toolbox*.
5. Click on the **Class** element in the list of elements and then click on the diagram.
6. In the *Class Properties* dialog, in the **Stereotype** field type **view**.
7. Enter a name for the view.
8. Click on the **OK** button to close the dialog. You now have a database view.
9. Open the *Properties* dialog (it is a different dialog in this instance) and from the **Database** drop-down list, select the target DBMS to model. The default database displays if it has already been set.
10. Click on the **Save** and **Close** buttons.

Create a View

1. Create a Dependency link from the view Class to the table or tables on which the view depends.
2. Open the view *Properties* dialog.
3. Enter the full view definition in the **View Definition** field.
4. Click on the **Save** button to save your definition. An example is shown below:



11.10 Indexes, Triggers and Check Constraints

What is an Index?

An index is a sorted look-up for a table. When it is known in advance that a table must be sorted in a specific order, it is usually worth the small processing overhead to always maintain a sorted look-up list rather than sort the table every time it is required. In Enterprise Architect, an index is modeled as a stereotyped operation. On generating DDL, the necessary instructions for generating indexes are written to the DDL output.

What is a Trigger?

A trigger is an operation automatically executed as a result of the modification of data in the database, and usually ensures consistent behavior of the database. For example, a trigger might be used to define validations that must be performed every time a value is modified, or might perform deletions in a secondary table when a record in the primary table is deleted. In Enterprise Architect, a trigger is modeled as a stereotyped operation. Currently Enterprise Architect does not generate DDL for triggers, but nonetheless they aid in describing and specifying the table structure in detail.

What is a Check Constraint?

A *Check Constraint* enforces domain integrity by limiting the values that are accepted by a column.

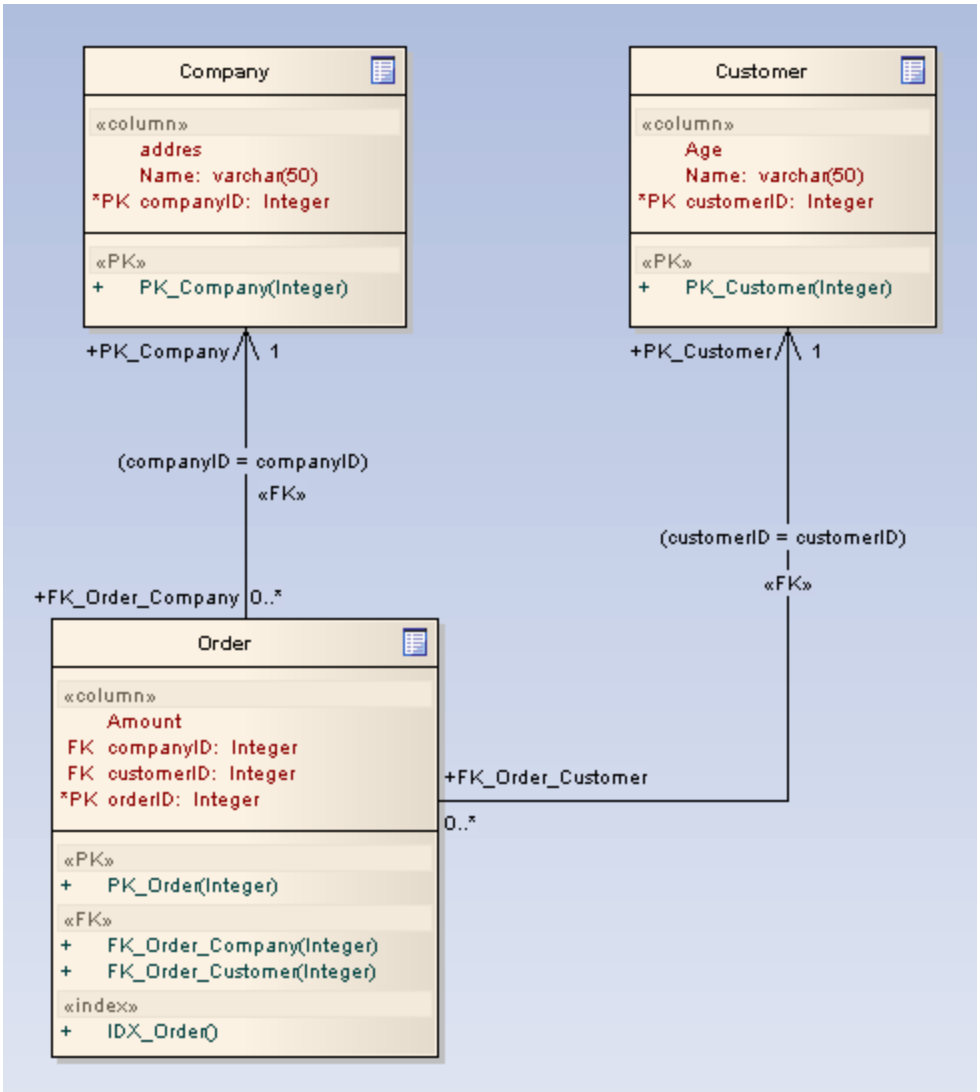
Create an Index or Trigger

1. Locate the required table either in a diagram or in the *Project Browser* window.
2. Use the context menu to open the *Operations* dialog.
3. Add an operation (with a name such as *IDX_CustomerID* or *TRG_OnCustomerUpdate*; the *IDX_* and *TRG_* prefixes are optional but help identify the operation).
4. In the **Stereotype** field for the operation type **index** or **trigger** as appropriate (**check**, **proc** and **unique** are also supported).
5. Click on the *Behavior* tab.
6. In the **Initial Code** field, type the entire body of the trigger or procedure, or details of the check constraint.
7. Select the operation and click on the *Columns* tab.
8. Add the required columns in the required order then click on the **Save** button to save changes.

Create a Check Constraint

1. Locate the required table in either a diagram or the *Project Browser* window.
2. Use the context menu to open the *Operations* dialog.
3. Add an operation (such as *CHK_ColumnName*).
4. In the **Stereotype** field for the constraint type **check** and click on the **Save** button to save changes.
5. Select the constraint operation, then the *Behavior* tab.
6. Enter the entire check constraint clause (eg. **col1 < 1000**) in the **Initial Code** field and click on the **Save** button to save changes.

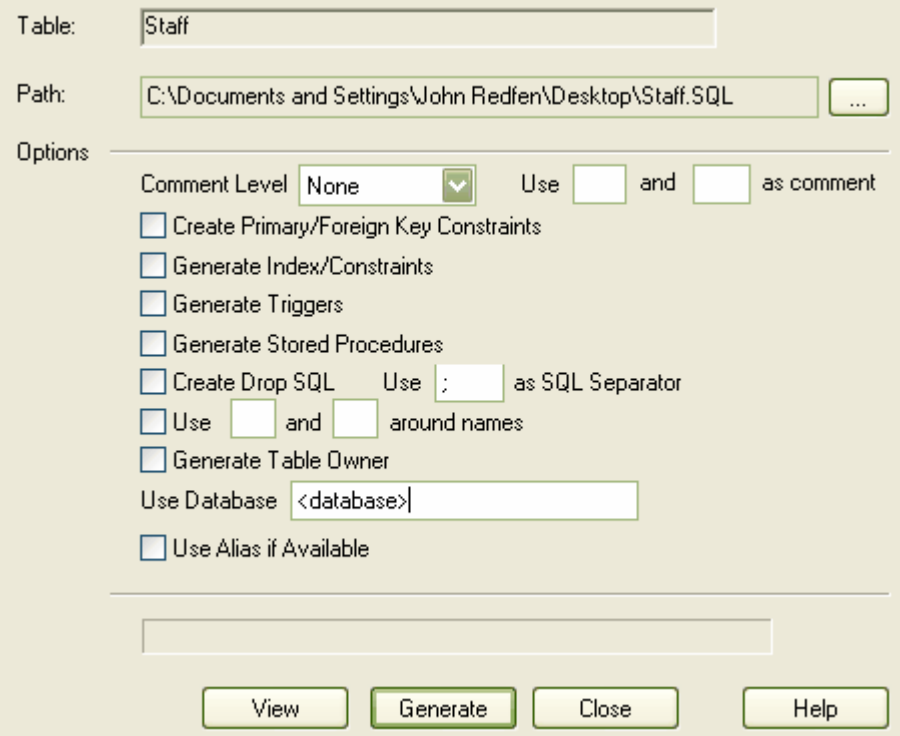
The example below shows how an index looks in a diagram:



11.11 Generate DDL

To generate simple DDL scripts to create the tables in your model, follow the steps below:

1. In the diagram, right-click on the table for which to generate DDL. The context menu displays.
2. Select the **Generate DDL** option. The *Generate DDL* dialog displays.



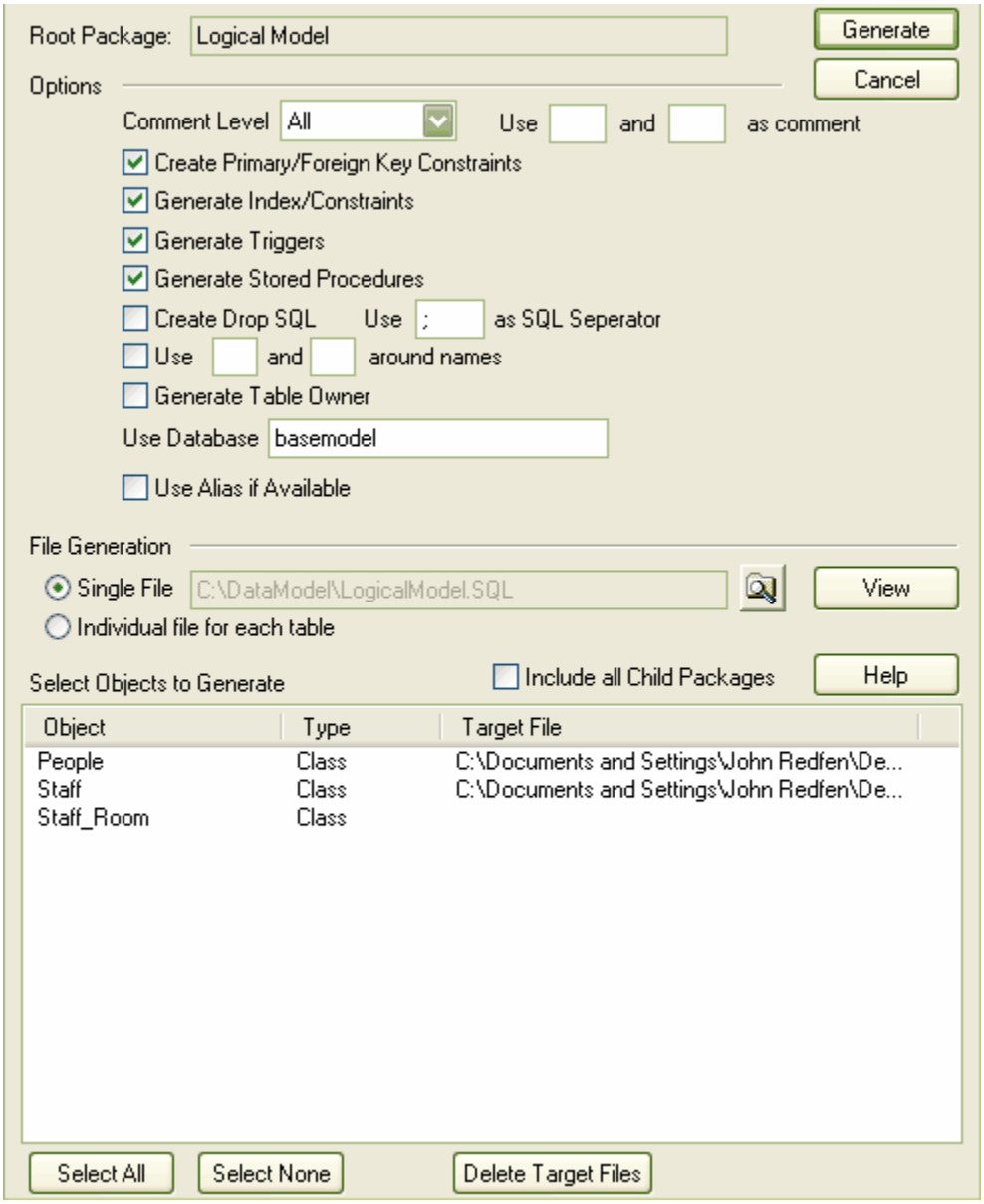
3. In the **Path** field, use the **[...]** (Browse) button to select the filename of the script to create.
4. To include comments in the DDL, in the **Comment Level** field select the appropriate level. For example, **Column** for comments on columns, or **All** for comments on all structures.
5. To include a 'drop table' command in the script, select the **Create Drop SQL** checkbox.
6. To create the DDL, click on the **Generate** button.
7. To view the output, click on the **View** button (you must configure a DDL viewer in the *Local Settings* dialog first).

Note: *You can transport these DDL scripts between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

11.12 Generate DDL for a Package

To generate DDL for a package, follow the steps below:

1. Right-click on the required package in the *Project Browser* window. The context menu displays.
2. Select the **Code Engineering | Generate DDL** menu option. The *Generate* dialog displays.



Note: *Alternatively you can select the* **Project | Database Engineering | Generate Package DDL** *menu option.*

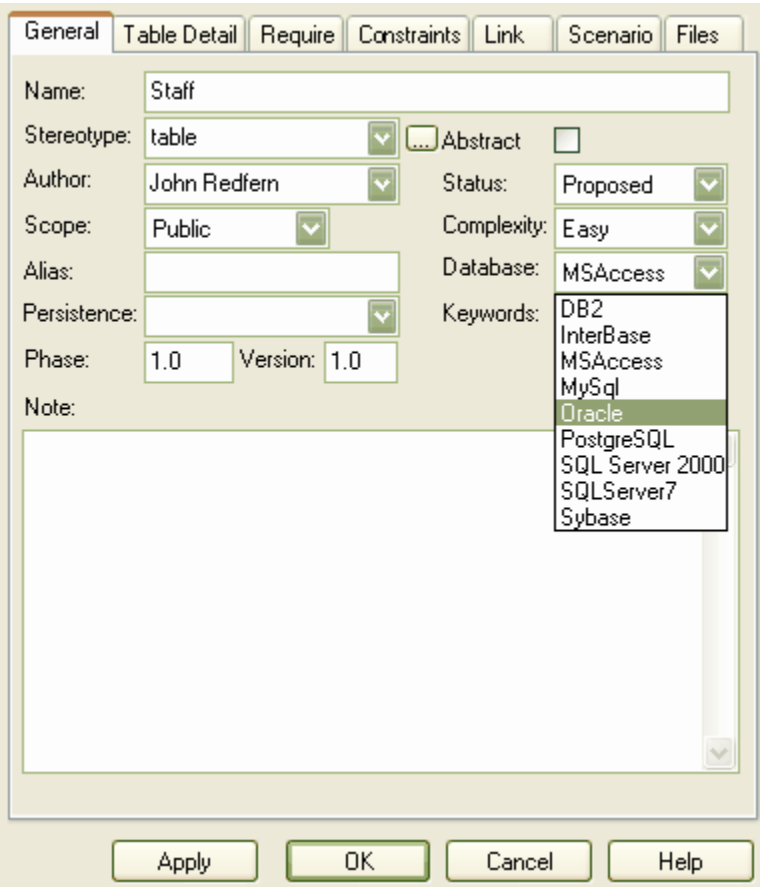
3. To recursively generate DDL, select the **Include All Child Packages** checkbox.
4. Click on the **Generate** button to proceed. Enterprise Architect prompts you for file names as the process executes.

11.13 Data Type Conversion Procedure

Once a database schema has been set up on an Enterprise Architect diagram (either by importing through ODBC or manually setting up the tables), the DBMS can be changed to another type and the column datatypes are mapped accordingly.

To map the DBMS type of a table to another DBMS type, follow the steps below:

1. Double-click on the table element in a diagram to open the *Table Properties* dialog.
2. The **Database** field shows the current DBMS for this table.
3. To map the column datatypes to another DBMS, select the target from the **Database** drop-down and click on the **Apply** button.
4. The datatypes are converted to match those of the new DBMS, and these are reflected in any DDL generated from this table.

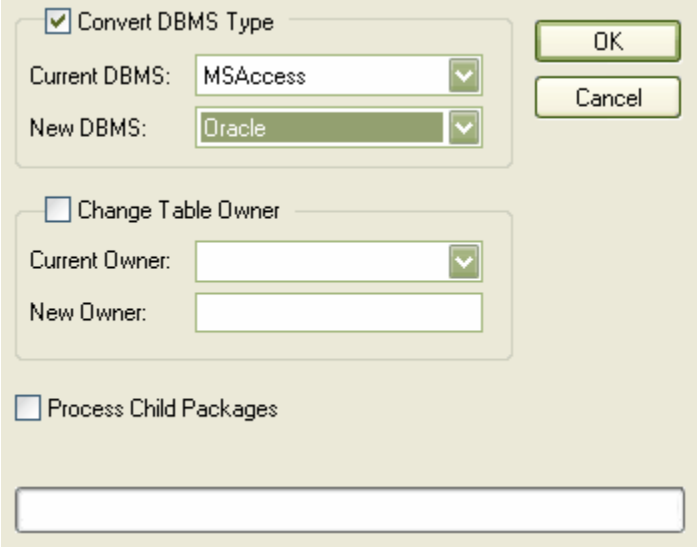


11.14 Data Type Conversion for a Package

The DBMS Package procedure or mapper enables you to convert a package of database tables from one DBMS type to another DBMS type, as well as providing the ability to change the ownership of tables.

To Map the DBMS types of a package to another DBMS type, follow the steps below:

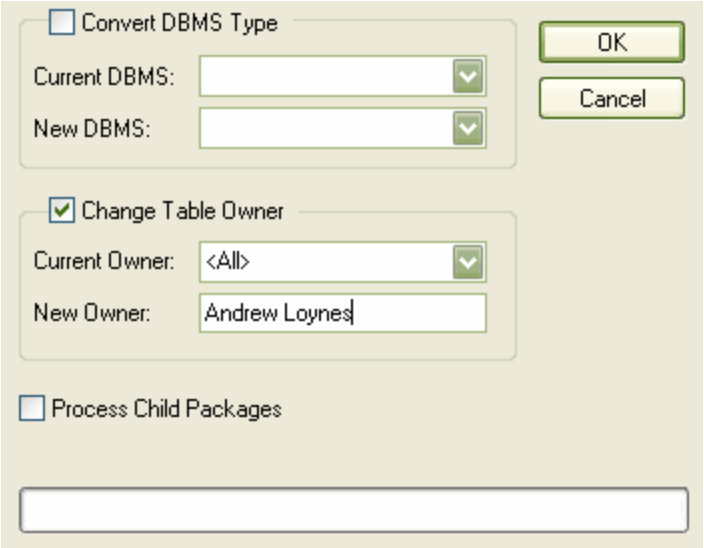
1. Right-click on the package in the *Project Browser* window to display the context menu.
2. Select the **Code Engineering | Reset DBMS Options** menu option. The *Manage DBMS Options* dialog displays.



3. In the **Current DBMS** field, click on the drop-down arrow and select the current DBMS. In the **New DBMS** field click on the drop-down arrow and select the target DBMS.
4. Select the **Convert DBMS Type** checkbox.
5. If there are child packages that also require changing, select the **Process Child Packages** checkbox.
6. Click on the **OK** button. All Tables in the selected packages are mapped to the new DBMS.

To change the owner of the table or all of the tables in a package, follow the steps below:

1. Right-click on the package in the *Project Browser* window to display the context menu.
2. Select the **Code Engineering | Reset DBMS Options** menu option. The *Manage DBMS Options* dialog displays.



3. In the **New Owner** field, type the name for the new table owner.
4. In the **Current Owner** field, click on the drop-down arrow and select the current owner to change, or select **<All>** to change the ownership of all tables in the package to the name you typed in the **New Owner** field.
5. Select the **Change Table Owner** checkbox.

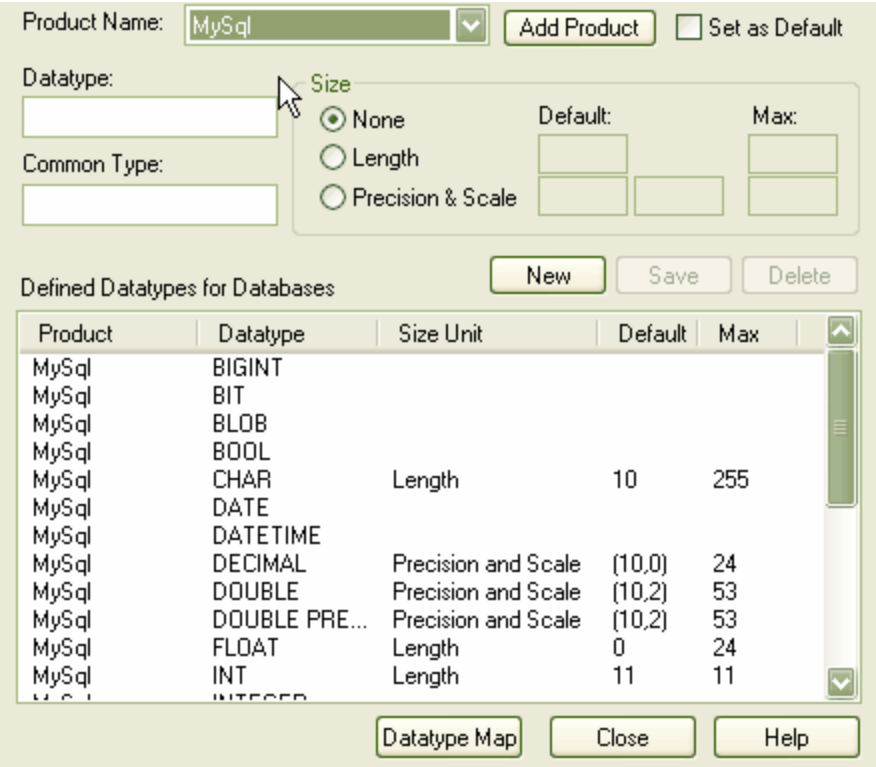
6. If there are child packages that also require changing, select the **Process Child Packages** checkbox.
7. Click on the **OK** button. The ownership changes for all Tables in the selected packages with the specified current owner.

For more information on setting the table owner see the Set Table Owner 840 topic. To display the table owner in the current diagram see the Set Appearance Options 267 topic.

11.15 DBMS Datatypes

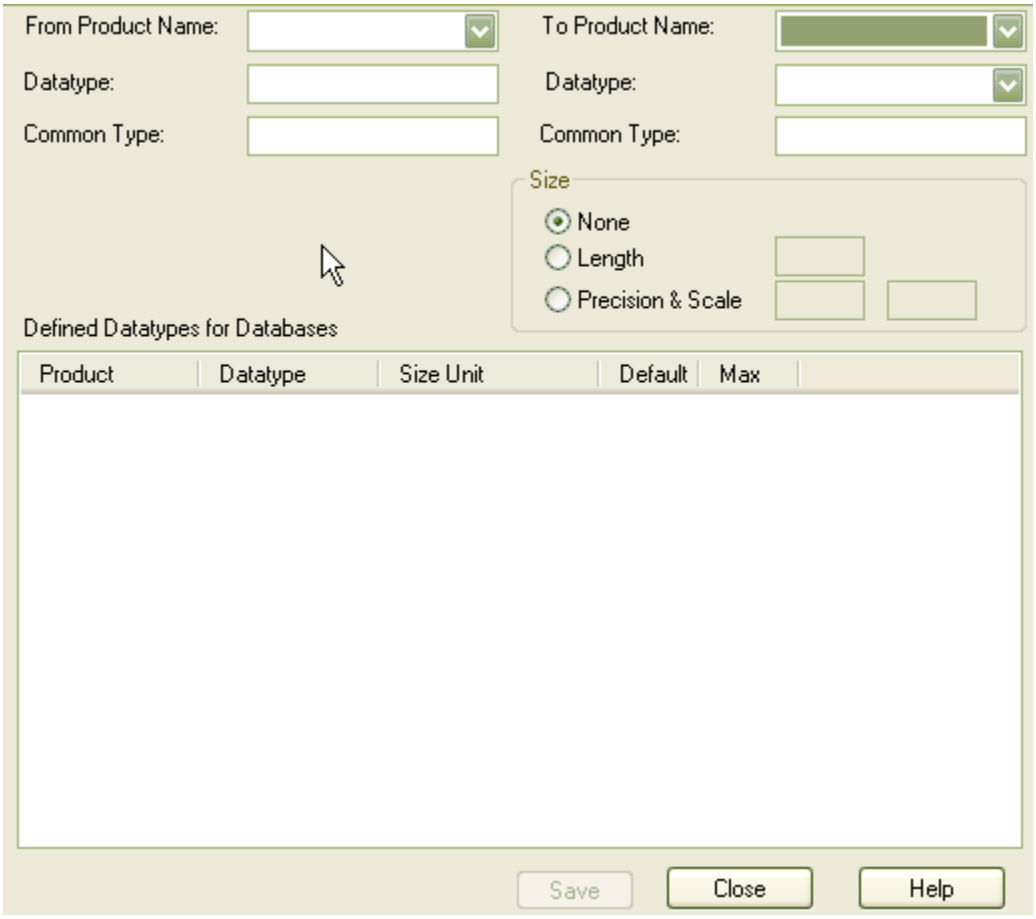
When setting up your data modeling profile, you can customize the datatypes associated with a particular DBMS using the *Database Datatypes* screen. This screen enables you to add and configure custom data types. For some data types you must add the size and precision, defaults and maximum values.

To access the *Database Datatypes* screen, select the **Settings | Database Datatypes** menu option. You can also add a DBMS product and configure the inbuilt data types.



You can also map database datatype sizes between products. To do this, follow the steps below:

1. On the *Database Datatypes* dialog, click on the **Datatype Map** button. The *Database Datatypes Mapping* dialog displays.



2. In the **From Product Name** field, click on the drop-down arrow and select the DBMS product to map datatypes *from*. The *Defined Datatypes for Databases* panel displays all the defined datatypes for the product and, where appropriate, their sizes and values.
3. Click on the datatype to map (this must have a defined size unit and value). The **Datatype** and **Common type** fields under the **From Product Name** field display this datatype.
4. In the **To Product Name** field, click on the drop-down arrow and select the DBMS product to map datatypes *to*. The **Datatype** and **Common Type** fields under this field display the corresponding values to those in the fields for the *from* product.
5. In the *Size* panel, click on the radio button for the appropriate size unit and type the default values in the corresponding data fields.
6. Click on the **Save** button to save the mapping.
7. To map further datatypes, repeat this process from step 3.
8. When you have finished mapping datatypes, click on the **Close** button, and again on the *Database Datatypes* dialog.

11.16 Import Database Schema from ODBC

Analysis of legacy database systems is possible using Enterprise Architect's reverse engineering 720 capabilities. By connecting to a live database via ODBC, you can import the database schema into a standard UML model. Subsequent imports enable you to maintain synchronization between the data model and the live database.

Enterprise Architect supports importing database tables from an ODBC data source. Tables are imported as

stereotyped Classes with suitable data definitions for the source DBMS.

Import Database Tables and Stored Procedures

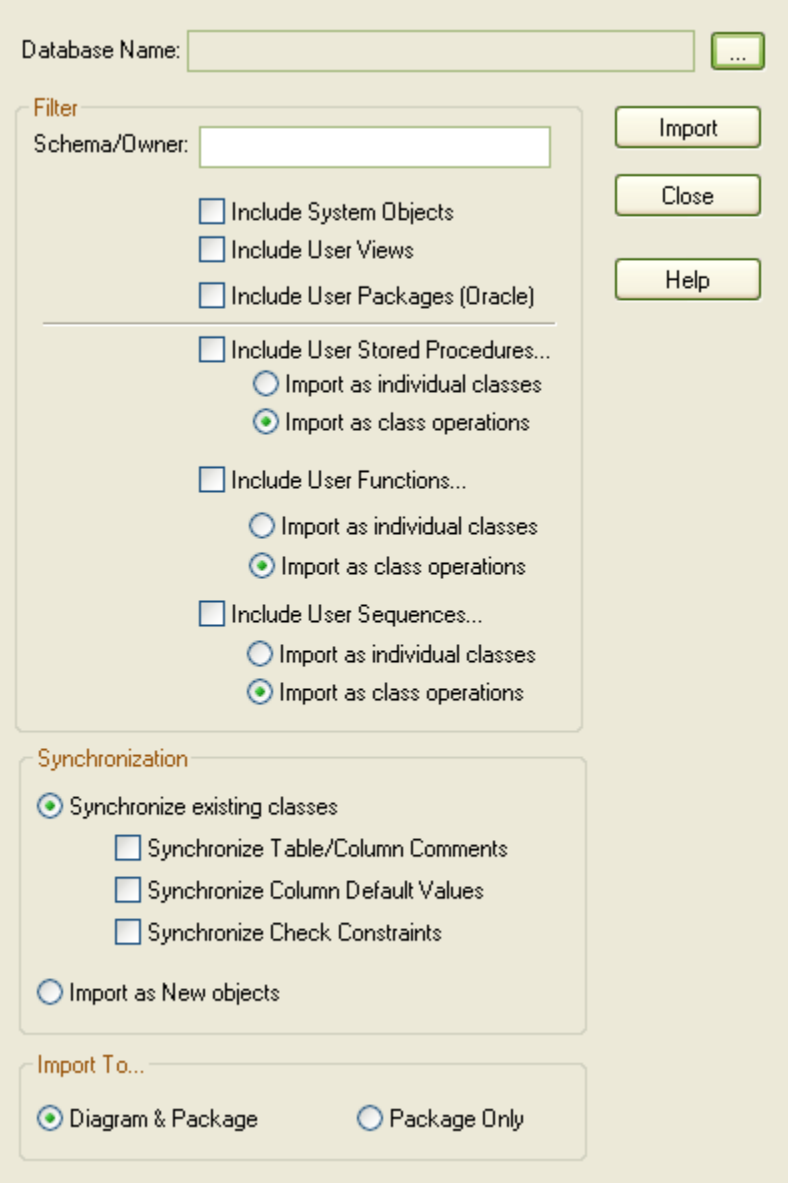
To import database tables and stored procedures, follow the steps below:

Note: *Import of stored procedures and views is supported for DB2, SQL Server, Firebird/Interbase, Informix, Ingres, Oracle 9i and 10g, MySQL, PostgreSQL, Sybase Adaptive Server Enterprise (ASE) and Sybase Adaptive Server Anywhere (ASA).*

1. Select any package in the *Logical View*.
2. To import into:
   - The package only, right-click on the package to display the context menu, and select the **Code Engineering | Import DB Schema from ODBC** menu option.
   - A diagram, right-click on the diagram in the selected package to open the context menu, and select the **Import DB schema from ODBC** menu option.

   Note: *Alternatively you can select the* **Project | Database Engineering | Import DB Schema from ODBC** *menu option.*

   The *Import DB Schema from ODBC Source* dialog displays.



3. In the **Database Name** field, click on the **[...]** (Browse) button and select an ODBC data source.
4. When synchronizing existing Classes, select the appropriate checkbox in the *Synchronization* panel to determine whether the model comments, default values or constraints are to be synchronized with the ODBC tables.
5. To also import stored procedures, select the **Include User Stored Procedures** checkbox. To import user views, select the **Include User Views** checkbox.

   Note: *It is only possible to import into a diagram if it is in the selected package. If a diagram from another package is open, a message displays to give the option to cancel the import or to continue importing into the package only. The Import DB Schema from ODBC Source dialog includes checkbox options to import into the diagram and package, or into the package only.*

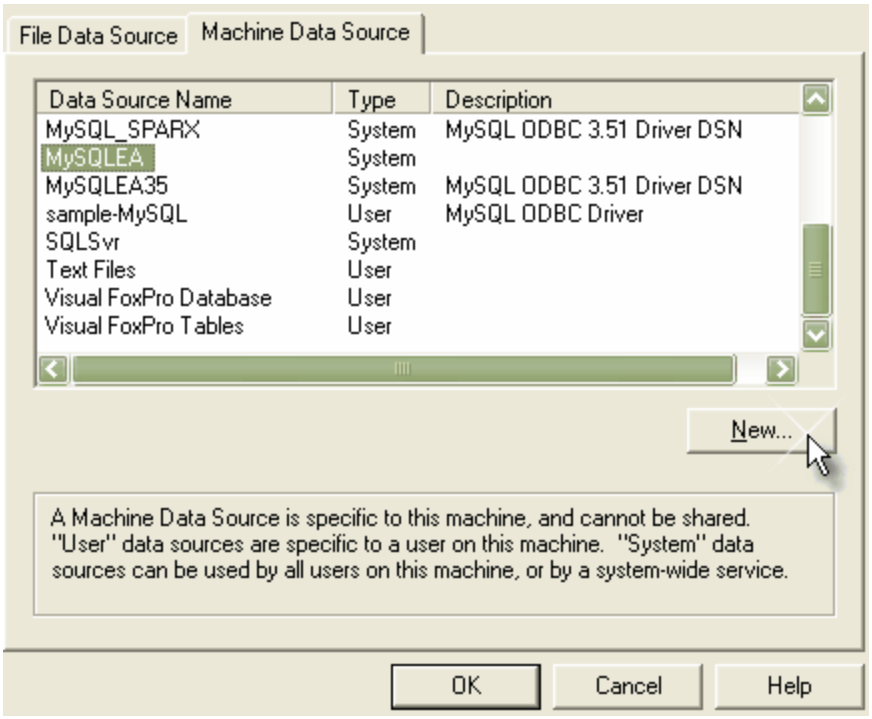
   If no diagram is open, the **Package Only** *radio button defaults to selected and the options are disabled. If the open diagram is in the selected package, you can select either option.*
6. Click on the **Import** button to start the import. Select a suitable ODBC data source 873 from the *ODBC* dialog (ODBC must be installed and configured on your machine for this to work correctly).

7. Select the tables 873 and - if appropriate - stored procedures to import.

This completes the procedure. See The Imported Class Elements 874 topic.

11.16.1 Select a Data Source

To import DDL from existing data sources, you must have a suitable ODBC connection installed and configured. From the *Import DB Schema from ODBC Source* dialog you can select the ODBC data source using the standard windows *ODBC set-up* dialog. Click on the data source name and then click on the **OK** button.



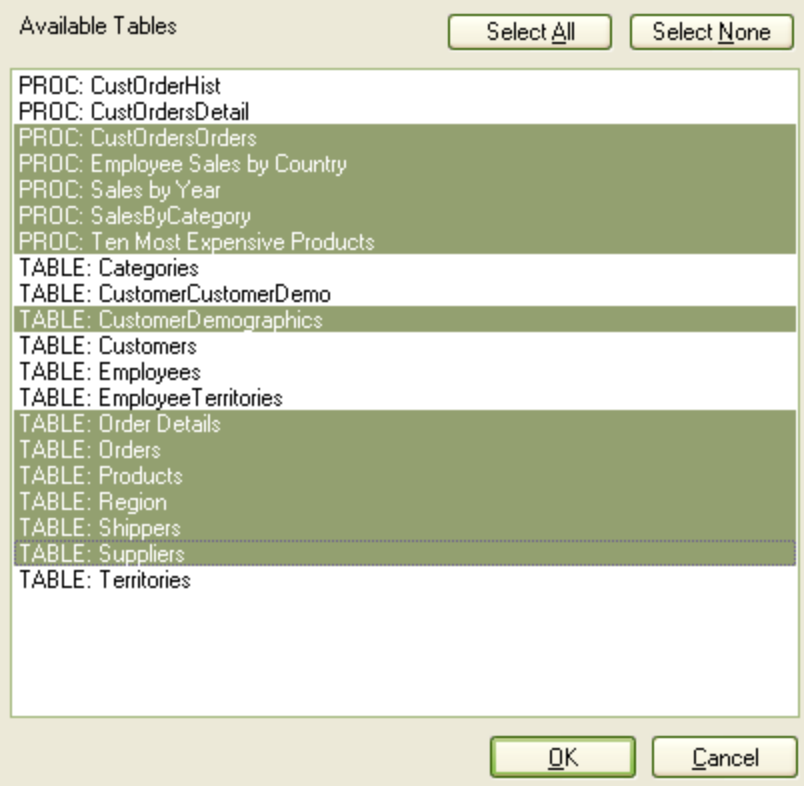
11.16.2 Select Tables

When you have opened the ODBC data source, Enterprise Architect acquires a list of tables and stored procedures suitable for importing. This is presented in a list form for you to select from. Highlight the tables and stored procedures to import and clear those you do not require.

Selection shortcuts:

- To select all tables and procedures, click on the **Select All** button
- To clear all tables and procedures, click on the **Select None** button
- Hold down **[Ctrl]** while clicking on tables and procedures to select multiple objects
- Hold down **[Shift]** and click on tables and procedures to select a range.

The selection dialog is shown below:



When you have selected the tables and procedures, click on the **OK** button.

11.16.3 The Imported Class Elements

When you import DDL table definitions they are converted to stereotyped Classes according the *UML Data Modeling Profile*.

If any stored procedures are imported, a Class stereotyped as a <<*stored procedures*>> container is created having the same name as the database being imported. The stored procedures are represented as operations in this Class.

The image below shows some example tables imported into the model using an ODBC data connection:

Part 12

12 MDA Transforms

MDA transforms provide a fully configurable way of converting model elements and model fragments from one domain to another. This typically involves converting Platform-Independent Model (PIM) elements to Platform-Specific Model (PSM) elements. A single element from the PIM can be responsible for creating multiple PSM elements across multiple domains.

Transformations are a huge productivity boost, and reduce the necessity of manually implementing stock Classes and elements for a particular implementation domain: for example, database tables generated from persistent PIM Classes. Enterprise Architect includes some basic built-in transformations, such as PIM to Data Model, PIM to C#, PIM to Java and PIM to XSD. Sparx Systems will make further transformations available over time, either as built in transformations or as downloadable modules from the Sparx Systems website.

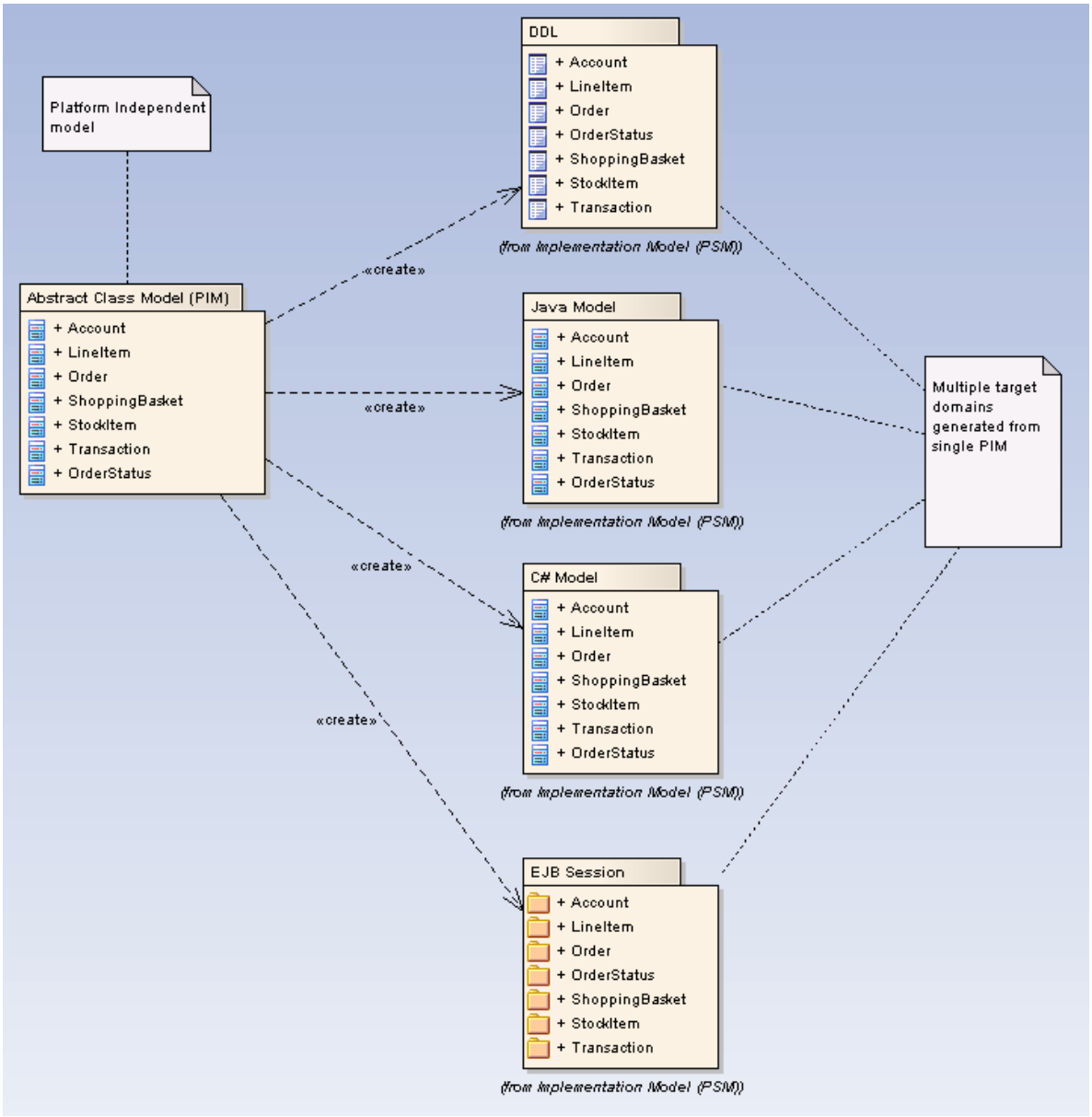
For a further productivity boost, Enterprise Architect can automatically generate code for your transformed Classes that target code languages. See the **Generate Code on result** 880 option on the *Model Transformation* dialog.

A Transformation is defined using Enterprise Architect's simple code generation template language, and involves no more than writing a template to create a simple intermediary source file. Enterprise Architect reads the source file and binds that to the new PSM. Enterprise Architect also creates internal bindings between each PSM created and the original PIM. This is essential, as it enables you to forward synchronize from the PIM to the PSM many times, adding or deleting features as you go. For example, adding a new attribute to a PIM Class can be forward synchronized to a new column in the Data Model.

Enterprise Architect does not delete or overwrite any element features that were not originally generated by the transform. Therefore, you can add new methods to your elements, and Enterprise Architect does not act on them during the forward generation process.

Note: *if you are using the Enterprise Architect Corporate edition, if security is enabled you must have* Transform Package *access permission to perform an MDA Transform on a package.*

The following diagram highlights how Transforms work and how they can significantly boost your productivity:



Transformations that are currently built-in include:

- **DDL -** Transforms platform-independent Class elements to platform-specific table elements
- **EJB Entity -** Transforms platform-independent Class elements to packages containing the Class and Interface elements that comprise an EJB Entity Bean
- **EJB Session -** Transforms platform-independent Class elements to packages containing the Class and Interface elements that comprise an EJB Session Bean
- **Java -** Transforms platform-independent elements to Java language elements
- **JUnit** - Converts a Java model to a model where test methods are created for each public method of any original Class
- **C# -** Converts a PIM to a standard C# implementation set
- **NUnit -** Converts a .Net language specific model to a model where test methods are created for each public method of any original Class

- **WSDL -** Converts a simple representation of a WSDL interface into the elements required to generate that interface
- **XSD -** Transforms platform-independent elements to XSD elements.

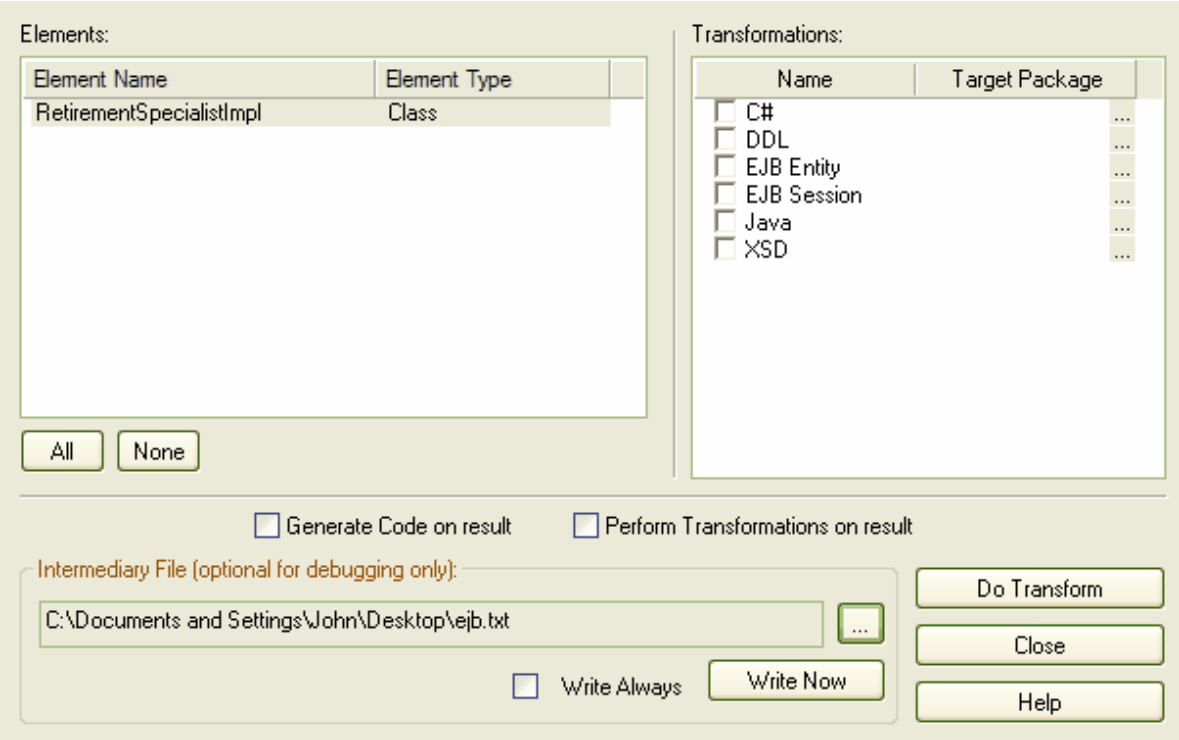
Transformations are described in the following topics:

12.1 Transform Elements

There are two modes for initiating a Model Transformation, each of which can be started in two ways.

- To transform selected elements on a diagram, either:
  - Select the **Project | Model Transformations | Transform Selected Elements** menu option, or
  - From the context menu for the Classes on the diagram, select the **Transform Selected Element(s)** option.
- To transform elements in the package currently selected in the *Project Browser* window, either:
  - Select the **Project | Model Transformations | Transform Current Package** menu option, or
  - From the context menu of the package in the *Project Browser* window, select the **Transform Current Package** option.

The *Model Transformation* dialog displays.



When the dialog displays, all elements are selected and all transformations previously performed from any of

these Classes are checked.

Field/Button	Description
Elements	Click on the individual Elements to be included in the transformation.
All	Selects all of the elements from the list to be included in the transformation.
None	Deselects all of the elements from the list.
Transformations	Enables you to select which transformations to perform and the package each of them should be transformed to.
Select Package [...]	Use the **[...]** button to select the package in which the transformed elements are being created.
Generate Code on result	Specifies whether or not to automatically generate code for transformed Classes that target code languages. Automatically generating code helps boost productivity in development. With this option selected, the first time you transform to the selected Class Enterprise Architect enables you to select a filename to generate to. Subsequent transformations automatically generate any Class with a filename set.
Perform Transformations on result	Specifies if transformations previously done on target Classes should be automatically executed. See Chaining Transformations 880 for more information.
Intermediary File	Specifies the filename of the intermediary file (if any).
Write Always	Select to write the intermediary file to disk.
Write Now	Generates the intermediary file but doesn't perform the transform.
Do Transform	Executes the transform command.

12.1.1 Chaining Transformations

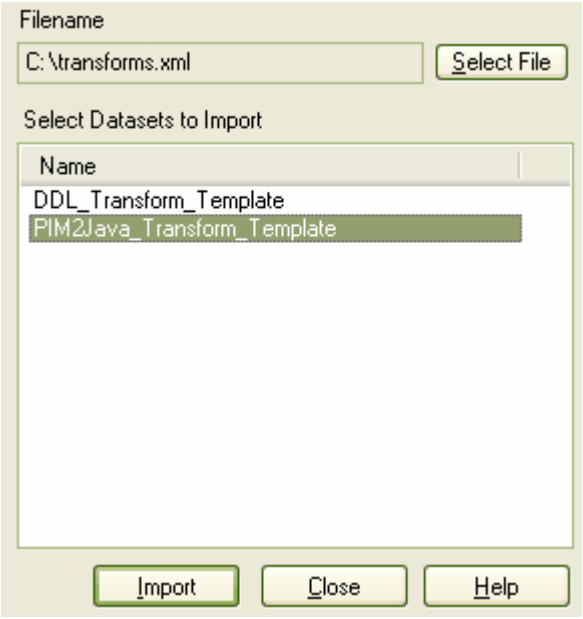
Chaining transformations provide an extra degree of flexibility and power to transformations. For example, you might have a situation where two transformations have a common element. This can be separated out into one transformation, and then the original transformations can be transformed from the common point. The separated transform could even produce a useful model itself.

Enterprise Architect provides for chaining transformations, by enabling transformations that have already been performed on target Classes to be performed automatically next time that Class is transformed to. To enable this, select the **Perform Transformations on result** checkbox in the *Model Transformation* dialog.

12.2 Import Transforms

You can transfer Transformation templates between models. To import a Transformation template, follow the steps below:

1. Select the **Tools | Import Reference Data** menu option. The *Import Reference Data* dialog displays.

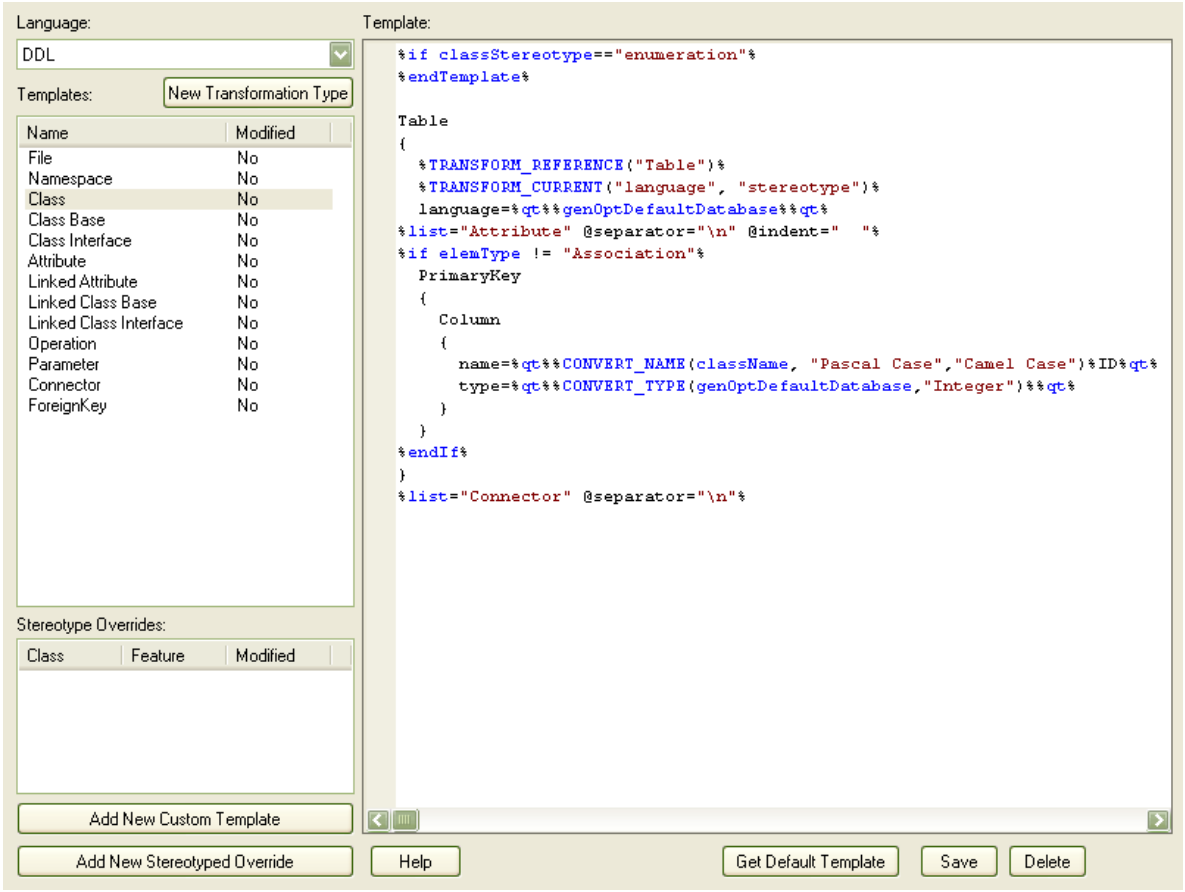


2. Click on the **Select File** button and browse to a .XML file containing the required Transformation template.
3. Select the name of one or more template datasets and click on the **Import** button.

12.3 Transformation Templates

To modify Transformation templates:

1. Select the **Settings | Transformation Templates** menu option. The *Transformation Templates Editor* window displays.
2. In the **Language** field, type or select the name of the transformation to modify.
3. Select a template from the *Templates* list, and edit its contents in the editor pane.
4. Click on the **Save** button.



Field/Button	Description
Language	Select the name of the transformation.
Template	Displays the contents of the active template. Provides the editor for modifying templates.
Templates	Lists the base transformation templates. The active template is highlighted. The **Modified** field indicates whether you have changed the default template for the current transformation.
New Transformation Type	Creates a new transformation.
Stereotype Overrides	Lists the stereotyped templates, for the active base template. The **Modified** field indicates whether you have modified a default stereotyped template.
Add New Stereotyped Override	Invokes a dialog for adding a stereotyped template, for the currently selected base template.
Add New Custom Template	Invokes a dialog for creating a custom stereotyped template.
Help	Launches the Enterprise Architect help file.

Get Default Template	Updates the editor display with the default version of the active template.
Save	Overwrites the active templates with the contents of the editor.
Delete	If you have overridden the active template, the override is deleted and replaced by the corresponding default transformation template.

Note that the Transformation Template mechanism is based very strongly on the Code Generation Template mechanism. For further information on Transformation Templates see the *Code Template Editor* 1283 section of the *Enterprise Architect Software Developers' Kit (SDK)*.

12.4 Built-in Transformations

Enterprise Architect comes with some built-in transformation types. These transformations have been designed to be useful to as many users as possible, to be a good base to modify to include the specifics of your custom domain, and to be good examples of how to write transformations.

The following transformations are included in Enterprise Architect.

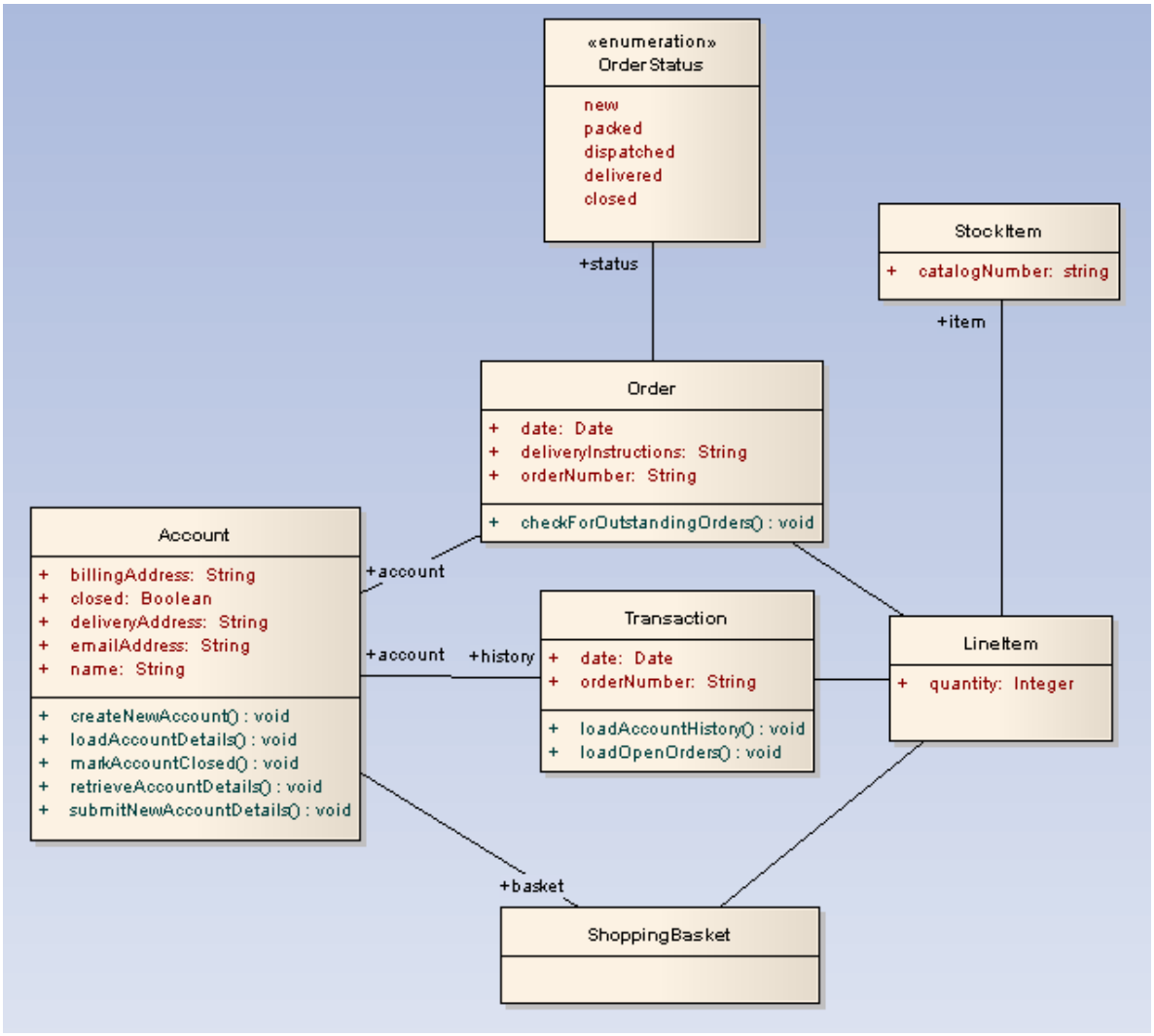
- C# 883
- DDL 885
- EJB Entity 889
- EJB Session 889
- Java 892
- JUnit 893
- NUnit 895
- WSDL 897
- XSD 898

12.4.1 C# Transformation

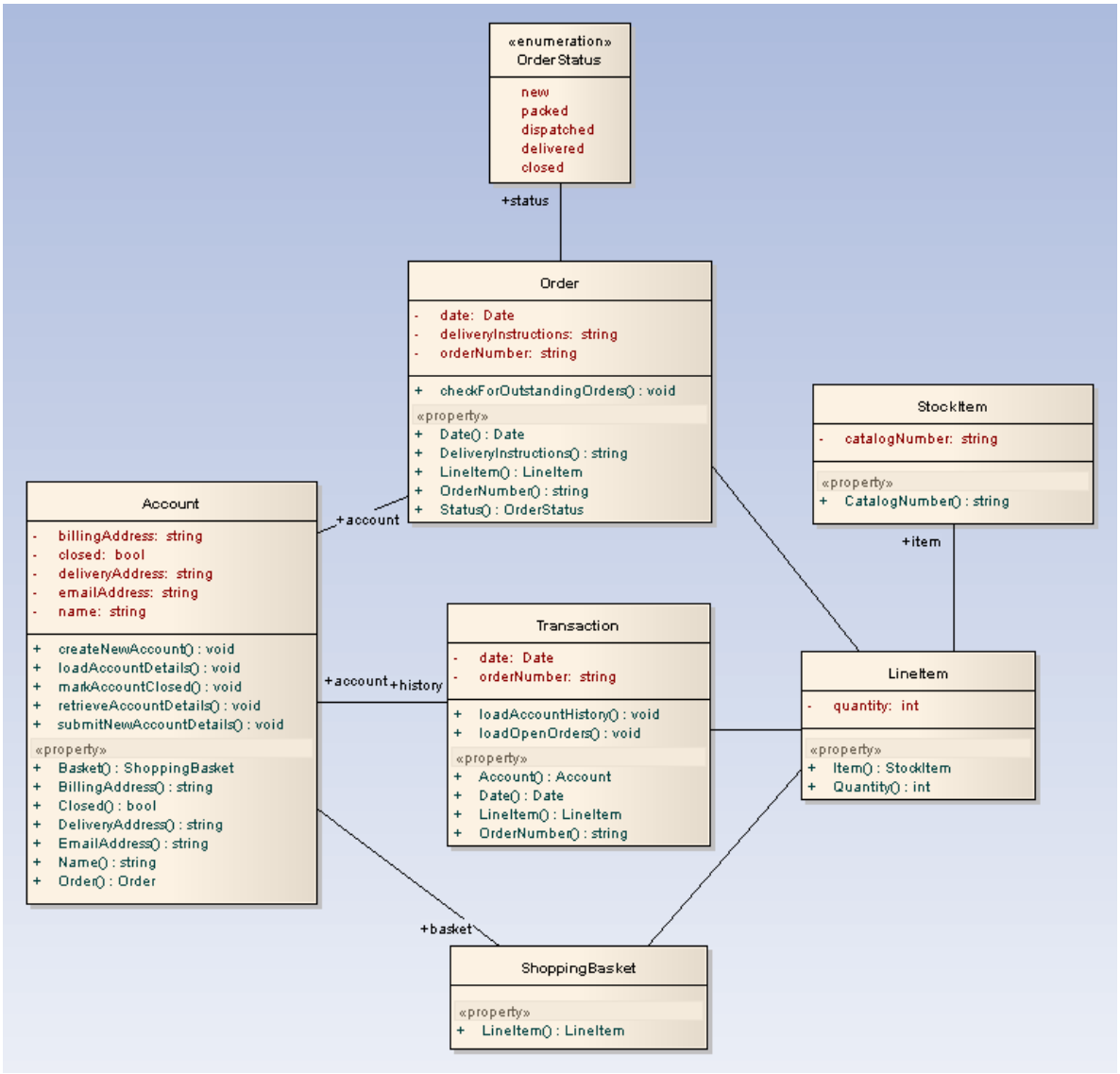
The purpose of the C# Transformation is to convert Platform-Independent Model (PIM) elements to language-specific C# Class elements. The transformation converts the PIM model types to C# types and creates encapsulation according to Enterprise Architect's options for creating properties from C# attributes according to the rules you have defined.

To set the code generation options for C# code generation, select the **Tools | Options | Source Code Engineering | C#** menu option to display the *C# Specifications* page.

Our PIM:



Then becomes:



12.4.2 DDL Transformation

The purpose of the DDL Transformation is to create a data model from the logical model, generating a model targeted at the default database type that is ready for DDL generation. The data model can then be used to automatically generate DDL statements to run in one of the Enterprise Architect supported database products.

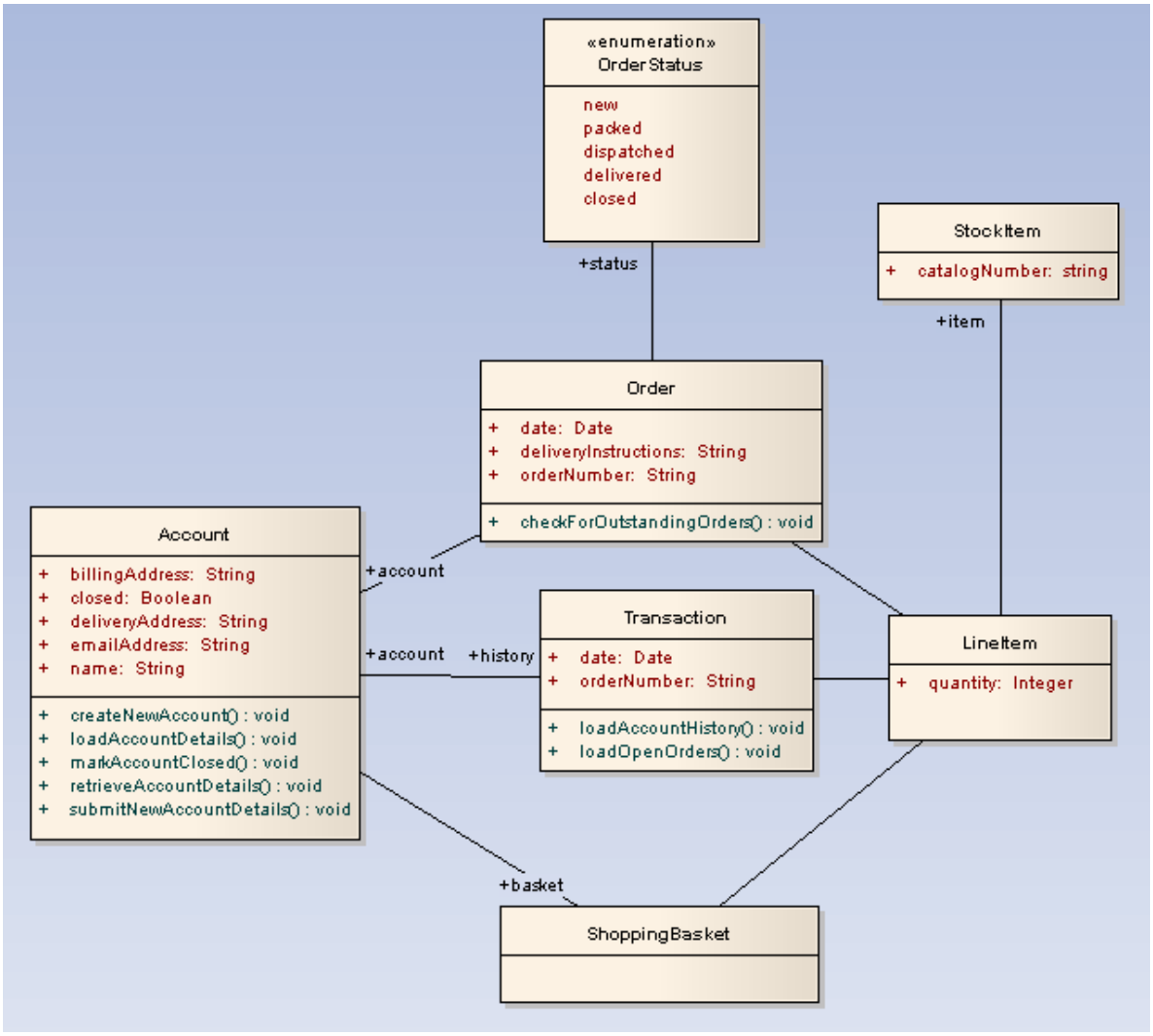
It uses and demonstrates support in the intermediary language 902 for the following database-specific concepts:

Table	Mapped one-to-one onto Class elements.
Column	Mapped one-to-one onto attributes.
Primary Key	Lists all the columns involved; this ensures that they exist in the Class and creates a primary key method for them.

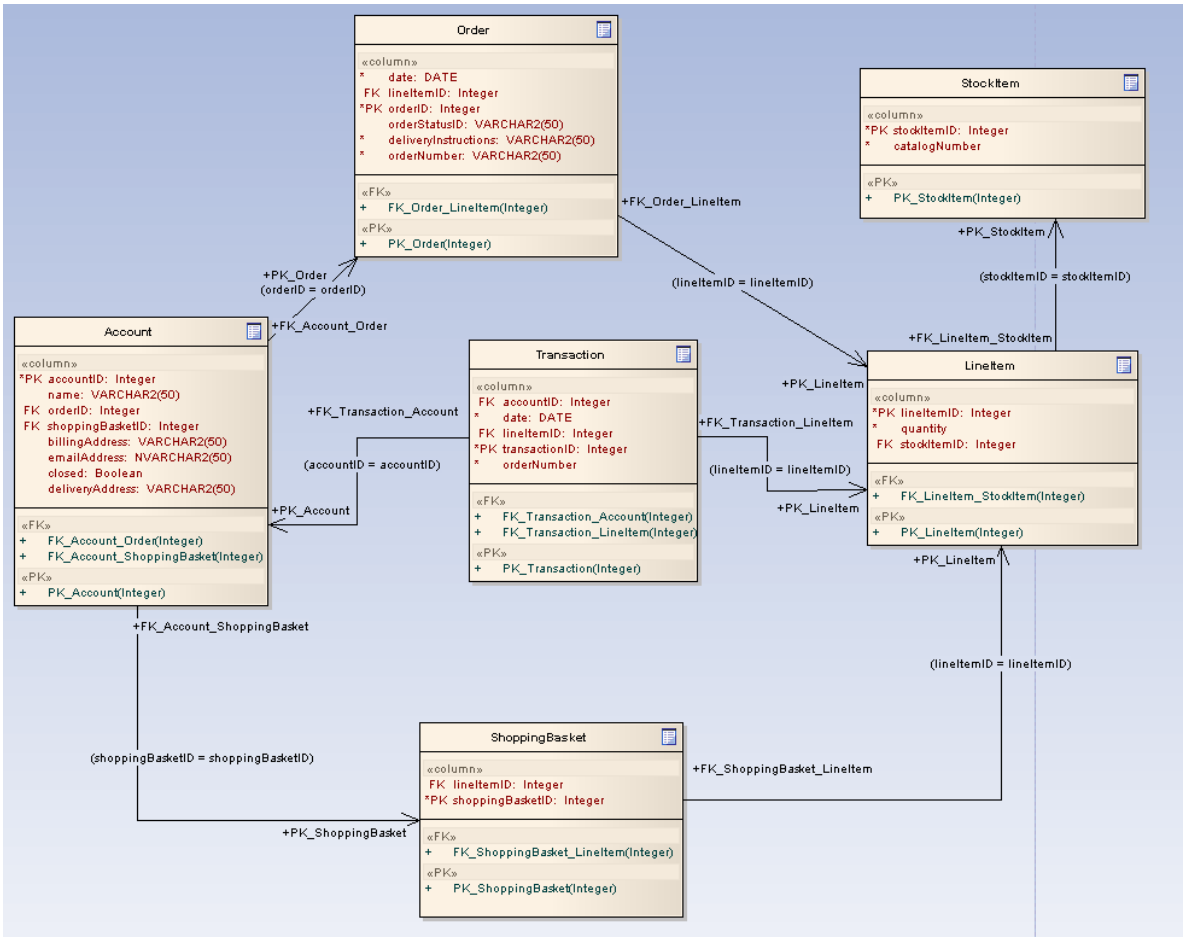
Foreign Key	This is a special sort of connector. In the *Source* and *Target* sections, lists all of the columns involved; this ensures that they exist and that a matching primary key exists in the destination Class, and creates the appropriate foreign key.

The following two diagrams show a typical PIM to Data Model Transformation.

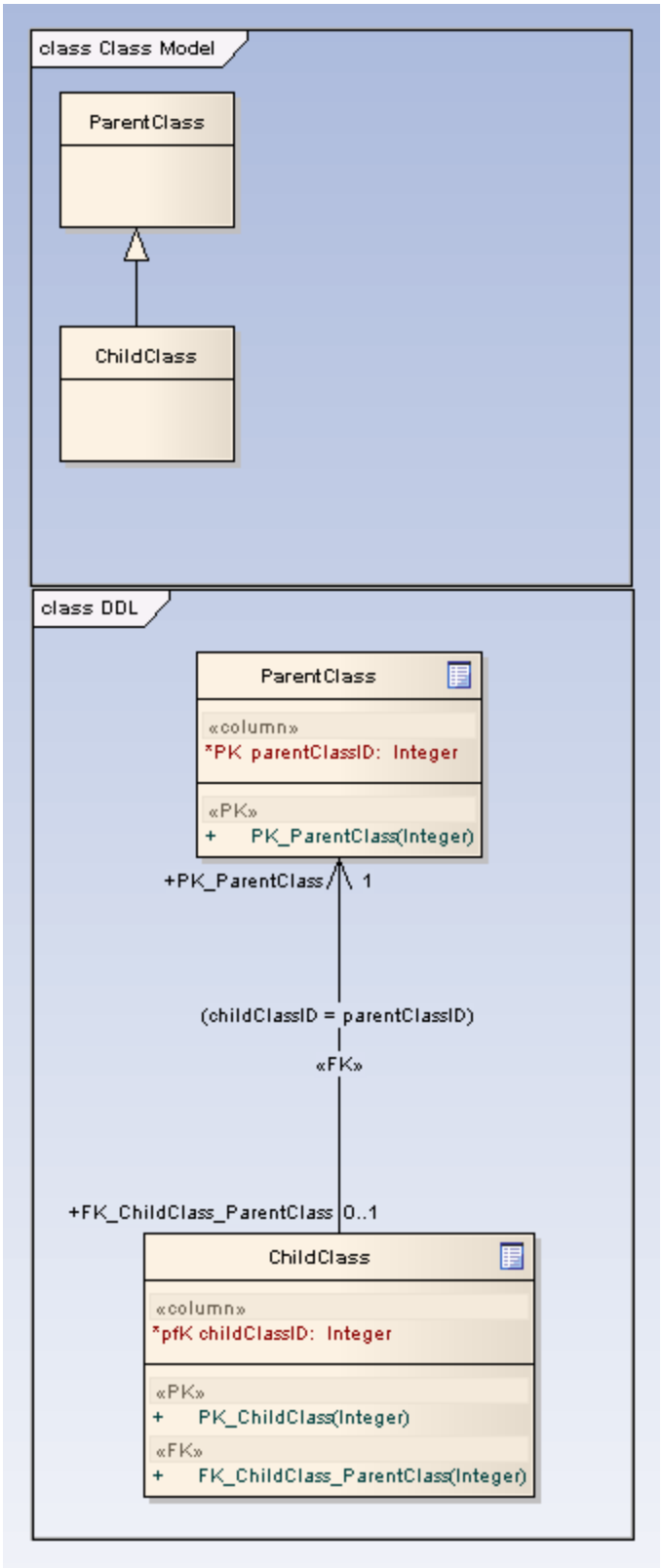
The PIM:



The PSM as automatically generated:



Generalizations are handled by providing the child element with a foreign key to the parent element, as shown below. Copy-down inheritance is not supported.



12.4.3 EJB Transformations

The purpose of the *EJB Session Bean Transformation* and the *EJB Entity Bean Transformation* is to reduce the work required in generating the internals of Enterprise Java Beans, thus enabling you to concentrate on modeling at a higher level of abstraction.

The EJB Session Bean Transformation generates the following from a single Class element containing the attributes, operations and references required for code generation by the *javax.ejb.** package:

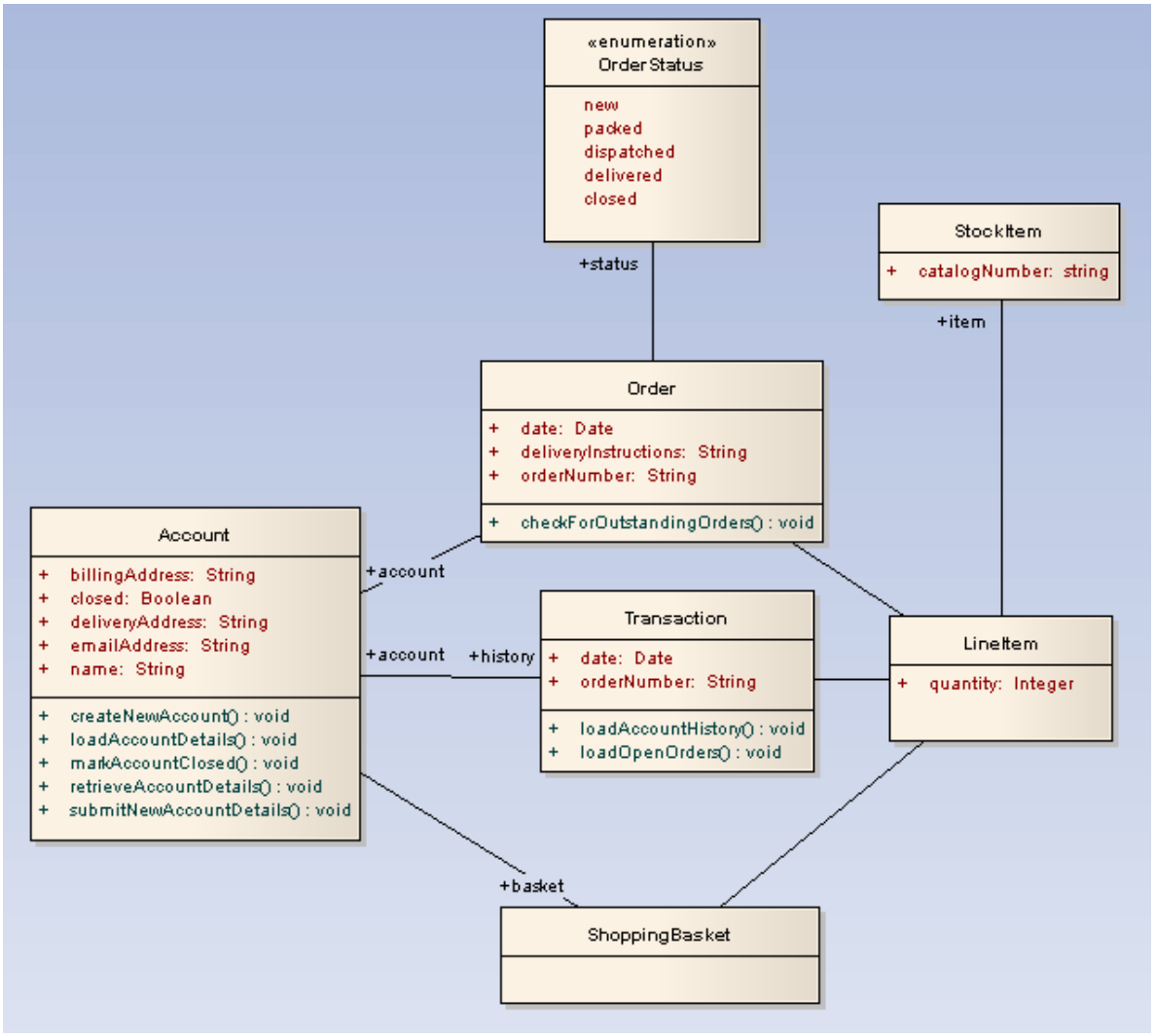
- An implementation Class element
- A home interface element
- A remote interface element.

The *EJB Entity Bean Transformation* generates the following from a single Class element containing the attributes, operations and references required for code generation by the *javax.ejb.** package:

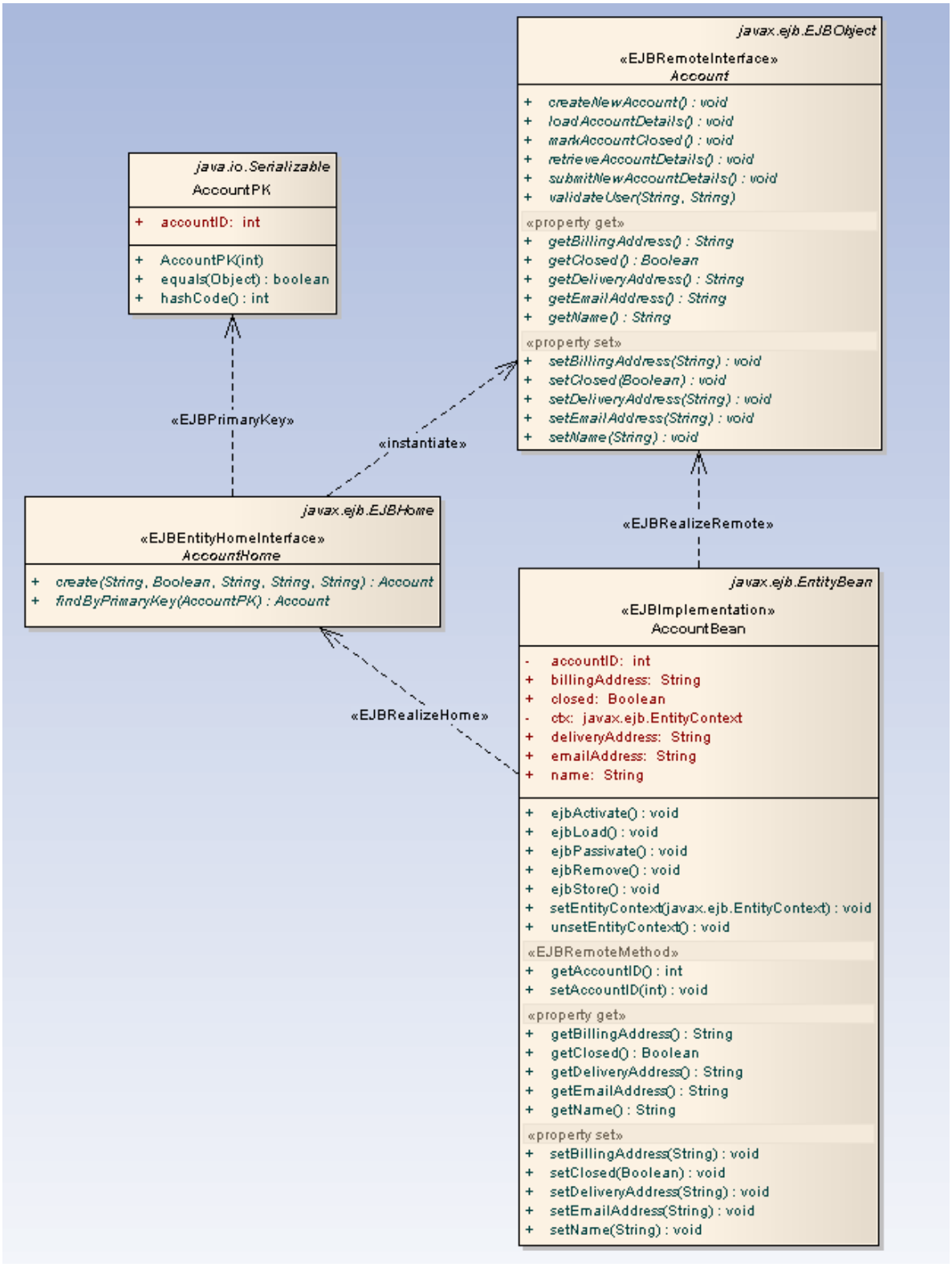
- An implementation Class element
- A home interface element
- A remote interface element
- A primary key element.

Both transformations also generate a META-INF package containing a deployment descriptor element.

Consider the following standard Platform-Independent Model (PIM):



From this PIM you can generate a set of Entity Beans, where each one takes the form shown (for the Account Class) below:

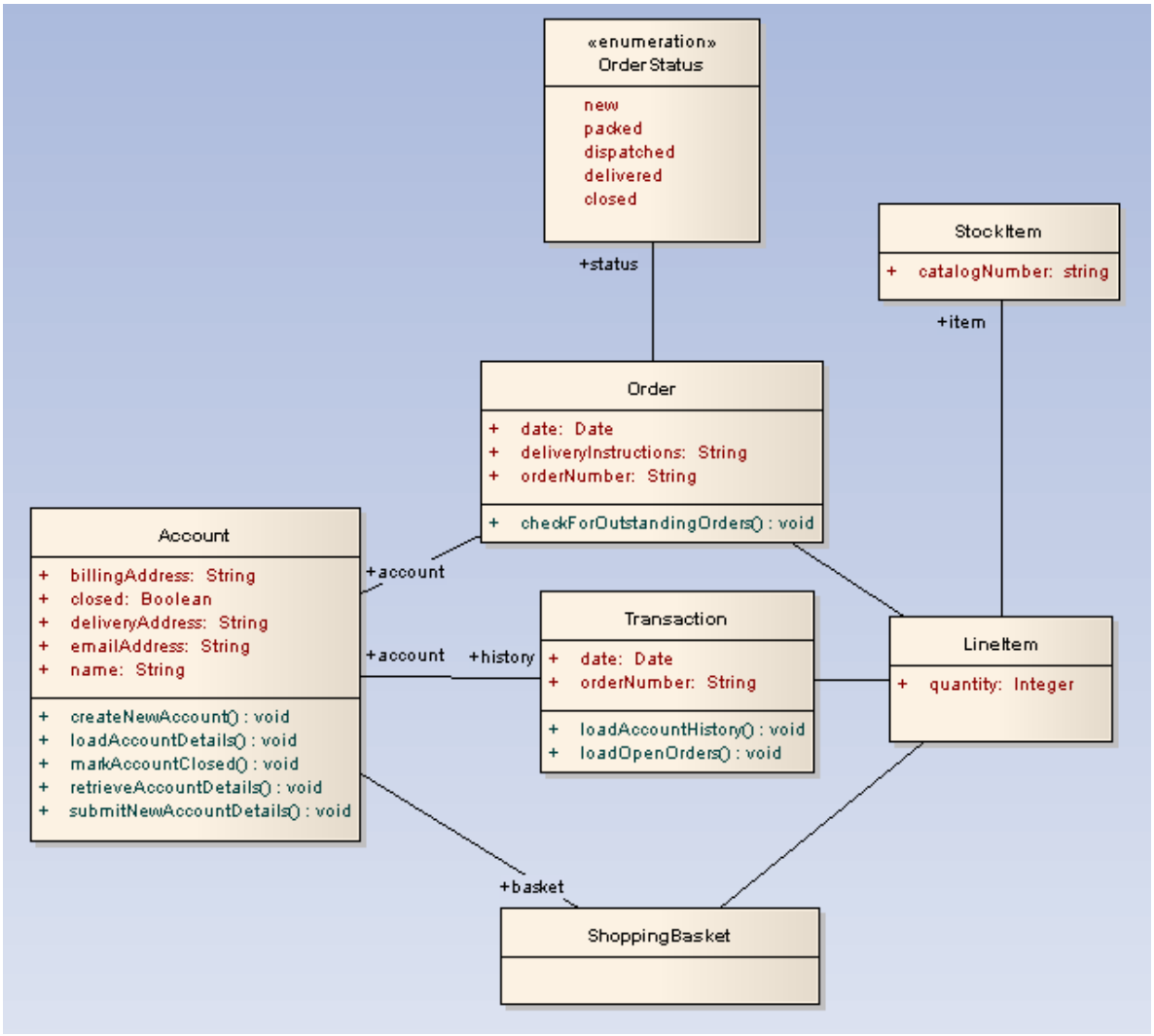


12.4.4 Java Transformation

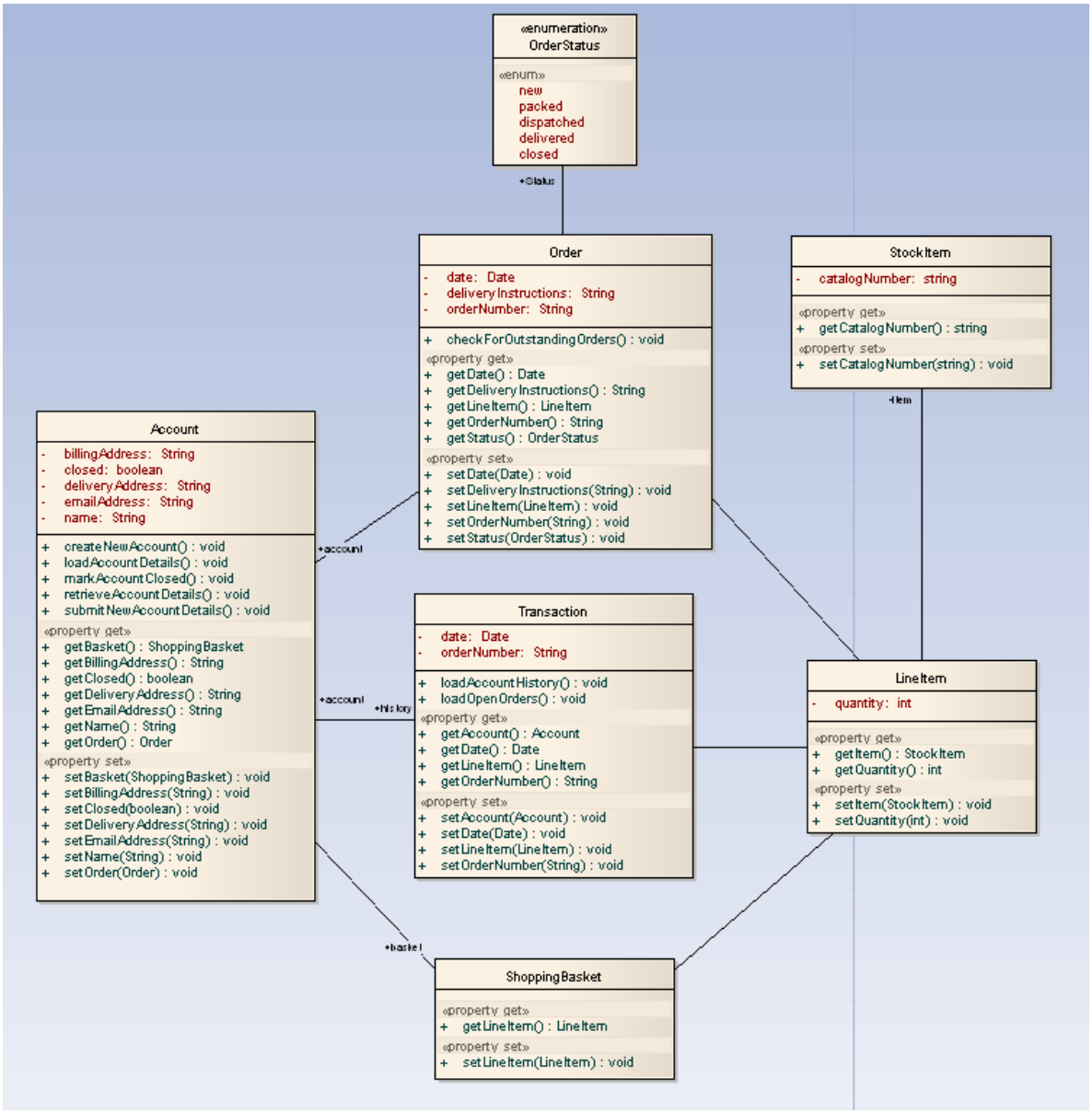
The purpose of the Java Transformation is to convert Platform-Independent Model (PIM) elements to language-specific Java Class elements. The transformation converts the PIM model types to Java types and creates encapsulation according to Enterprise Architect's options for creating properties from Java attributes, i. e. producing the getters and setters according to the rules you have defined.

To set the code generation options for Java code generation, choose the **Tools | Options | Source Code Engineering | Java** menu option to display the *Java Specifications* page.

So from our PIM:



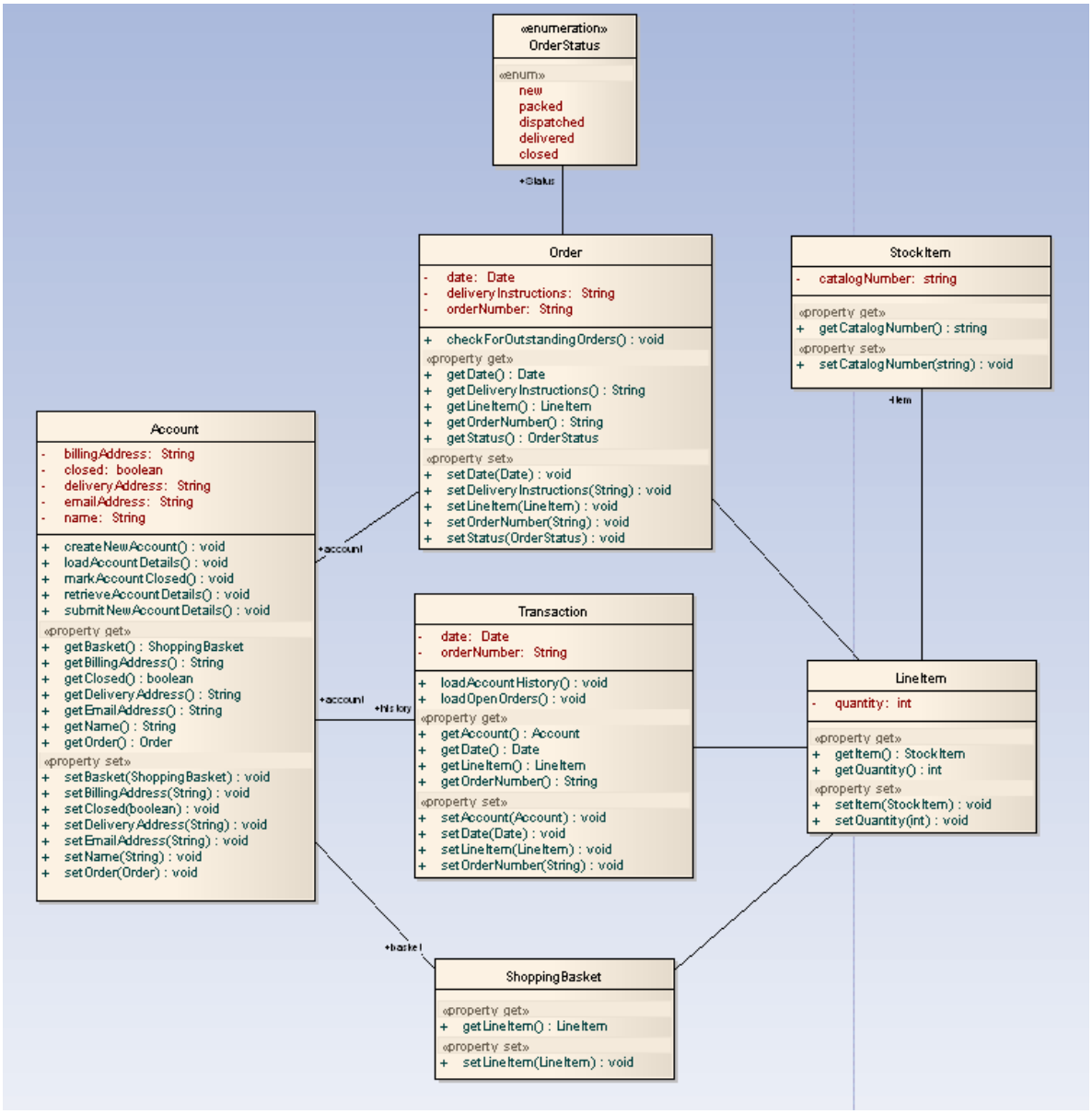
We transform to:



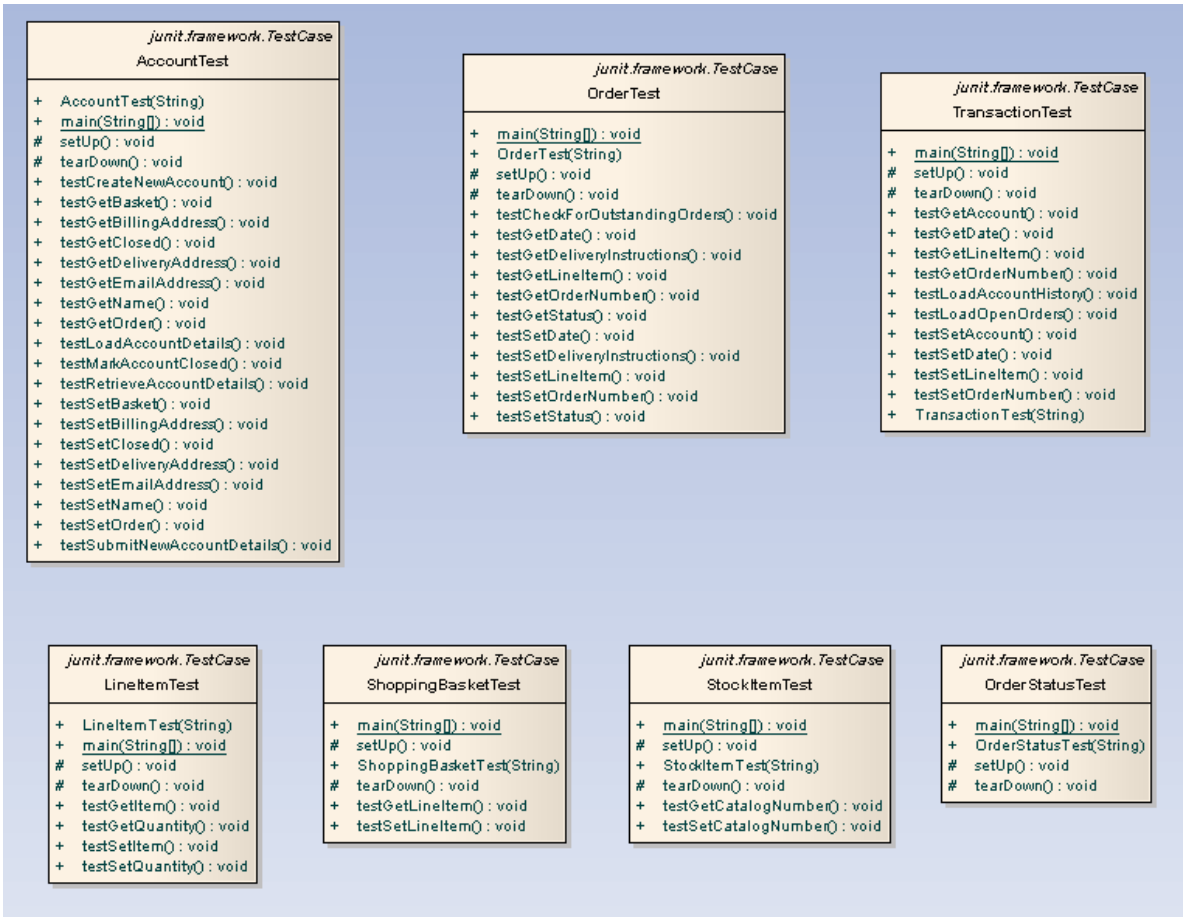
12.4.5 JUnit Transformation

The purpose of the JUnit transformation is to create a Class with test methods for all public methods of an existing Java Class. The resulting Class can then be generated and the tests filled out and run by JUnit.

So from the java model we originally transformed from our PIM:



We transform to:



Note that for each Class in the java model, a corresponding test Class has been created. Each of these test Classes contains a test method for every public method in the source Class, plus the methods required to appropriately set up the tests. It is your responsibility to fill in the details of each test.

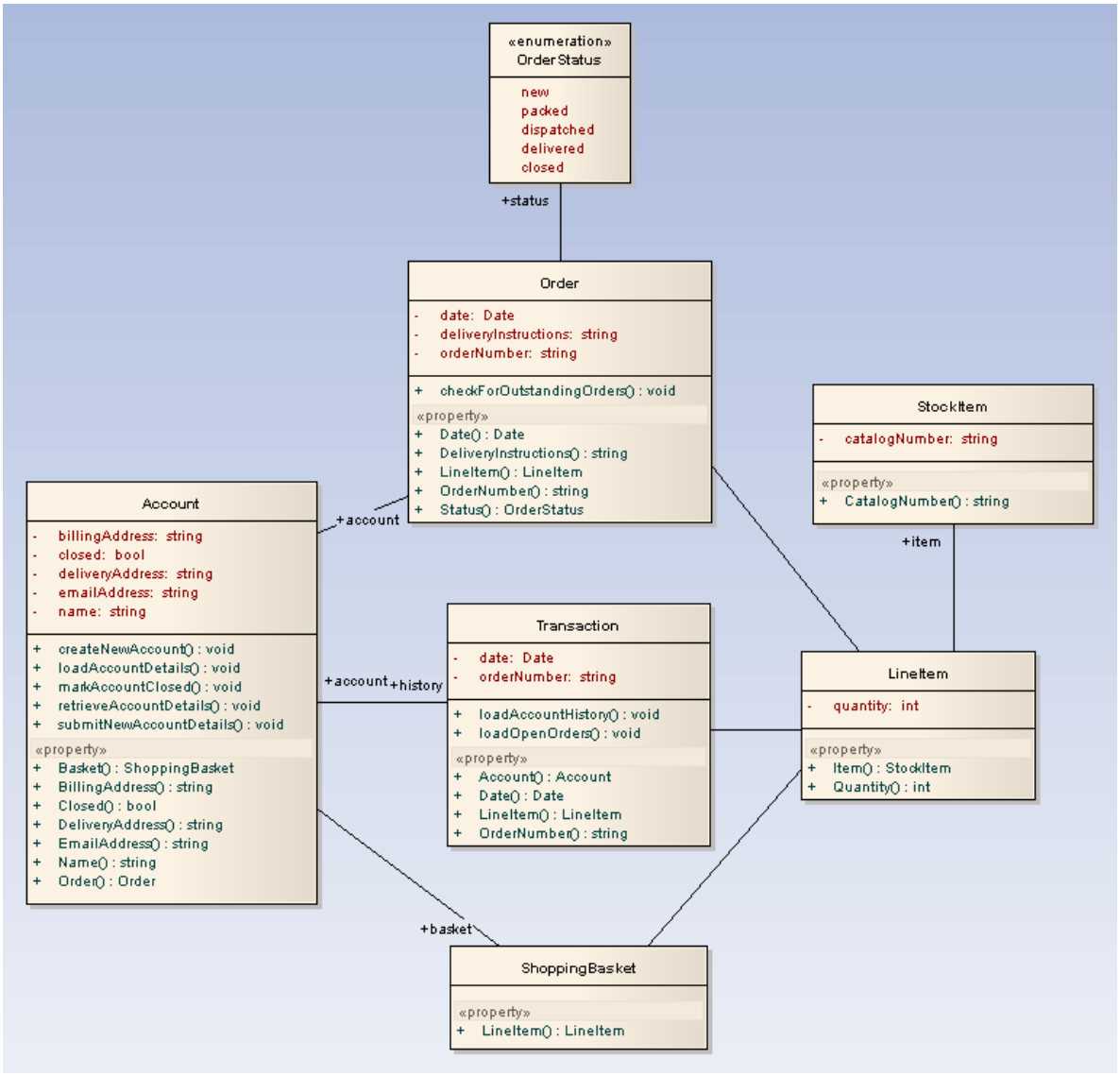
See Also

- Unit Testing 830

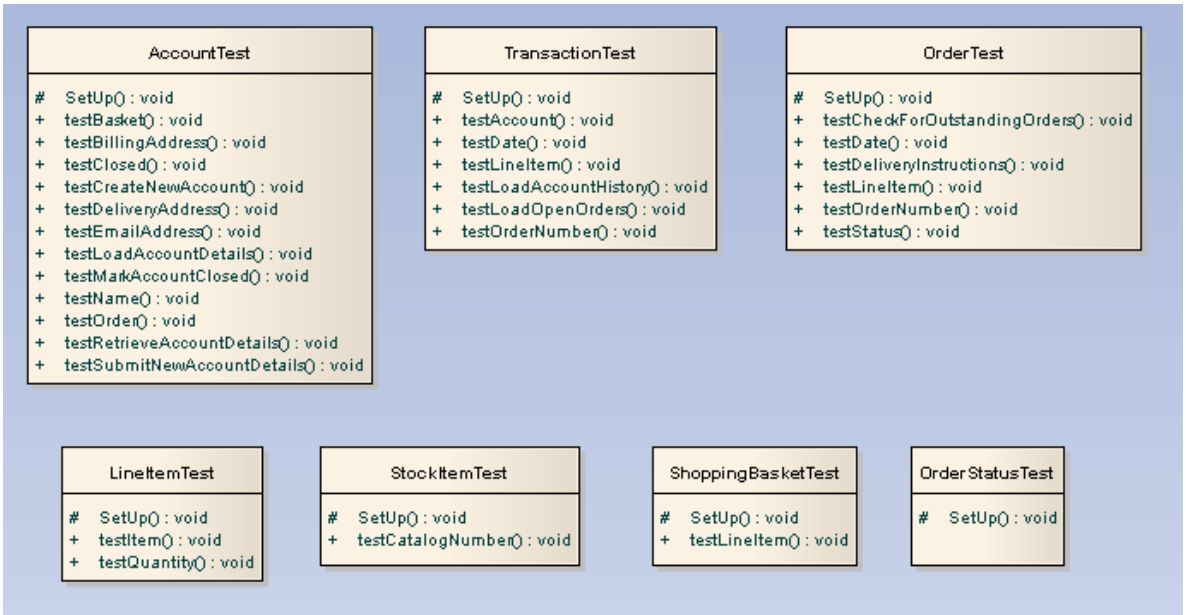
12.4.6 NUnit Transformation

The purpose of the NUnit transformation is to create a Class with test methods for all public methods of an existing .Net compatible Class. The resulting Class can then be generated and the tests filled out and run by NUnit.

So from the C# model we originally transformed from our PIM:



We transform to:



Note that for each Class in the C# model, a corresponding test Class has been created. Each of these test Classes contains a test method for every public method in the source Class, plus the methods required to appropriately set up the tests. It is your responsibility to fill in the details of each test.

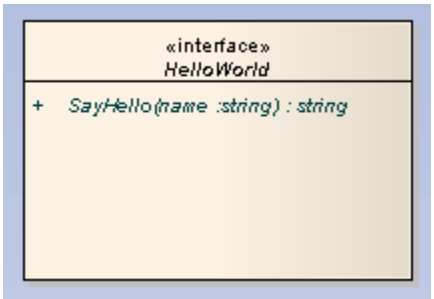
See Also

- Unit Testing 830

12.4.7 WSDL Transformation

The purpose of the WSDL transformation is to create from a simple model an expanded model of a WSDL interface that is suitable for generation.

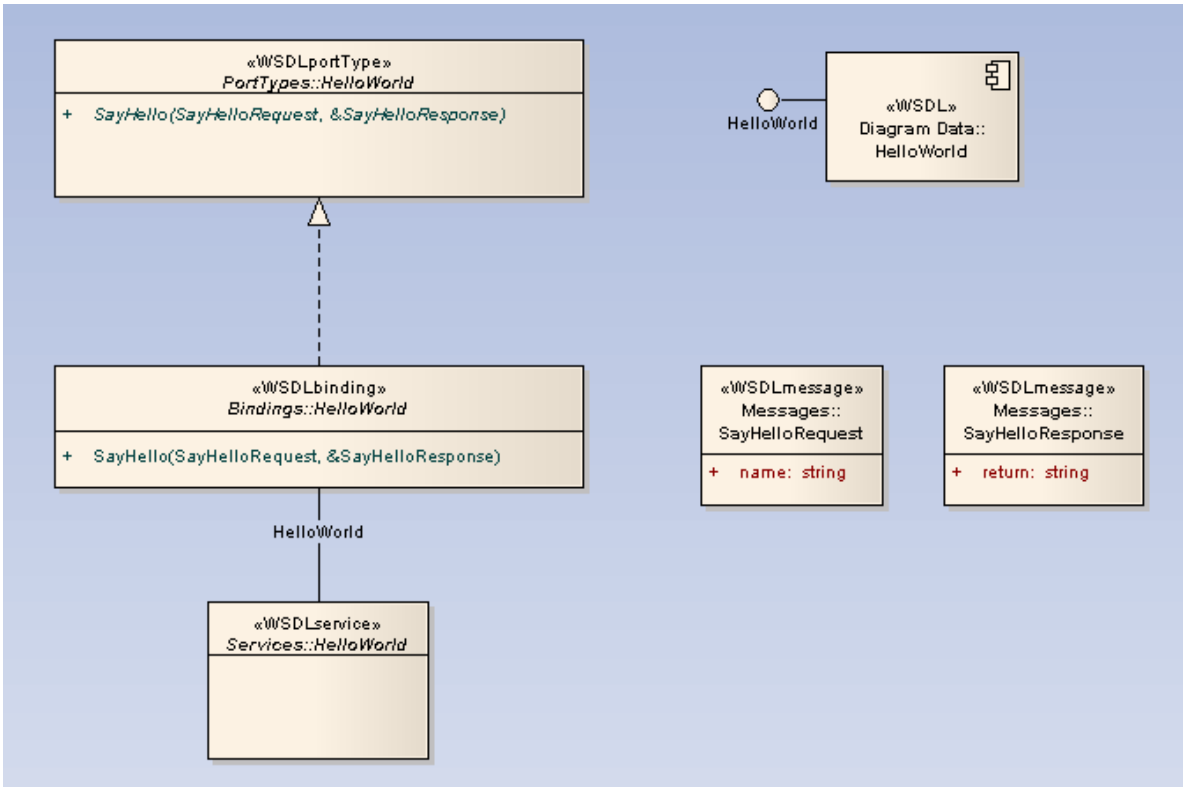
Take the following example interface.



This generates the corresponding WSDL component, service, port type, binding and messages as follows.

- Classes are handled in the same way as the XSD Transformation 898
- All in parameters are transformed into *messageParts* in the Request message
- The *return* value and all *out* and *return* parameters are transformed into *messageParts* in the Request message
- All methods where a value is returned are transformed into *Request-Response* operations while all methods not returning a value are transformed into *OneWay* operations

- The transformation does not currently handle generation of *Solicit-Response* and *Notification* methods or faults.



The resulting package can then have the specifics filled out using the WSDL editing capabilities of Enterprise Architect, and finally generated using the WSDL generation.

See Also

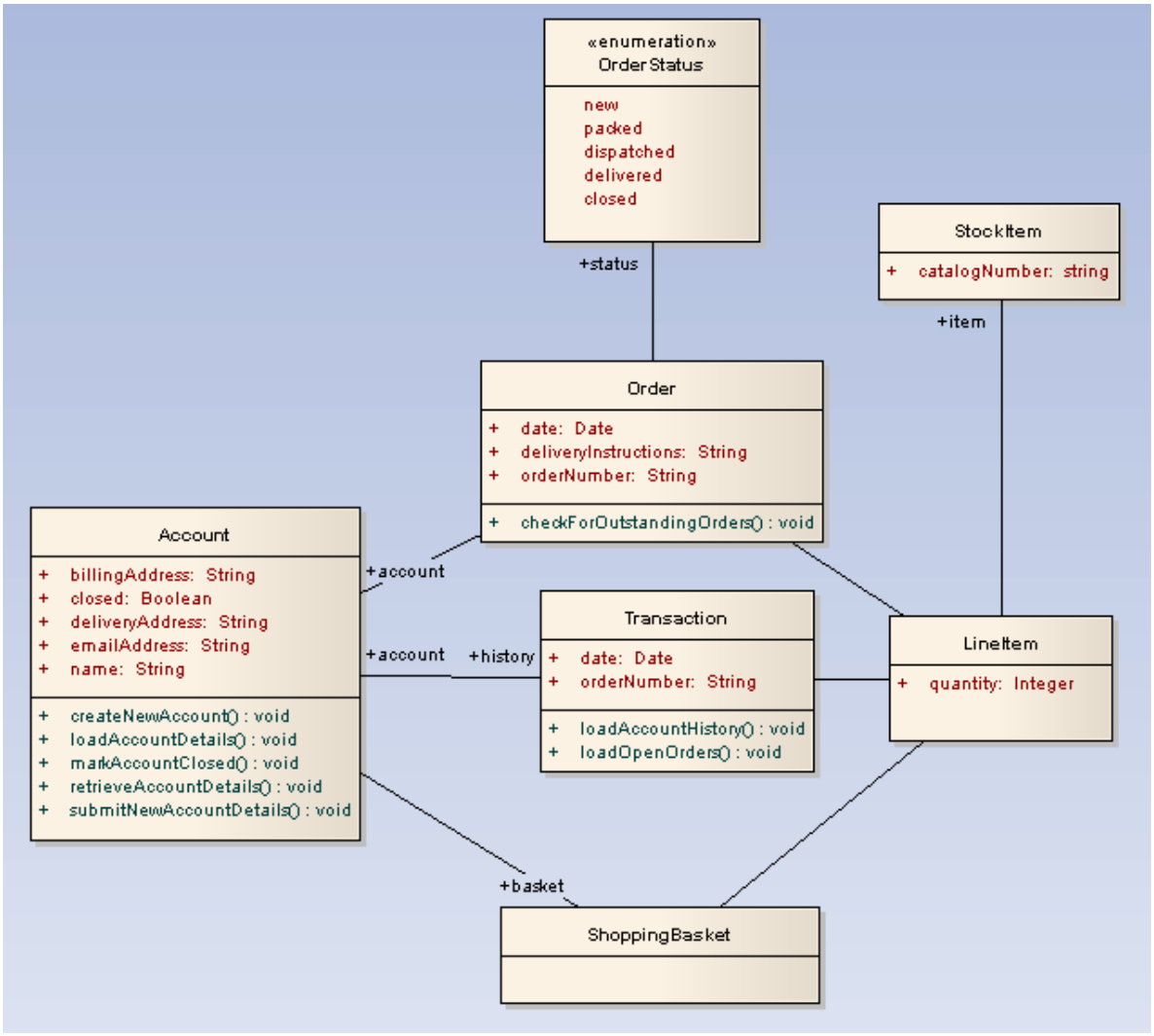
- Model WSDL 926
- Generate WSDL 934

12.4.8 XSD Transformation

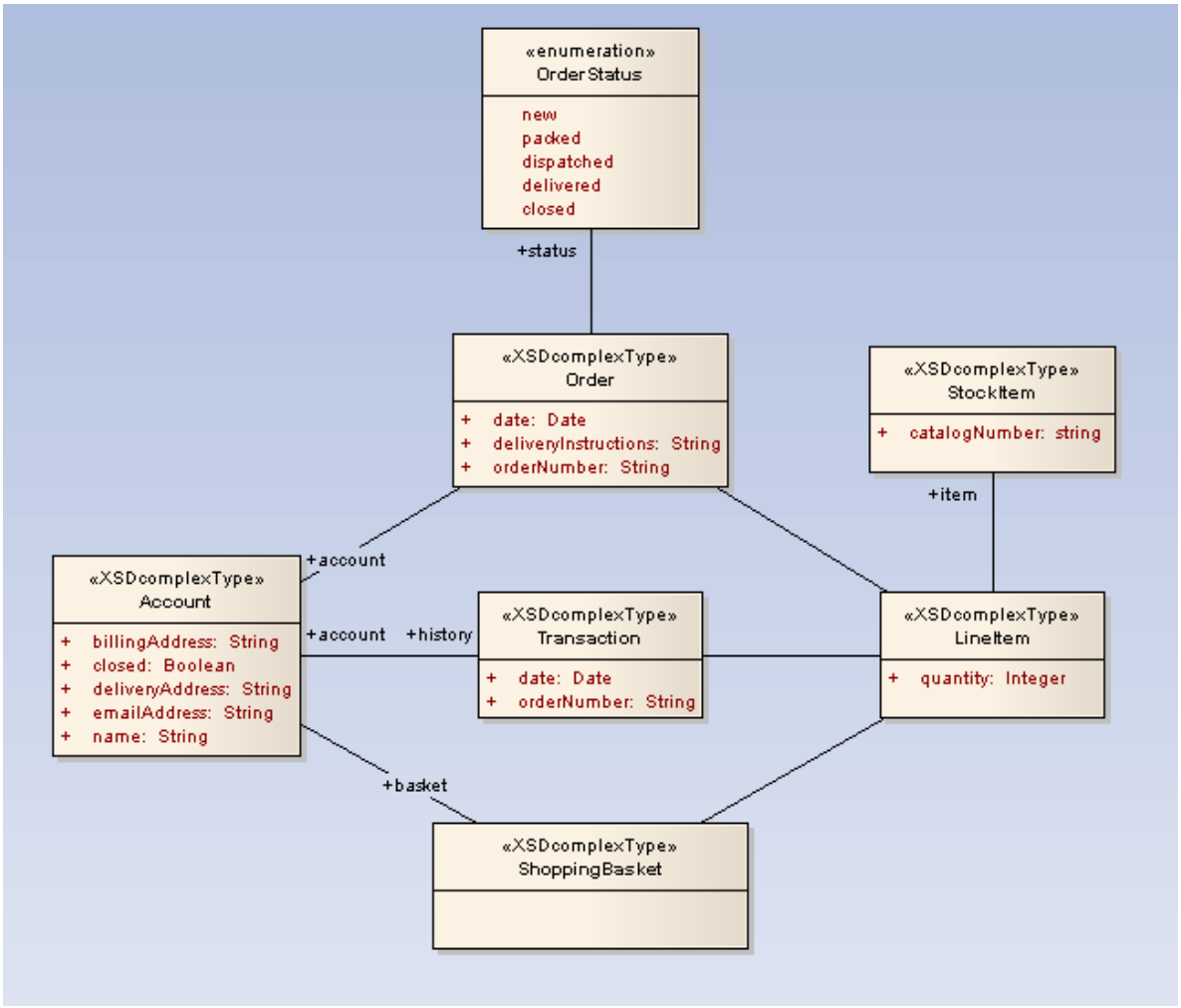
The purpose of the XSD Transformation is to convert Platform-Independent Model (PIM) elements to UML Profile for XML elements as an intermediary step to creating an XML Schema. Each selected PIM Class element is converted to an <<*XSDcomplexType*>> element.

For more information, see XML Schema Generation. 925

From our standard PIM:



We Transform to:



Which in turn generates the following XSD:

```
<?xml version="1.0" encoding="ISO-8859-1"?>
<xs:schema xmlns:xs="http://www.w3.org/2001/XMLSchema">
	<xs:element name="Account" type="Account"/>
	<xs:complexType name="Account">
		<xs:sequence>
			<xs:element name="name" type="xs:string"/>
			<xs:element name="billingAddress" type="xs:string"/>
			<xs:element name="emailAddress" type="xs:string"/>
			<xs:element name="closed" type="xs:boolean"/>
			<xs:element name="deliveryAddress" type="xs:string"/>
			<xs:element ref="Order"/>
			<xs:element ref="ShoppingBasket"/>
		</xs:sequence>
	</xs:complexType>
	<xs:element name="LineItem" type="LineItem"/>
	<xs:complexType name="LineItem">
		<xs:sequence>
			<xs:element name="quantity" type="xs:integer"/>
			<xs:element ref="StockItem"/>
		</xs:sequence>
	</xs:complexType>
	<xs:element name="Order" type="Order"/>
	<xs:complexType name="Order">
		<xs:sequence>
```

```
                        <xs:element name="date" type="xs:date"/>
                        <xs:element name="deliveryInstructions" type="xs:string"/>
                        <xs:element name="orderNumber" type="xs:string"/>
                        <xs:element ref="LineItem"/>
                        <xs:element name="status" type="OrderStatus"/>
                </xs:sequence>
        </xs:complexType>
        <xs:simpleType name="OrderStatus">
                <xs:restriction base="xs:string">
                        <xs:enumeration value="new"/>
                        <xs:enumeration value="packed"/>
                        <xs:enumeration value="dispatched"/>
                        <xs:enumeration value="delivered"/>
                        <xs:enumeration value="closed"/>
                </xs:restriction>
        </xs:simpleType>
        <xs:element name="ShoppingBasket" type="ShoppingBasket"/>
        <xs:complexType name="ShoppingBasket">
                <xs:sequence>
                        <xs:element ref="LineItem"/>
                </xs:sequence>
        </xs:complexType>
        <xs:element name="StockItem" type="StockItem"/>
        <xs:complexType name="StockItem">
                <xs:sequence>
                        <xs:element name="catalogNumber" type="xs:string"/>
                </xs:sequence>
        </xs:complexType>
        <xs:element name="Transaction" type="Transaction"/>
        <xs:complexType name="Transaction">
                <xs:sequence>
                        <xs:element name="date" type="xs:date"/>
                        <xs:element name="orderNumber" type="xs:string"/>
                        <xs:element ref="Account"/>
                        <xs:element ref="LineItem"/>
                </xs:sequence>
        </xs:complexType>
</xs:schema>
```

See Also

- Model XSD 913
- Generate XSD 925

12.5 Write Transformations

This topic provides help in writing your own transformations. Subjects covered are:

- Default Transformation Templates 902
- General Syntax for the Intermediary Language 902
- Syntax for Creating Objects 902
- Syntax for Creating Connectors 907
- Transforming Duplicate Information 908
- Converting Types 909
- Converting Names 909
- Cross References 910

Further hints and tips can be gleaned from a close study of the Transformation Templates provided with Enterprise Architect. Note also that writing transformations is very similar to writing code generation templates, so an understanding of the Code Template Framework 761 can greatly assist in understanding transformations.

Transformation Templates are accessed from the **Settings | Transformation Templates** menu option.

12.5.1 Default Transformation Templates

In most transformations, there is a lot of information that is simply copied to the target model. In order to make writing new transformations simpler Enterprise Architect provides a default set of transformation templates. These templates perform a simple copy of the source model to the target model. This means that in order to write a new transformation you can modify the default templates to make the required changes.

Note: *When creating a new transformation you must modify at least one template before the transformation becomes available.*

12.5.2 Intermediary Language

All transformations in Enterprise Architect work by generating a text form of the model to generate.

Any element is represented in this language by the type of element (eg. Class, Action, Method, Generalization or Tag) followed by the properties of the element and the elements that it is made from. The grammar for this resembles the following.

```
element:
    elementName { (elementProperty | element)* }

elementProperty:
    packageName
    stereotype
    propertyName = " propertyValueSymbol* "

packageName:
    name = " propertyValueSymbol* " ( . " propertyValueSymbol* " )*
stereotype:
    stereotype = " propertyValueSymbol* " ( , " propertyValueSymbol* " )*

propertyValueSymbol:
    \\
    \"
    Any character except " (U+0022), \ (U+005C)
```

- *elementName* is any one of the set of element types as described in Objects 902 and Connectors 907
- *propertyName* is any one of the set of properties as described in Objects 902 and Connectors 907.

Literal strings can be included in property values by escaping a quote character. For example.

```
default = "\"Some string value.\""
```

12.5.3 Objects

Objects are created in Enterprise Architect by generating text in the following form:

```
objectType
{
  objectProperties
}
```

where:

objectType is one of the following object types:

- *Action*
- *ActionPin*
- *Activity*
- *ActivityParameter*
- *ActivityPartition*
- *ActivityRegion*
- *Actor*
- *Association*

- *Change*
- *Class*
- *Collaboration*
- *CollaborationOccurrence*
- *Component*
- *DeploymentSpecification*
- *DiagramFrame*
- *Decision*
- *EntryPoint*
- *Event*
- *ExitPoint*
- *ExceptionHandler*
- *ExpansionNode*
- *ExpansionRegion*
- *ExposedInterface*
- *GUIElement*
- *InteractionFragment*
- *InteractionOccurrence*
- *InteractionState*
- *Interface*
- *InterruptibleActivityRegion*
- *Issue*
- *Iteration*
- *Object*
- *ObjectNode*
- *MessageEndpoint*
- *Node*
- *Package*
- *Parameter*
- *Part*
- *Port*
- *ProvidedInterface*
- *RequiredInterface*
- *Requirement*
- *Sequence*
- *State*
- *StateNode*
- *Synchronization*
- *Table*
- *TimeLine*
- *UMLDiagram*
- *UseCase*.

objectProperties is zero, or one or more of the following properties:

- *Abstract*
- *Alias*
- *Arguments*
- *Author*

- *Cardinality*
- *Classifier*
- *Complexity*
- *Concurrency*
- *Filename*
- *Header*
- *Import*
- *IsActive*
- *IsLeaf*
- *IsRoot*
- *IsSpecification*
- *Keyword*
- *Language*
- *Multiplicity*
- *Name*
- *Notes*
- *Persistence*
- *Phase*
- *Scope*
- *Status*
- *Stereotype*
- *Version*
- *Visibility*.

and zero, or one or more of the following elements:

- *Attribute*
- *Classifier*
- *Parameter*
- *Operation*
- *Parent*
- *Tag*
- *XRef*
- Any object.

Note: *Some of the above only apply to certain object types.*

Note: *Every object created in a transformation should include an XRef element 910, as it enables Enterprise Architect to synchronize with the element and makes it possible to create a connector to that Class in a transformation.*

Classes

A simple Class can be created as follows:

```
Class
{
    name = "Example"
}
```

It is then easy to add to this. The following example sets the language to C++, and adds a Tagged Value and an attribute:

```
Class
{
    name = "Example"
    language = "C++"
```

```
        Tag
        {
                name = "defaultCollectionClass"
                value = "List"
        }
        Attribute
        {
                name = "count"
                type = "int"
        }
}
```

Attributes

Attributes are created with the same structure as objects, and include the following properties:

- *Alias*
- *Classifier*
- *Collection*
- *Container*
- *Containment*
- *Constant*
- *Default*
- *Derived*
- *LowerBound*
- *Name*
- *Notes*
- *Ordered*
- *Scope*
- *Static*
- *Stereotype*
- *Type*
- *UpperBound*
- *Volatile*.

and the following elements:

- *Classifier*
- *Tag*
- *XRef*.

Operations

Operations are created with the same structure as objects, and include the following properties:

- *Abstract*
- *Alias*
- *Behavior*
- *Classifier*
- *Code*
- *Constant*
- *IsQuery*
- *Name*
- *Notes*
- *Pure*
- *ReturnArray*

- *Scope*
- *Static*
- *Stereotype*
- *Type*.

and the following elements:

- *Classifier*
- *Parameter*
- *Tag*
- *XRef*.

Parameters

Parameters are created with the same structure as objects, and include the tag element and the following properties:

- *Classifier*
- *Default*
- *Fixed*
- *Name*
- *Notes*
- *Kind*
- *Stereotype*.

Packages

Packages differ from other objects in the following ways:

- A reduced set of properties of *alias*, *author*, *name*, *namespaceRoot*, *notes*, *scope*, *stereotype* and *version*
- The extra property *namespaceRoot*
- Must have a name specified
- *Name* can be a qualified name; when a qualified name is specified the properties given are applied only to the final package
- Can contain other packages
- Can't contain attributes and operations.

Tables

Tables are a special sort of object, with the following differences from other object types:

- Can include columns and primary keys
- Can't include attributes.

Columns

Columns are similar to attributes, but have an *autonumber* element containing *Startnum* and increment, and the following added properties:

- *Length*
- *NotNull*
- *Precision*
- *PrimaryKey*
- *Scale*
- *Unique*.

12.5.4 Connectors

Creating connectors in a transformation can be complex, but the process has the same form as creating elements. The difference is that you must also specify each end.

The different connectors that can be created are as follows.

- Aggregation
- Assembly
- Association
- Collaboration
- ControlFlow
- Connector
- Delegate
- Dependency
- Deployment
- ForeignKey
- Generalization
- Instantiation
- Interface
- InterruptFlow
- Manifest
- Nesting
- NoteLink
- ObjectFlow
- Package
- Realisation
- Sequence
- Transition
- Uses

Note: ForeignKey *is a special case where not just a connector is created; you must also list the columns involved in the transformation. In addition, tags specified on the connector are actually created on the foreign key operation in the source Class, and a cascade property can be added; for example,* cascade="update","delete".

There are two different types of Class that you can use as a connector end: one created by a transformation, and one for which you already know the GUID.

Connect to a Class Created by a Transformation

The most common connection is to connect to a Class created by a transformation. To do this you must have three items of information:

- The original Class GUID
- The name of the transformation
- The name of the transformed Class.

This type of link is created using the **TRANSFORM_REFERENCE** 910 function macro. When the element is in the current transformation, it can be safely omitted from the transformation. The simplest example of this is when you have created multiple Classes from a single Class in a transformation and want a link between them. Consider this example from the EJB Entity transformation:

```
Dependency
{
  %TRANSFORM_REFERENCE("EJBRealizeHome",classGUID)%
  stereotype="EJBRealizeHome"
  Source
```

```
  {
    %TRANSFORM_REFERENCE("EJBEntityBean",classGUID)%
  }
  Target
  {
    %TRANSFORM_REFERENCE("EJBHomeInterface",classGUID)%
  }
}
```

There are three uses of the **TRANSFORM_REFERENCE** macro: one to identify this connector for synchronization purposes and the other two to identify the ends. All three use the same source GUID, because they all come from the one original Class. None of the three have to specify the transformation because the two references are referencing something in the current transformation. Each of them then only has to identify the transform name.

Of course it is also possible to create a connector from another connector.

You can create a connector template and list over all connectors connected to a Class from the Class level templates. You don't have to worry about only generating it once, because if you have created a **TRANSFORM_REFERENCE** for the connector then Enterprise Architect automatically synchronizes them. The following copies the source connector.

```
%connectorType%
{
  %TRANSFORM_CURRENT()%
  %TRANSFORM_REFERENCE("Connector",connectorGUID)%
  Source
  {
    %TRANSFORM_REFERENCE("Class",connectorSourceGUID)%
    %TRANSFORM_CURRENT("Source")%
  }
  Target
  {
    %TRANSFORM_REFERENCE("Class",connectorDestGUID)%
    %TRANSFORM_CURRENT("Target")%
  }
}
```

Connecting to a Class For Which You Know the GUID

The second type of Class that you can use as a connector end is one for which you know the current GUID. To do this, specify the GUID of the target Class in either the source or target end. The following example creates a dependency from a Class created in a transformation, to the Class it was transformed from.

```
Dependency
{
  %TRANSFORM_REFERENCE("SourceDependency",classGUID)%
  stereotype="transformedFrom"
  Source
  {
    %TRANSFORM_REFERENCE("Class",classGUID)%
  }
  Target
  {
    GUID=%qt%%classGUID%%qt%
  }
}
```

12.5.5 Duplicate Information

In many transformations there is a substantial amount of information to be copied. It would be tedious to type all of the common information into a template so that it is copied to the transformed Class. The alternative is to use the **TRANSFORM_CURRENT** function macro to do exactly this.

TRANSFORM_CURRENT(<listOfExcludedItems>)

Generates an exact copy of all the properties of the current item, except for the items named in <*listOfExcludedItems*>.

Another form of this is available when transforming connectors that enables either end of the connector to be copied.

TRANSFORM_CURRENT(<connectorEnd>,<listOfExcludedItems>)

Generates an exact copy of the connector end specified by <*connectorEnd*> except for the items named in <*listOfExcludedItems*>, where <*connectorEnd*> is either *Source* or *Target*.

12.5.6 Convert Types

Different target platforms almost certainly require different types, so you often require a method of converting between different types. The following macro offers this.

CONVERT_TYPE(<destinationLanguage>, <originalType>)

Converts <*originalType*>, to the corresponding type in <*destinationLanguage*> using the datatypes and common types defined in the model.

Where <*originalType*> is assumed to be a platform independent common type.

12.5.7 Convert Names

Different target platforms use different naming conventions. As a result you might not want to copy the names of your elements directly into the transformed models. To facilitate this requirement, Enterprise Architect's transformation templates provide a *CONVERT_NAME* 909 function macro.

Another way in which you might want to transform a name is to remove a prefix from the original name, with the *REMOVE_PREFIX* 910 macro.

CONVERT_NAME(<originalName>, <originalFormat>, <targetFormat>)

This macro converts <*originalName*>, which is assumed to be in <*originalFormat*>, to <*targetFormat*>.

The supported formats are:

- Camel Case: New words start with a capital letter *except* for the first word, which begins with a lower case letter; for example, *myVariableTable*
- Pascal Case: Same as Camel Case but the first letter of the first word is upper case; for example, *MyVariableTable*.
- Spaced: Words are separated by spaces; the case of letters is ignored
- Underscored: Words are separated by underscores; the case of letters is ignored.

Note: *Acronyms are not supported when converting from Camel Case or Pascal Case.*

The *original format* might also specify a list of delimiters to be used. For example a value of ' _' breaks words whenever either a space or underscore is found.

The *target format* might also use a format string that specifies the case for each word and a delimiter between them. It takes the following form:

<firstWord>(<delimiter>)<otherWords>

- <*firstWord*> controls the case of the first word (see below)
- <*delimiter*> is the string generated between words
- <*otherWords*> applies to all words after the first word.

<*firstWord*> and <*otherWords*> are both a sequence of two characters. The first character represents the case of the first letter of that word, and the second character represents the case of all subsequent letters. An upper case letter forces the output to upper case, a lower case letter forces the output to lower case, and any other character preserves the original case.

Example 1: To capitalize the first letter of each word and separate multiple words with a space:

"Ht( )Ht" to output "My Variable Table"

Example 2: To generate the equivalent of Camel Case, but reverse the roles of upper and lower case; ie. all characters are upper case except for the first character of each word *after* the first one:

"HT( )hT" to output "MY vARIABLE tABLE"

REMOVE_PREFIX(<originalName>, <prefixes>)

This macro removes any prefix found in <*prefixes*> from <*originalName*>. The prefixes are specified in a semi-colon separated list.

The macro is often used in conjunction with the *CONVERT_NAME* macro. For example, this code creates a *get property name* according to the options for Java.

```
$propertyName=%REMOVE_PREFIX(attName,genOptPropertyPrefix)%
%if genOptGenCapitalisedProperties=="T"%
$propertyName=%CONVERT_NAME($propertyName, "camel case", "pascal case")%
%endIf%
```

12.5.8 Cross References

Cross References are an important part of transformations. They are used to:

- Find the transformed Class to synchronize with
- Create connectors between transformed Classes
- Specify a classifier of a type
- Determine where to transform to for future transformations.

Each cross reference has three different parts:

- A *Namespace*, corresponding to the transformation that generated the element
- A *Name*, which is a unique reference to something that can be generated in the above transformation
- A *Source*, which is the GUID of the element that this element was created from.

When writing the templates for a transformation, it is easiest to create the cross references using the **TRANSFORM_REFERENCE** macro that is defined for this purpose. It has three optional parameters.

TRANSFORM_REFERENCE(<name>, <sourceGuid>, <namespace>)

Generates a reference that can be used in the ways described above. It resembles the following.

```
XRef{namespace="<namespace>" name="<name>" source="<sourceGuid>"}
```

Where:

- If <*name*> is not specified it gets the name of the current template
- If <*sourceGUID*> is not specified it gets the GUID of the current Class
- If <*namespace*> is not specified it gets the name of the current transformation.

Note: *The only time that this should be specified is when creating a connector to a Class created in a different transformation.*

A good example of the use of cross references is in the DDL 885 templates provided with Enterprise Architect. In the Class template a cross reference is created with the name table. Then up to two different connectors can be created, each of which must identify the two Classes it connects using cross references while having its own unique cross reference.

Specify Classifiers

Objects, attributes, operations and parameters can all reference another element in the model as their type. When this type is created from a transformation you must use a cross reference to specify it, using the **TRANSFORM_CLASSIFIER** macro.

TRANSFORM_CLASSIFIER(<name>, <sourceGuid>, <namespace>)

Generates a cross reference within a classifier element., where the parameters are identical to the **TRANSFORM_REFERENCE** macro but the name *Classifier* is generated instead of *XRef*.

If the target classifier already exists in the model before the transformation, a **TRANSFORM_CLASSIFIER** is inappropriate and instead the GUID can be given directly to a classifier attribute.

Note: *If a classifier is specified for any type it overrides the type specified.*

Part 13

13 XML Technologies

Enterprise Architect enables rapid modeling, forward engineering and reverse engineering of two key W3C XML technologies:

- XML Schema (XSD)
- Web Service Definition Language (WSDL).

XSD and WSDL support is critical for the development of a complete Service Oriented Architecture (SOA), and the coupling of UML 2.1 and XML provides the natural mechanism for specifying, constructing and deploying XML-based SOA artifacts within an organization.

The following topics explain how to work with these technologies using Enterprise Architect.

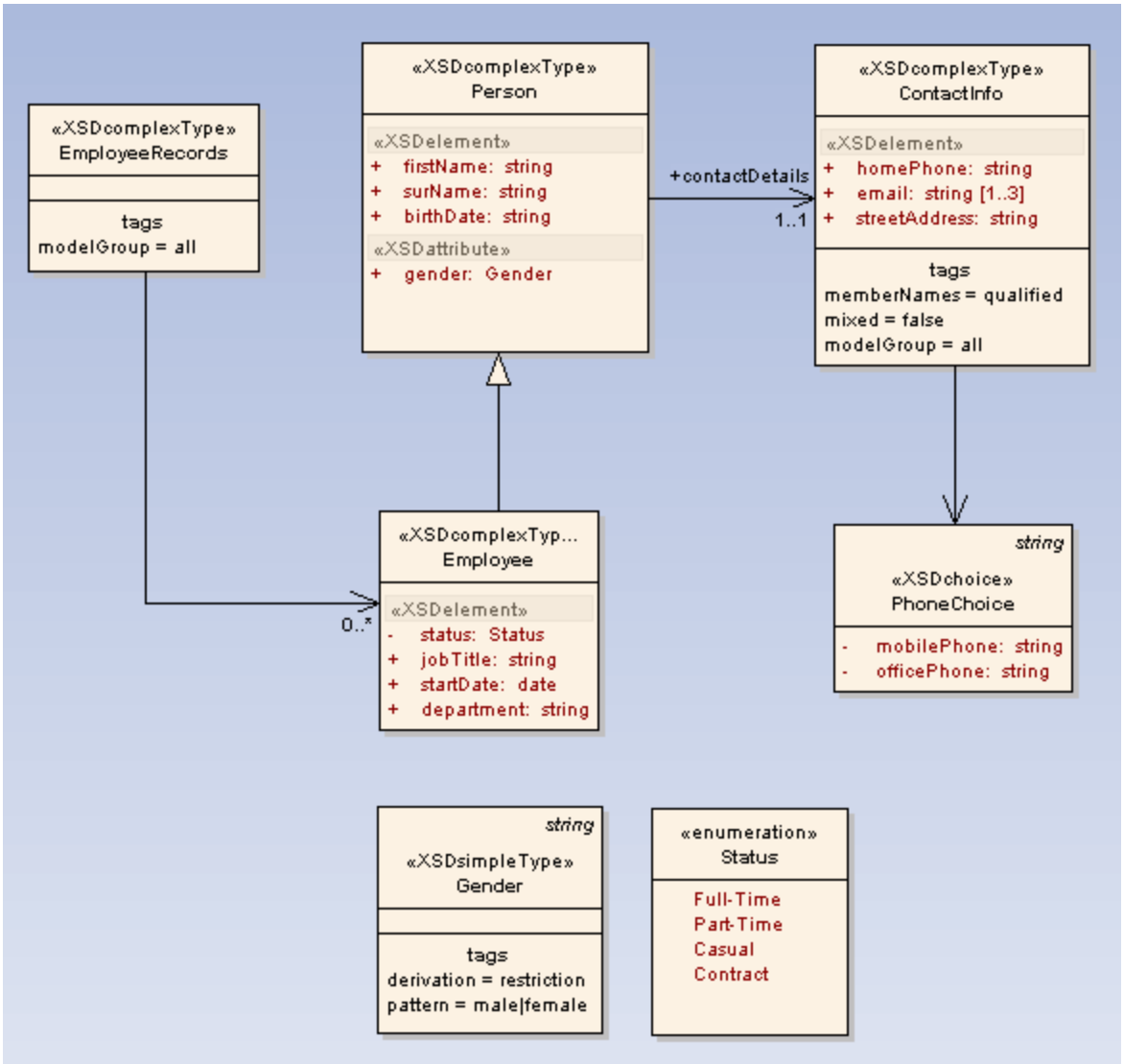
13.1 XML Schema (XSD)

Enterprise Architect supports Forward and Reverse engineering of W3C XML schemas (XSD). The following topics explain how to use Enterprise Architect to model, generate and import XML schemas :

13.1.1 Model XSD

XML schemas are modeled using UML Class 1060 diagrams. The *XML Schema* 122 pages of the Enterprise Architect UML *Toolbox* provide in-built support for the UML profile for XSD. This enables an abstract UML Class model to be automatically generated as a W3C XML Schema (XSD) file.

The Class diagram below models simple schema for an example *Employee Details* system, intended to store a company's employee contact information. The Classes shown form the *EmployeeDetails* package. The UML attributes of the Classes map directly to XML elements or attributes. Note that the Classes have no methods, since there is no meaningful correspondence between Class methods and XSD constructs.



The following code shows the schema generated for the *Employee Details* package by default. Notice how each UML Class corresponds to a *complexType* definition in the schema. The Class attributes are generated as schema elements contained in a Sequence model group within the definition. The *Enumeration* Class is the exception here - it maps directly to an XSD enumeration, contained within a *simpleType* definition.

```
<?xml version="1.0"?>
<xs:schema xmlns:xs="http://www.w3.org/2001/XMLSchema">
	<xs:element name="ContactInfo" type="ContactInfo"/>
	<xs:complexType name="ContactInfo">
		<xs:all>
			<xs:element name="ContactInfo.homePhone" type="xs:string" maxOccurs="1"/>
			<xs:element name="ContactInfo.email" type="xs:string" maxOccurs="3"/>
			<xs:element name="ContactInfo.streetAddress" type="xs:string"/>
			<xs:choice>
				<xs:element name="ContactInfo.mobilePhone" type="xs:string"/>
				<xs:element name="ContactInfo.officePhone" type="xs:string"/>
			</xs:choice>
		</xs:all>
	</xs:complexType>
	<xs:simpleType name="Gender">
```

```
                <xs:restriction base="xs:string">
                        <xs:pattern value="male|female"/>
                </xs:restriction>
        </xs:simpleType>
        <xs:element name="Employee" type="Employee"/>
        <xs:complexType name="Employee">
                <xs:complexContent>
                        <xs:extension base="Person">
                                <xs:sequence>
                                        <xs:element name="status" type="Status"/>
                                        <xs:element name="jobTitle" type="xs:string"/>
                                        <xs:element name="startDate" type="xs:date"/>
                                        <xs:element name="department" type="xs:string"/>
                                </xs:sequence>
                        </xs:extension>
                </xs:complexContent>
        </xs:complexType>
        <xs:element name="Person" type="Person"/>
        <xs:complexType name="Person">
                <xs:sequence>
                        <xs:element name="surName" type="xs:string" maxOccurs="1"/>
                        <xs:element name="firstName" type="xs:string" maxOccurs="1"/>
                        <xs:element name="birthDate" type="xs:string" maxOccurs="1"/>
                        <xs:element name="contactDetails" type="ContactInfo"/>
                </xs:sequence>
                <xs:attribute name="gender" use="optional" type="Gender"/>
        </xs:complexType>
        <xs:element name="EmployeeRecords" type="EmployeeRecords"/>
        <xs:complexType name="EmployeeRecords">
                <xs:all>
                        <xs:element name="Employee" type="Employee" minOccurs="0" maxOccurs="unbounded"/>
                </xs:all>
        </xs:complexType>
        <xs:simpleType name="Status">
                <xs:restriction base="xs:string">
                        <xs:enumeration value="Full-Time"/>
                        <xs:enumeration value="Part-Time"/>
                        <xs:enumeration value="Casual"/>
                        <xs:enumeration value="Contract"/>
                </xs:restriction>
        </xs:simpleType>
</xs:schema>
```

The following topics provide further explanation:

- UML Profile for XSD 915
- XSD Datatypes Package 922
- Abstract XSD Models 922.

13.1.1.1 UML Profile for XSD

The UML Profile for XSD specifies a set of stereotypes, Tagged Values and constraints that can be applied to the UML model in order to change particular aspects of the resulting schema. For example, you might have to convert certain UML Class attributes to XSD attributes, or use a model group other than the default *Sequence*.

Enterprise Architect provides native support for the UML Profile for XSD via the *XML schema* 122 pages of the Enterprise Architect UML *Toolbox*. Alternatively, you can use the profile via Enterprise Architect's generic profile mechanism by downloading the UML Profile for XSD. See the Using Profiles 407 topic for details on importing UML profiles into Enterprise Architect. The XSD profile used by Enterprise Architect is an adaptation of the profile defined in *Modeling XML Applications with UML* (David Carlson).

The XSD stereotypes provide an explicit mapping from XSD to UML constructs. The Tagged Values further define aspects of the mapping, such as whether the elements should be qualified. The constraints define any conditions that must be satisfied for the stereotype to apply. The following stereotypes are provided:

- XSDschema 916

- XSDcomplexType 917
- XSDsimpleType 917
- XSDsequence 918
- XSDchoice 918
- XSDelement 919
- XSDattribute 919
- XSDany 920
- XSDrestriction 920
- XSDgroup 920
- XSDtopLevelElement 921
- XSDtopLevelAttribute 921
- XSDunion 921
- XSDattributeGroup 921.

The following tables list the features of the UML Profile for XSD. Tagged Value names are shown in bold followed by the allowed values. If a default value is used by Enterprise Architect's schema generator, it is underlined.

<<XSDschema>>

UML Construct		Package
Description		All Classes in a package are defined within one schema. This stereotype can be used to specify schema-wide settings.
Tagged Values	**anonymousRole:** (true | false)	Specifies if the role name is included in the element declaration for the UML attribute.
	anonymousType: (true | false)	Specifies whether the Class type is anonymous for attributes.
	attributeFormDefault: (qualified | unqualified)	Determines whether attribute instances must be qualified.
	defaultNamespace:	The default namespace used in this schema. This value is used to specify the default namespace attribute (*xmlns*=), in the schema element.
	elementDerivation: (true | false)	Determines whether inheritances are generated using XSD extension or copy-down inheritance.
	elementFormDefault: (qualified | unqualified)	Determines whether element instances must be qualified.
	memberNames: (qualified | unqualified)	Determines whether elements generated from Class attributes have their name qualified by the corresponding Class name.
	modelGroup:	Specifies the default XSD model group used to generate *complexType* definitions.

	(all | sequence | choice)	
	schemaLocation:	The URI that identifies the location of the schema. This value is used in the import and include elements.
	targetNamespace:	The URI that uniquely identifies this schema's namespace.
	targetNamespacePrefix:	The prefix that abbreviates the *targetNamespace*.
	version:	The version of this schema.
Constraints		None.

<<XSDcomplexType>>

UML Construct		Class
Description		*complexType* definitions are created for generic UML Classes. This stereotypes helps tailor the generation of a *complexType* definition
Tagged Values	**memberNames:** (qualified | unqualified)	Determines whether elements generated from the UML Class attributes and associations have their name qualified by the corresponding Class name for this *complexType* definition.
	mixed: (true | false)	Determines whether this element can contain mixed element and character content. See the W3C XML Schema recommendation.
	modelGroup: (all | sequence | choice)	Overrides the default XSD model for generating this *complexType* definition.
Constraints		None.

<<XSDsimpleType>>

UML Construct		Class
Description		An XSD *simpleType* is generated for Classes with this stereotype.
Tagged Values	**derivation:** (restriction | list)	Specifies the derivation of the *simpleType*. See the W3C XML Schema recommendation.
	length:	See the W3C XML Schema recommendation.
	minLength:	See the W3C XML Schema recommendation.
	maxLength:	See the W3C XML Schema recommendation.

	minInclusive:	See the W3C XML Schema recommendation.
	minExclusive:	See the W3C XML Schema recommendation.
	maxInclusive:	See the W3C XML Schema recommendation.
	maxExclusive:	See the W3C XML Schema recommendation.
	totalDigits:	See the W3C XML Schema recommendation.
	fractionDigits:	See the W3C XML Schema recommendation.
	whiteSpace:	See the W3C XML Schema recommendation.
	pattern:	See the W3C XML Schema recommendation.
Constraints		This Class can only participate in an inheritance relation with another *simpleType*. It cannot have any attributes or own any associations. They are ignored if present.

<<XSDsequence>>

UML Construct		Class
Description		The schema generator creates a sequence model group as the container for the attributes and associations owned by this Class. The model group is in turn added to the model groups of this Class respective owners. ***Note**: Tagged values specified by owners of this Class persist through to the child elements of this model group. Thus if* memberNames *are unqualified for a* complexType*, so are the children of this model group when added to that* complexType*.*
Tagged Values		None.
Constraints		This Class must be the destination of unidirectional associations. If it is not, this Class and its connectors are ignored, possibly invalidating other model group Classes. Inheritance relations are ignored for this Class.

<<XSDchoice>>

UML Construct		Class
Description		Creates an XSD choice element. See *XSDsequence* for more details.
Tagged Values		None.
Constraints		As for *XSDsequence*.

<<XSDelement>>

UML Construct		Attribute: *AssociationEnd*
Description		By applying this stereotype to a UML Class attribute or *AssociationEnd*, the corresponding UML entity is generated as an element within the parent *complexType* and not as an XSD attribute.
Tagged Values	**form:** (qualified | unqualified)	Overrides the schema's *elementFormDefault* value.
	position:	Causes the elements to be ordered within a sequence model group of the containing *complexType*. Duplicated and invalid position Tagged Values are ignored and result in undefined ordering of the UML attributes. Missing position values cause the defined positions to be allocated as specified, with the remaining elements filling the missing positions in an undefined order.
	anonymousRole: (true | false)	Specifies if the role name is included in the element declaration for the UML attribute
	anonymousType: (true | false)	Specifies whether the Class type is anonymous for attributes.
Constraints		None.

<<XSDattribute>>

UML Construct		Attribute: *AssociationEnd*
Description		By applying this stereotype to a UML Class attribute or *AssociationEnd*, the corresponding UML entity is generated as an XSD attribute within the parent *complexType* and not as an XSD element.
Tagged Values	**form:** (qualified | unqualified)	Overrides the schema's *attributeFormDefault* value.
	use: (prohibited | optional | required)	See the W3C XML Schema recommendation.
	default:	See the W3C XML Schema recommendation.
	fixed:	See the W3C XML Schema recommendation.
Constraints		The attribute *datatype* should not see a Class specification, otherwise it is ignored.

<<XSDany>>

UML Construct		Class: *Attribute*
Description		If applied to a UML attribute, an XSD *anyAttribute* element is generated. If applied to a UML Class, an XSD any element is generated.
Tagged Values	**namespace:**	See the W3C XML Schema recommendation.
	processContents: (skip | lax | strict)	See the W3C XML Schema recommendation.
Constraints		None.

<<XSDrestriction>>

UML Construct		Generalization
Description		Overrides the default use of XSD extension for inheritance and generates the child as a *complexType* with a restriction element instead.
Tagged Values		None.
Constraints		Applies only to UML Class parent-child relations.

<<XSDgroup>>

UML Construct		Class
Description		An *XSDgroup* is generated for Classes with this stereotype.
Tagged Values	**modelGroup:** (sequence | choice | all)	Overrides the default XSD model for generating this group definition.
Constraints		A group Class can only associate itself to other group Classes. A group Class can be associated by another group Class or a *complexType* Class. The association should be via an association link. A group Class cannot be inherited/aggregated.

<<XSDtopLevelElement>>

UML Construct		Class
Description		Creates an *<xs:element>* construct which acts as a container for *XSDcomplexType* and *XSDsimpleType* Class.
Tagged Values		None
Constraints		An *XSDtopLevelElement* Class can contain either an *XSDsimpleType* or an *XSDcomplexType* as its child Class. When such a Class is present as its child, all its inheritance is ignored. This Class cannot be inherited.

<<XSDtopLevelAttribute>>

UML Construct		Class
Description		Creates an *<xs:attributr>* construct which acts as a container for *XSDsimpleType* Class
Tagged Values	**use:** (optional | required | prohibited)	See the W3C XML Schema recommendation.
Constraints		An *XSDtopLevelAttribute* Class can contain only an *XSDsimpleType* Class as its child Class. When such a Class is present as its child, all its inheritance is ignored. This Class can inherit from only one *XSDsimpleType* Class.

<<XSDunion>>

UML Construct		Class
Description		Creates an *<xs:union>* construct which can act as a container for *XSDsimpleType* Class.
Tagged Values		None
Constraints		An *XSDunion* Class can contain only *XSDsimpleType* as its child Class and can generalize from other *XSDsimpleType* Classes only. All the Classes that this Class generalizes become the members of the attribute *memberTypes*. This Class cannot have any attributes or associations.

<<XSDattributeGroup>>

UML Construct		Class

Description		Creates an *<xsattributeGroup>* construct which can act as a container for a set of elements for stereotype *XSDattribute*.
Tagged Values		None
Constraints		An *XSDattributeGroup* Class can contain only elements of stereotype *XSDattribute* and can be associated only with other *XSDattributeGroup* Classes. Only *XSDcomplexType* Classes can associate with this Class. This Class cannot be inherited.

13.1.1.2 XSD Datatypes Package

When modeling XSD constructs, it is often useful to have the XSD primitive types represented as UML elements. In this way user-defined types, for example, can reference the datatype elements as part of inheritance or association relationships.

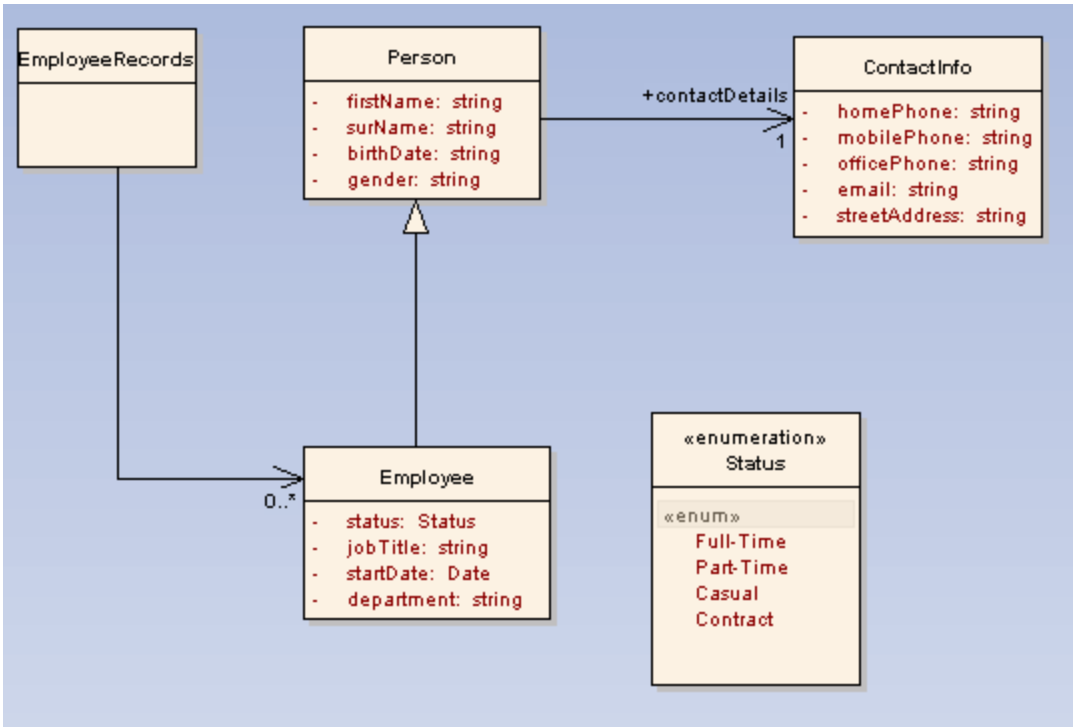
Sparx Systems provides the set of primitive XSD data types as a UML package in the form of an XMI file. Each of the XSD primitive types is represented by a UML Class in a package named *XSDDatatypes*. To import the *XSDDatatypes* package into your model, follow the steps below:

1. Download the *XSDDatatypes* package using the following link: XSDDatatypes Package. The file *XSDDataTypes.xml* is an XMI file.
2. Use Enterprise Architect's XMI import 564 facility, which is available via the **Project | Import/Export | Import Package from XMI** menu option.
3. When the XMI import is complete, you have the UML package named *XSDDatatypes* in your model, from which you can drag and drop the relevant types as required.

13.1.1.3 Abstract XSD models

XML schemas can be modeled using simple, abstract Class models. This can be useful in enabling an architect to start work at a higher level of abstraction, without concern for the implementation details of a schema. Such an abstract model can be refined further using the *XML Schema* 122 pages of the Enterprise Architect UML *Toolbox*, or it can be generated directly by Enterprise Architect's schema generator 925. In this case, a set of default mappings 924 is assumed by the schema generator to convert the abstract model to an XSD file.

The following is a simplified version of the Employee Details example model, which does not use XSD-specific stereotypes or Tagged Values.



The following schema fragment would be generated by Enterprise Architect, given the above model.

```
<?xml version="1.0"?>
<xs:schema xmlns:xs="http://www.w3.org/2001/XMLSchema">
	<xs:simpleType name="Status">
		<xs:restriction base="xs:string">
			<xs:enumeration value="Full-Time"/>
			<xs:enumeration value="Part-Time"/>
			<xs:enumeration value="Casual"/>
			<xs:enumeration value="Contract"/>
		</xs:restriction>
	</xs:simpleType>
	<xs:element name="Person" type="Person"/>
	<xs:complexType name="Person">
		<xs:sequence>
			<xs:element name="firstName" type="xs:string"/>
			<xs:element name="surName" type="xs:string"/>
			<xs:element name="birthDate" type="xs:string"/>
			<xs:element name="gender" type="xs:string"/>
			<xs:element name="contactDetails" type="ContactInfo"/>
		</xs:sequence>
	</xs:complexType>
	<xs:element name="Employee" type="Employee"/>
	<xs:complexType name="Employee">
		<xs:complexContent>
			<xs:extension base="Person">
				<xs:sequence>
					<xs:element name="status" type="Status"/>
					<xs:element name="jobTitle" type="xs:string"/>
					<xs:element name="startDate" type="xs:date"/>
					<xs:element name="department" type="xs:string"/>
				</xs:sequence>
			</xs:extension>
		</xs:complexContent>
	</xs:complexType>
	<xs:element name="EmployeeRecords" type="EmployeeRecords"/>
	<xs:complexType name="EmployeeRecords">
```

```
                <xs:sequence>
                        <xs:element name="Employee" type="Employee" minOccurs="0" maxOccurs="unbounded"/>
                </xs:sequence>
        </xs:complexType>
        <xs:element name="ContactInfo" type="ContactInfo"/>
        <xs:complexType name="ContactInfo">
                <xs:sequence>
                        <xs:element name="homePhone" type="xs:string"/>
                        <xs:element name="mobilePhone" type="xs:string"/>
                        <xs:element name="officePhone" type="xs:string"/>
                        <xs:element name="email" type="xs:string"/>
                        <xs:element name="streetAddress" type="xs:string"/>
                </xs:sequence>
        </xs:complexType>
</xs:schema>
```

13.1.1.3.1 Default UML to XSD Mappings

The following table describes the default mapping of UML to XSD constructs. This set of mappings is useful when defining simple schemas from abstract Class models. The defaults are also assumed by the schema generator when generating unstereotyped elements in an abstract model. The *XML Schema* pages of the Enterprise Architect UML *Toolbox* (and UML Profile for XSD) override these default mappings through the use of stereotypes and Tagged Values.

UML Construct	Default XSD Production Rules
Package	A schema element is generated for the target package. If the target package includes Classes from another package, which has the Tagged Values *targetNamespace* and *targetNamespacePrefix* set, these are included as attributes of the schema element. In addition, an import or include element is created for each referenced package. (An include element is used if the external package shares the same *targetNamespace* Tagged Value as the target package. An import element is used where the targetNamespaces differ).
Class	A root-level element declaration and *complexType* definition are generated. The element name and type are the same as the Class name. An XSD sequence model group is generated to contain UML attributes generated as elements.
Attribute	An element is declared for each Class attribute. The element name is set to that of the UML attribute name. This is prefixed with the Class name to make the element unique. The *minOccurs* and *maxOccurs* attributes are set to reflect the attribute cardinality. ***Note:*** *If left unspecified,* minOccurs *and* maxOccurs *default to* ***1****.* If the attribute refers to another Class, the element declaration is followed a *complexType* definition, which contains a reference to the appropriate *complexType*.
Association	An element is declared for each association owned by a Class. The element name is set to that of the association role. The *minOccurs* and *maxOccurs* reflect the cardinality of the association. ***Note:*** *If the direction of the association is unspecified, the owner is assumed to be the source.*
Generalization (Inheritance)	For single inheritances, an extension element is generated with the base attribute set to the base Classname. The UML attributes of the child Class are then appended to an all model group within the extension element.
<<enumeration>> (stereotype)	A *simpleType* element is declared for the enumeration Class with the name attribute set to the Classname. A restriction element is generated with base set

UML Construct	Default XSD Production Rules
	to string. Each of the Class attributes is appended to the restriction element as XSD enumeration elements with value set to the UML attribute name. Any type specification for the UML attributes is ignored by the schema generator.

13.1.2 Generate XSD

The *Generate XML Schema* feature forward engineers a UML Class model to a W3C XML Schema (XSD) file. An XML schema corresponds to a UML package in Enterprise Architect, therefore XML schema generation is a package-level operation. To generate an XML schema from a package, follow the steps below :

1. In the *Project Browser* window, right-click on the package to be converted to XSD. The context menu displays.
2. Select the **Code Engineering | Generate XML Schema** menu option.
3. In the **Filename** field, set the required output file.
4. In the **Encoding** field, set the required XML encoding.
5. Click on the **Generate** button to generate the schema.
6. The progress of the schema generator is shown in the **Progress** box.

Tip: *The Generate XML Schema dialog can also be accessed from the active diagram by selecting the* **Project | XML Schema | Generate XML Schema** *menu option.*

13.1.3 Import XSD

The **XML Schema Import** facility is used to reverse engineer a W3C XML Schema (XSD) file as a UML Class model. An XSD file is imported into Enterprise Architect as a UML package. To import an XSD file, follow the steps below :

1. In the *Project Browser* window, right-click on the package to contain the imported XSD package. The context menu displays.
2. Select the **Code Engineering | Import XML Schema** menu option. The *Import XML Schema* dialog displays.
3. In the **Filename** field, select the input file.
4. The **Target Package** field automatically defaults to the name of the selected input file. If required, change the name.
5. The **Create Diagram for Target Package** checkbox defaults to selected, to display the imported elements on the diagram. If necessary, deselect the checkbox.
6. Click on the **Import** button to import the schema.
7. The progress of the schema import is shown in the **Progress** status bar.

Tip: *The Import XML Schema dialog can also be accessed for the active diagram by selecting the* **Project | XML Schema | Import XML Schema** *menu option.*

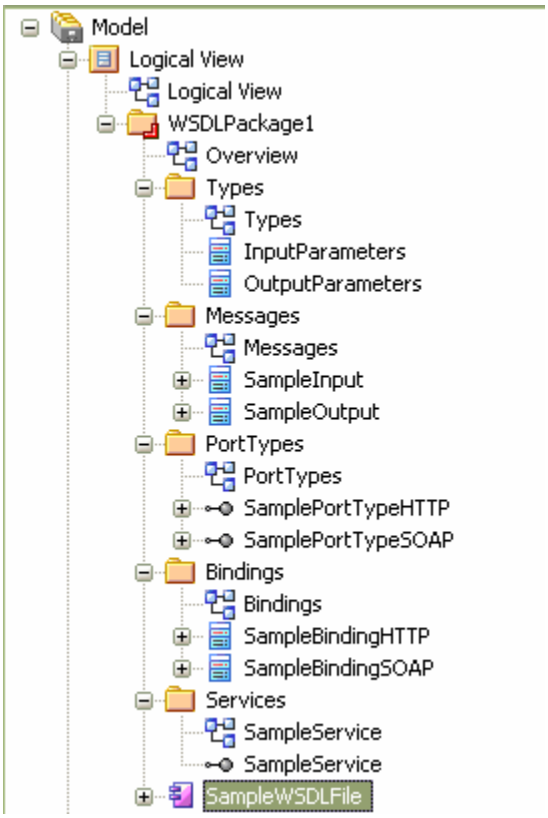
13.2 Web Services (WSDL)

Enterprise Architect supports Forward and Reverse Engineering of the W3C Web Service Definition Language (WSDL). The following topics explain how to use Enterprise Architect to model, generate and import WSDL files.

- Model WSDL 926
- Import WSDL 935
- Generate WSDL 934

13.2.1 Model WSDL

The *WSDL pages* 121 of the Enterprise Architect UML *Toolbox* can be used to conveniently model WSDL documents. WSDL documents are represented as components marked with the stereotype *WSDL*. WSDL documents are contained in a package hierarchy representing the target WSDL namespace and its constituent *XSD Types, Messages, PortTypes, Bindings* and *Services*. The top-level package is stereotyped as a *WSDLnamespace*. The figure below shows a skeletal WSDL namespace package structure:



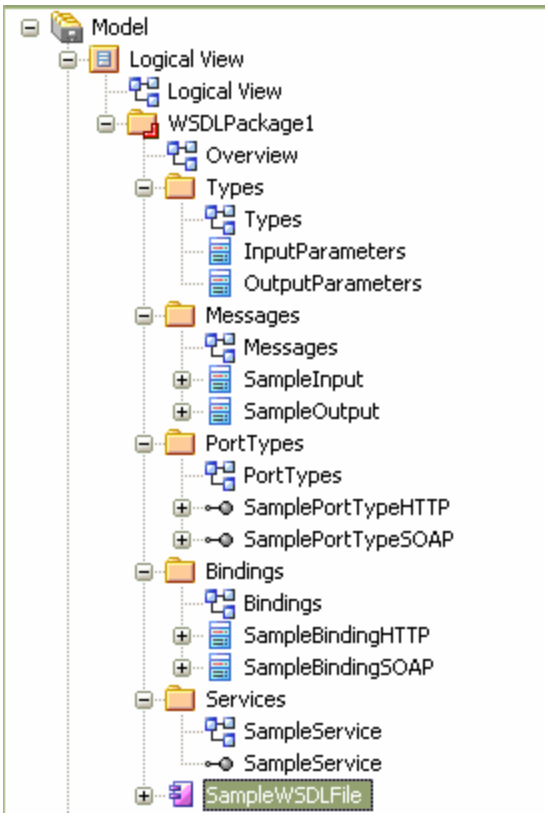
A *WSDLnamespace* package can contain one or more WSDL components. Each WSDL component can be automatically generated to a WSDL file using Enterprise Architect's built in WSDL generator 934. The following topics describe the various WSDL elements supported by Enterprise Architect:

- WSDL Namespace 926
- WSDL Document 928
- WSDL Service 929
- WSDL Port Type 930
- WSDL Message 931
- WSDL Binding 931
- WSDL Port Type Operation 933
- WSDL Message Part 934

13.2.1.1 WSDL Namespace

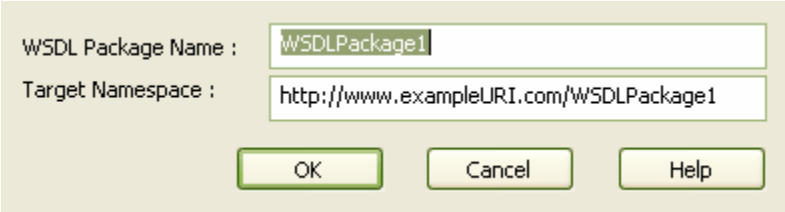
The WSDL namespace in Enterprise Architect represents the top-level container for the WSDL elements, including WSDL documents. Conceptually it maps to the *targetNamespace* in a WSDL definition element. A given WSDL namespace can reuse its schema Types, Messages, Port Types, Bindings and Service across multiple physical WSDL documents.

The figure below shows an example WSDL namespace (*WSDLPackage1*, which has a red margin to the bottom right corner), including a single WSDL document:



To create a new WSDL namespace in your model, follow the steps below.

1. Select the *WSDL* element from the *WSDL Elements* page of the Enterprise Architect UML *Toolbox*.
2. Drag the *Namespace* element from the *Toolbox* onto a diagram. The *WSDL Namespace Properties* dialog displays:



3. Enter a package name and target namespace name. You can edit these values later.
4. Click on the **OK** button to create a package stereotyped as *WSDLnamespace*. This contains the following sub-packages and an Overview diagram to navigate between the sub-packages:
   - **Types**: Contains the XSD types used by the WSDL *Message* elements; this package is modeled as an XML Schema 913
   - **Messages**: Contains the WSDL *Messages*, modeled as UML Classes marked with the stereotype *WSDLmessage*
   - **PortTypes**: Contains the WSDL *Port Types*, modeled as UML interfaces marked with the stereotype *WSDLportType*
   - **Bindings**: Contains the WSDL *Bindings*, modeled as UML Classes that realize the *PortTypes*.

- **Services**: Contains the WSDL *Services,* modeled as UML interfaces with associations to each exposed *Binding*.

5. Use the Overview diagram to navigate between the subpackages, by double-clicking the relevant packages. You can edit the sample WSDL elements created in the previous step, or drag new items from the *WSDL* pages of the *Toolbox* onto the relevant diagrams.

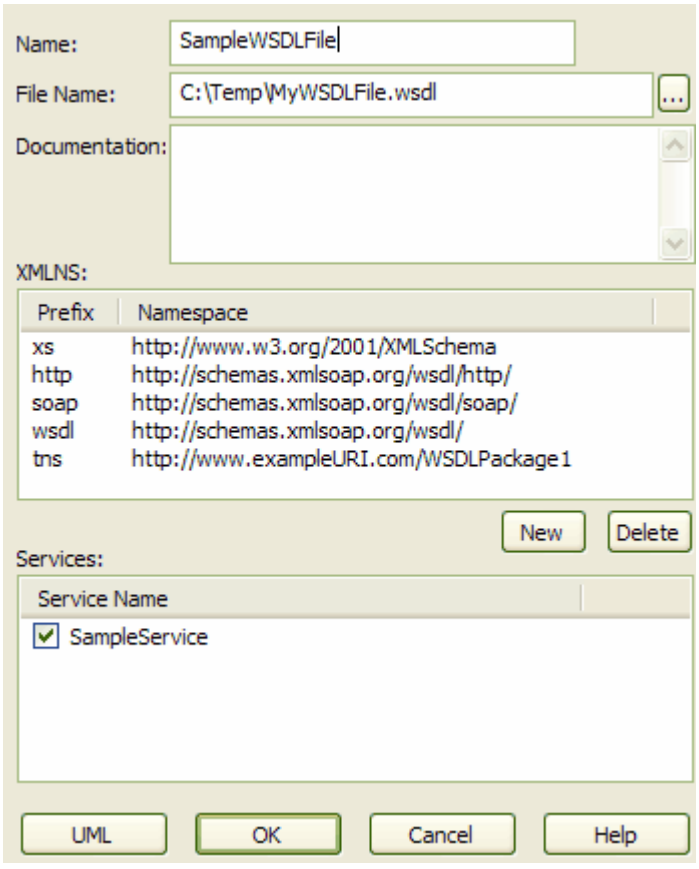
You can edit the WSDL-specific properties of the namespace later by double-clicking the package in the *Project Browser* window. Alternatively, on the *WSDL Namespace Properties* dialog, click on the **UML** button to invoke the standard *Properties* dialog for a package.

13.2.1.2 WSDL Document

WSDL documents are represented in Enterprise Architect by UML components stereotyped as <<*WSDL*>>. These components are modeled as direct child elements of the top-level WSDL namespace package. You can create multiple WSDL documents for a single namespace, thus enabling the services for that namespace to be reused and exposed as required across multiple WSDLs.

To define new WSDL document components for your namespace, follow the steps below:

1. Open the Overview diagram defined for your WSDL namespace package. This also opens the *WSDL* pages of the Enterprise Architect UML *Toolbox*.
2. Drag the *Document* element from the *Common* page of the *Toolbox* onto the Overview diagram. The *WSDL Document Properties* dialog displays.



3. Enter the **Name** and **File Name** for the document.
4. If required, in the *XMLNS* panel specify the XML namespaces used by the document.
5. Select one or more services that should be exposed by this document. The list of available services is

populated from the *Services* package.

6. Click on the **OK** button.

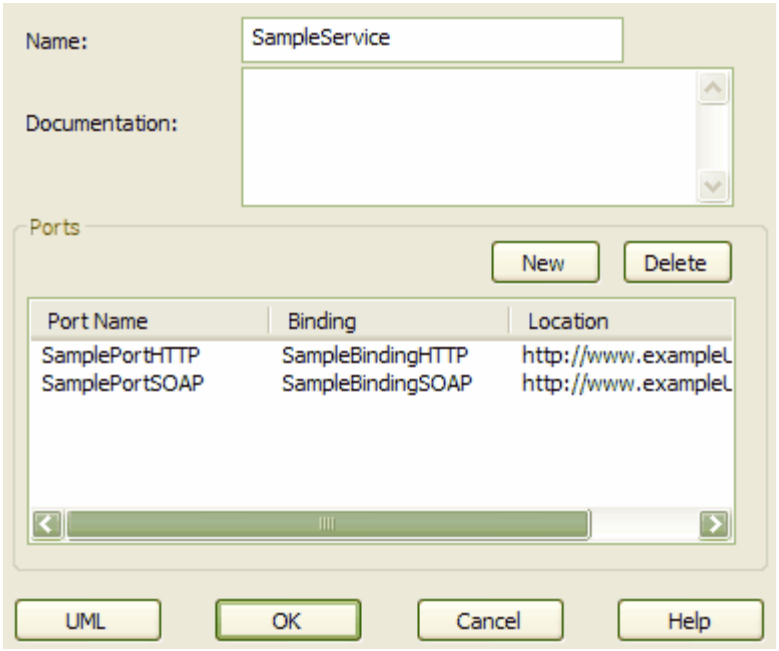
You can edit the WSDL-specific properties of the document later by double-clicking the component in the diagram or the *Project Browser* window. Alternatively, on the *WSDL Document Properties* dialog, click on the **UML** button to invoke the standard *Properties* dialog for a package

13.2.1.3 WSDL Service

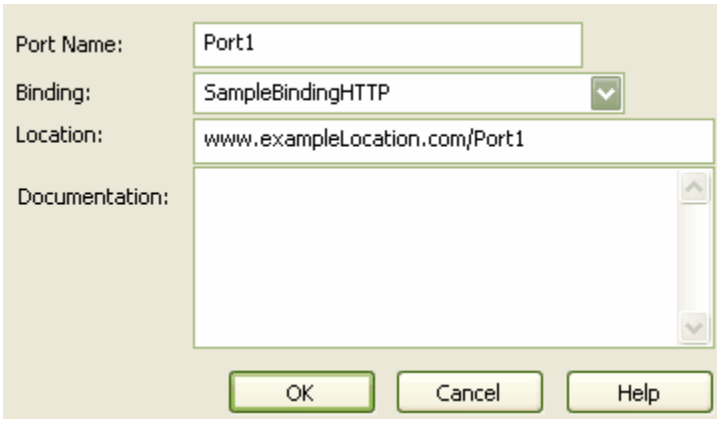
WSDL services are represented in Enterprise Architect by UML interfaces, stereotyped as *WSDLservice*. Services should be defined under the Services packages in the WSDL namespace structure.

To define new *WSDLservice* elements for your namespace, follow the steps below:

1. Open the Overview diagram defined for your WSDL namespace package. This opens the *WSDL* pages in the Enterprise Architect UML *Toolbox*.
2. Drag the *Service* element from the *Toolbox* onto a diagram. The *WSDL Service* dialog displays.



3. In the **Name** field, type the service name.
4. Click on the **New** button to add Service Ports. The *WSDL Port* dialog displays.



5. Enter the **Port Name** and **Location,** and select a **Binding**. The list of Bindings is taken from those defined in the Bindings package.
6. Click on the **OK** button to close the *WSDL Port* dialog. For each Port defined in this way, Enterprise Architect creates an Association relationship between the Service and corresponding Binding element.
7. Click on the **OK** button to close the *WSDL Service* dialog.

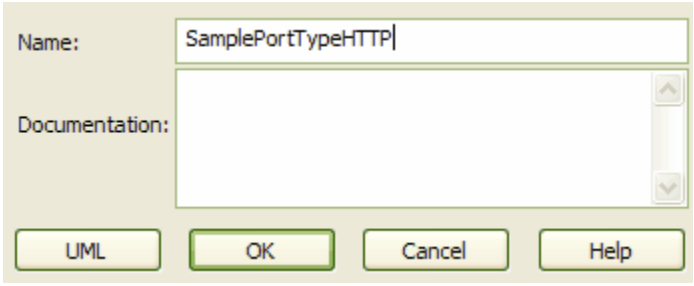
You can edit the WSDL-specific properties of the service later by double-clicking the Service interface in the diagram or *Project Browser* window. Alternatively, click on the **UML** button in the *WSDL Service* dialog to invoke the standard *Properties* dialog for an interface.

13.2.1.4 WSDL Port Type

WSDL Port Types are represented in Enterprise Architect by UML interfaces stereotyped as *WSDLportType*. PortTypes should be defined under the PortTypes packages in the WSDL namespace structure.

To define new WSDLportType elements for your namespace, follow the steps below:

1. Open the PortTypes diagram defined for your WSDL namespace package. The *WSDL* pages of the Enterprise Architect UML *Toolbox* display.
2. Drag the *Port Type* element onto the diagram. The *WSDL PortType* dialog displays.



3. Enter the name for the portType.
4. Click on the **OK** button to close the *WSDL PortType* dialog.
5. Define operations for the portType by dragging the Port Type Operation 933 item from the *WSDL* page of the Enterprise Architect UML *Toolbox* onto the portType interface.

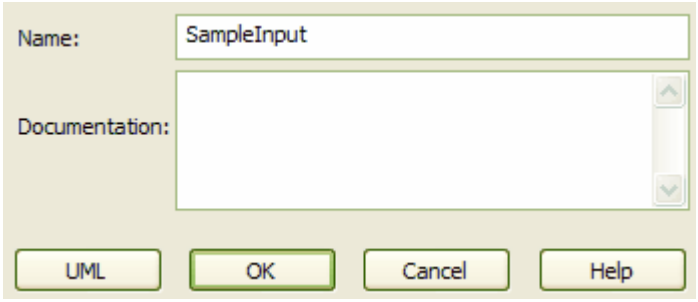
You can edit the WSDL-specific properties of the portType later by double-clicking the interface in the diagram or *Project Browser* window. Alternatively, in the *WSDL PortType* dialog, click on the **UML** button to invoke the standard *Properties* dialog for an interface.

13.2.1.5 WSDL Message

WSDL messages are represented in Enterprise Architect by UML Classes stereotyped as *WSDLmessage*. Messages should be defined under the Messages package in the WSDL namespace structure.

To define new WSDLmessage elements for your namespace, follow the steps below:

1. Open the *Messages* diagram defined for your WSDL namespace package. The *WSDL* pages of the Enterprise Architect UML *Toolbox* display.
2. Drag the *Message* element onto the diagram. The *WSDL Message* dialog displays.



3. Enter the **Name** for the message.
4. Click on the **OK** button to close the *WSDL Message* dialog.
5. You can define parts for the message by dragging the *Message Part* 934 element from the *WSDL Elements* page of the Enterprise Architect UML *Toolbox* onto the Message element.

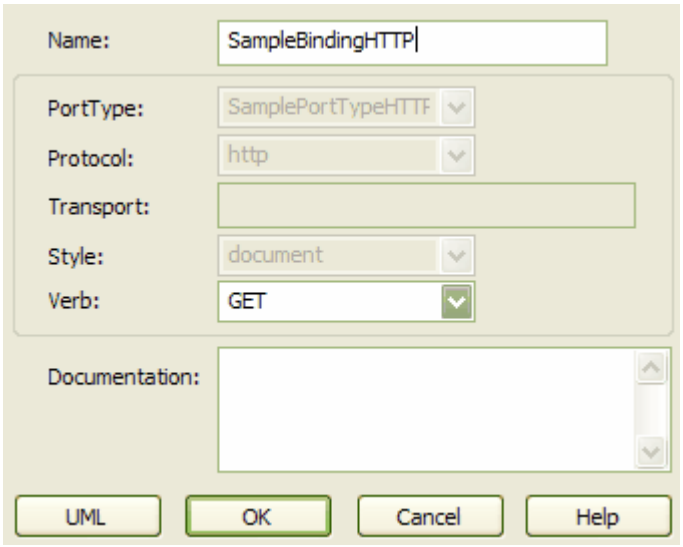
You can edit the WSDL-specific properties of the message later by double-clicking the Message element in the diagram or *Project Browser* window. Alternatively, on the *WSDL Message* dialog, click on the **UML** button to invoke the standard *Properties* dialog for a Class.

13.2.1.6 WSDL Binding

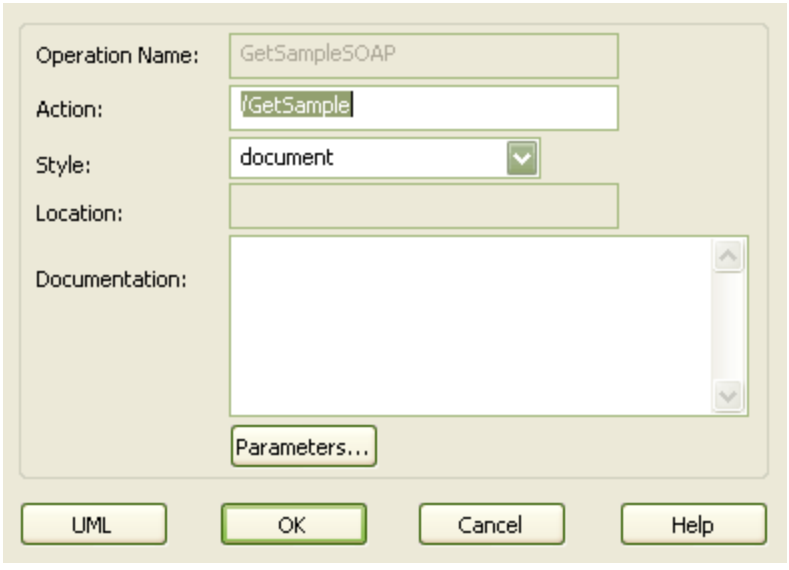
WSDL bindings are represented in Enterprise Architect by UML Classes stereotyped as *WSDLbinding*. Bindings should be defined under the Bindings package in the WSDL namespace structure. Each *WSDLbinding* Class implements the operations specified by a particular *WSDLportType* interface. Therefore, *WSDLportTypes* should be defined before creating *WSDLbindings*.

To define new *WSDLbinding* elements for your namespace, follow the steps below:

1. Open the Bindings diagram defined for your WSDL namespace package. The *WSDL* pages of the Enterprise Architect UML *Toolbox* display.
2. Drag the *Binding* element onto the diagram. The *WSDL Binding* dialog displays.



3. Enter a **Name** for the Binding.
4. Select the **PortType** for the Binding; the drop-down list of PortTypes is taken from those defined in the PortTypes package.
5. Select the **Protocol** for the Binding, either **http** or **soap**.
6. For SOAP Bindings, enter the **Transport** URL and select the **Style**. For http Bindings, select the **Verb**.
7. Click on the **OK** button to close the *WSDL Binding* dialog and create the binding. A *realization* connector is created between the binding and the corresponding *Port Type* interface.
8. To specify the Binding operations, select and double-click on an Operation in the Binding element. The *WSDL Binding Operation Details* dialog displays.



9. Enter the Binding Operation details.
10. Click on the **Parameters** button. The *WSDL Binding Operation Parameters* dialog displays. For each of the input, output and faults, click on the **Details** button and enter the details.
11. Click on the **OK** button on each of the *WSDL Binding Parameter Details*, *WSDL Binding Operation Parameters* and *WSDL Binding Operation Details* dialogs to close them.

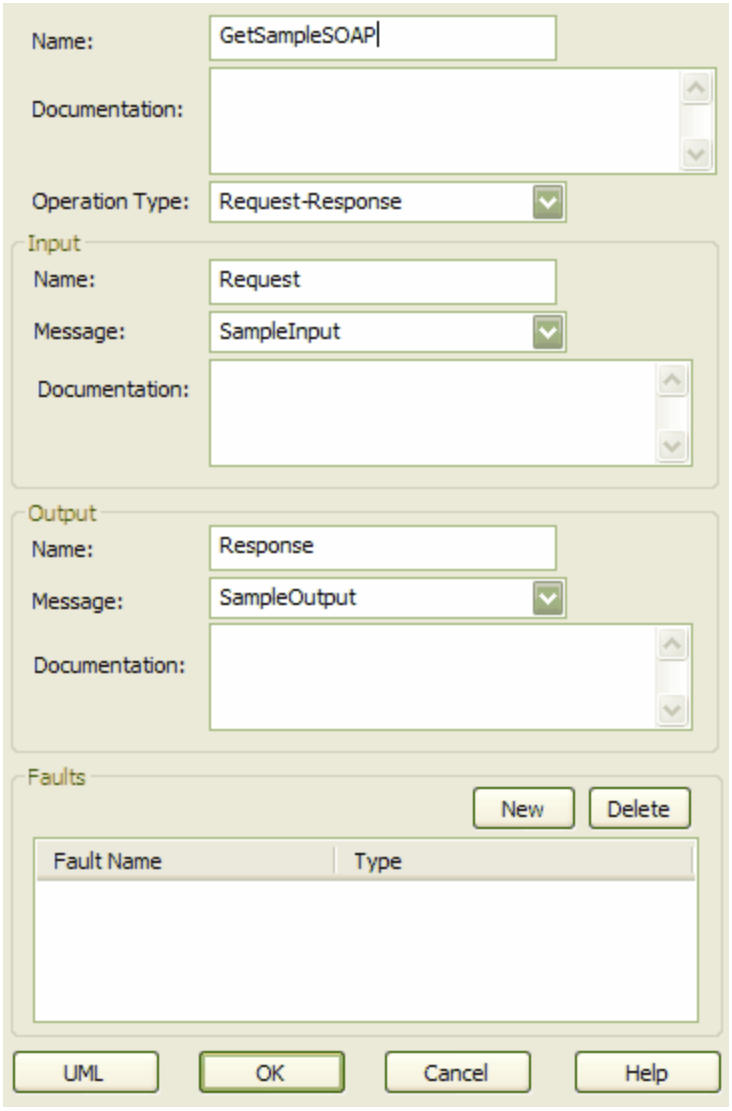
You can edit the WSDL-specific properties of the binding later by double-clicking the binding Class in the diagram or *Project Browser* window. Alternatively, on the *WSDL Binding* dialog, click on the **UML**button to invoke the standard *Properties* dialog for a Class.

13.2.1.7 WSDL Port Type Operation

WSDL portType operations are represented in Enterprise Architect by operations defined as part of a WSDLportType interface (see the WSDL Port Type 930 topic).

To add portType operations to your WSDLportType interfaces, follow the steps below.

1. Open the PortTypes diagram defined for your WSDL namespace package. The *WSDL* pages of the Enterprise Architect UML *Toolbox* display.
2. Drag the *PortType Operation* item onto a WSDLPortType stereotyped interface. The *WSDL PortType Operation* dialog displays.



3. Enter the **name** for the operation.
4. Select the **Operation Type**.

5. Enter the **Input**, **Output** and **Fault** details for the operation. The **Message** drop-down list is taken from the WSDLmessage elements defined under the Messages package.
6. Click on the **OK** button to close the *WSDL PortType Operation* dialog and create the operation.

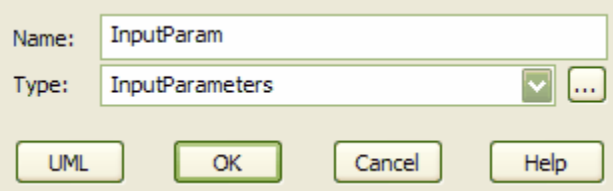
You can edit the WSDL-specific properties of the portType operation later by double-clicking the operation in the diagram or *Project Browser* window. Alternatively, on the *WSDL PortType Operation* dialog, click on the **UML** button to invoke the standard *Properties* dialog for an operation.

13.2.1.8 WSDL Message Part

WSDL message parts are represented in Enterprise Architect by UML attributes defined as part of a WSDLmessage Class (see the WSDL Message 931 topic).

To add message parts to your WSDLmessage Classes, follow the steps below:

1. Open the PortTypes diagram defined for your WSDL namespace package. The *WSDL* pages of the Enterprise Architect UML *Toolbox* display.
2. Drag the *Message Part* element onto a WSDLmessage stereotyped Class. The *WSDL Message Part* dialog displays.



3. Enter a **Name** and **Type** for the message part. The type should be selected the from the drop-down list of primitive XSD types or selected from the types defined under the Types package.
4. Click on the **OK** button.

You can edit the WSDL-specific properties of the message part later by double-clicking the attribute in the diagram or *Project Browser* window. Alternatively, on the *WSDL Message Part* dialog, click on the **UML** button to invoke the standard *Properties* dialog for an attribute.

13.2.2 Generate WSDL

The *Generate WSDL* feature forward engineers a UML model to a Web Service Definition Language (WSDL) file. The Generate WSDL feature acts on a package stereotyped with *WSDLnamespace*. It is used to generate any or all of the WSDL stereotyped components owned by the target *WSDLnamespace* structure. To generate one or more WSDL files from a WSDLnamespace, follow the steps below:

1. In the *Project Browser* window, right-click on the target *WSDLnamespace* package to display the context menu.
2. Select the **Code Engineering | Generate WSDL** menu option.
3. For each WSDL component, set the required output file using the *Target File* column.
4. Using the **Encoding** field, set the required XML encoding.
5. Click on the **Generate** button to generate the WSDL files.
6. The progress of the WSDL generator is shown in the **Progress** edit box.

Tip: *The Generate WSDL dialog can also be accessed from the active diagram by selecting the* **Project | Generate WSDL** *menu option.*

13.2.3 Import WSDL

The WSDL Import facility is used to reverse engineer WSDL files as UML Class models. To import a WSDL file, follow the steps below :

1. In the *Project Browser* window, right-click on the package to contain the imported WSDL package. The context menu displays.
2. Select the **Code Engineering | Import WSDL** menu option.
3. In the **Filename** field, select the input file.
4. The **Target Package** field is automatically set to the name of the selected input file. If required, change this name.
5. Click on the **Import** button to import the schema.
6. The progress of the WSDL import is shown in the *Progress* status bar.

Part 14

14 Creating Documents

Documentation is essential to realizing the full benefit of Enterprise Architect. Enterprise Architect provides a powerful mechanism for generating high quality, customized documentation directly from your model, in either RTF or HTML format.

There are many ways to specify the Enterprise Architect content being documented. You can:

- Document a package and/or its child packages by manually highlighting the package and selecting a documentation control
- Specify embedded packages for exclusion 978 if child packages are recursively documented
- Link a package to an RTF document template to simplify generating consistent types of documentation (eg. Use Case Reports) using the Documents feature 978
- Select, group and order packages together in different manner from the *Project Browser* window by creating 'Virtual' Documents 999.

RTF Documentation

Rich text reports are documents produced by Enterprise Architect in Rich Text Format (RTF). RTF formatting can be modified directly with RTF Style templates to alter the look and feel of generated output. Using MS Word you can further enhance the separate RTF documents output from the model by connecting and interweaving them into a linked master document with headers, footers and contents list.

Enterprise Architect has a fully-featured RTF Document Generator that features

- Powerful WYSIWYG RTF style template editor support
- An easy-to-use document generator
- An embedded RTF viewer that enables you to view RTF documents generated by Enterprise Architect within Enterprise Architect.

For further information, see:

- RTF Documents 937
- Use MS Word. 981

HTML Documentation

Enterprise Architect provides automated web-based publishing of models, making it very simple to explore very large models efficiently on-line. Enterprise Architect enables the export of an entire model or a single branch of the model to HTML Web pages. You can also create web style templates to customize the HTML output.

For further information, see the HTML Reports 994 topic.

14.1 RTF Documents

Rich Text Format Documentation

Rich text reports are documents produced by Enterprise Architect in Rich Text Format (RTF), a format common to many word processors. In particular it is targeted at Microsoft Word™, which enables you to link together a number of rich text documents into a single master document 981.

Typically you create a Word master document, then some Enterprise Architect RTF reports. You link the reports back into sub-sections of the master document, and refresh them as required during project development. In this way the project document becomes an easily-managed and feature-rich work product.

You can also populate a Word document from specific *sections* of reports, based on bookmarks 982. For example, a Word document might have a section for a small part of your component model. Using bookmarks you can generate a full component model, and then link into just one section of the report. This way you can maintain a complex Word document from parts of Enterprise Architect reports. The RTF Generator performs one pass for one template, but using a Word master document and Enterprise Architect bookmarks enables

you to incorporate material from several RTF documents with different formats based on different templates.

By adding tables of contents, figure tables, sections, and headers and footers, you can manage a complex document with relative ease. Simply update the Enterprise Architect RTF reports then refresh the links in MS Word.

You can also maintain complex documents by creating *virtual documents* 999 in Enterprise Architect, setting up a document object (a *Class* element of stereotype *Model Document*) and linking packages into the document, in whatever order or combination is most appropriate to your requirements. You can select packages from different areas of the model, arrange them in any order, and edit or delete the packages. The virtual document automatically incorporates the changes.

The RTF Generator

Enterprise Architect has an enhanced RTF Document Generator that features:

- Powerful WYSIWYG RTF style template editor support, enabling:
  - Headers and Footers
  - Images
  - Indexes
  - Tabular Sections
  - Nested Sections
  - All model elements, connectors, diagrams and their properties
  - Template import and export using XML
  - Basic templates supplied for customization.
- A document generator that:
  - Provides simplified options
  - Generates complex documents based on RTF templates.
- An embedded RTF viewer that you use to view RTF documents generated in Enterprise Architect directly within Enterprise Architect.

More Information

A tutorial on using the RTF Generator and creating RTF documentation is provided on the Sparx Systems website. Click on the following link:

http://www.sparxsystems.com/resources/whitepapers/

For more information, see:

- Generate RTF Documents 938
- Generate RTF Documentation Dialog 939
- RTF Document Options 944
- RTF Templates Dialog 945

See Also

- Using MS Word 981
- Other Documents 990
- Custom Language Settings 979

14.1.1 Generate RTF Documents

Creating a Rich Text Format (RTF) document is a simple and flexible process. An RTF document is based on a package or an element in your project (more usually a package). To produce a document, you must select the package or element to report on in the *Project Browser* window or *Element List* or *Model Search*.

Tip: *Reports can be configured to include all packages within a parent package, or just the top level.*

When you have selected your package, use the context menu to open the *Generate RTF Documentation* dialog and configure the details of your document. The next topic guides you through creating a rich text report.

Open the Generate RTF Documentation Dialog

Use one of the following methods:

- In the *Project Browser* window, right-click on the required package and, on the context menu, select the **Documentation | Rich Text Format (RTF) Report** menu option
- Select the **Project | Documentation | Rich Text Format (RTF) Report** menu option
- Press **[F8]**
- Click on a specific element in a diagram, and select the **Element | Rich Text Format (RTF) Report** menu option
- In the *Element List* or *Model Search*, select one or more items, right-click and, from the context menu, select either the **RTF Report | Generate report for each selected object** option or the **RTF Report | Generate one report for all selected** option.

See the Generate RTF Documentation Dialog 939 and related topics for more information.

Quick Start

To generate an RTF report right now, follow the steps below:

1. Open the *EAExample* project.
2. Open the *QA Model* package and right-click on the *Testing* package .
3. Select the **Documentation | Rich Text Format (RTF) Report** context menu option. The *Generate RTF Documentation* dialog displays.
4. In the **Output to file** field, select a convenient file location in which to hold the generated report.
5. In the **Use Template** field, click on the drop-down arrow and select **(basic template)**.
6. Click on the **Generate** button.
7. When the report has been generated, click on the **View** button.

Generate RTF Report From Element List or Model Search

When you select to create an RTF Report from the *Element List* 137 or *Model Search* tools, you can generate an element-level report rather than a package-level report, and you have additional flexibility in selecting:

- The type of element to report on
- The specific elements to report on, together or separately, whether in the same package or not.

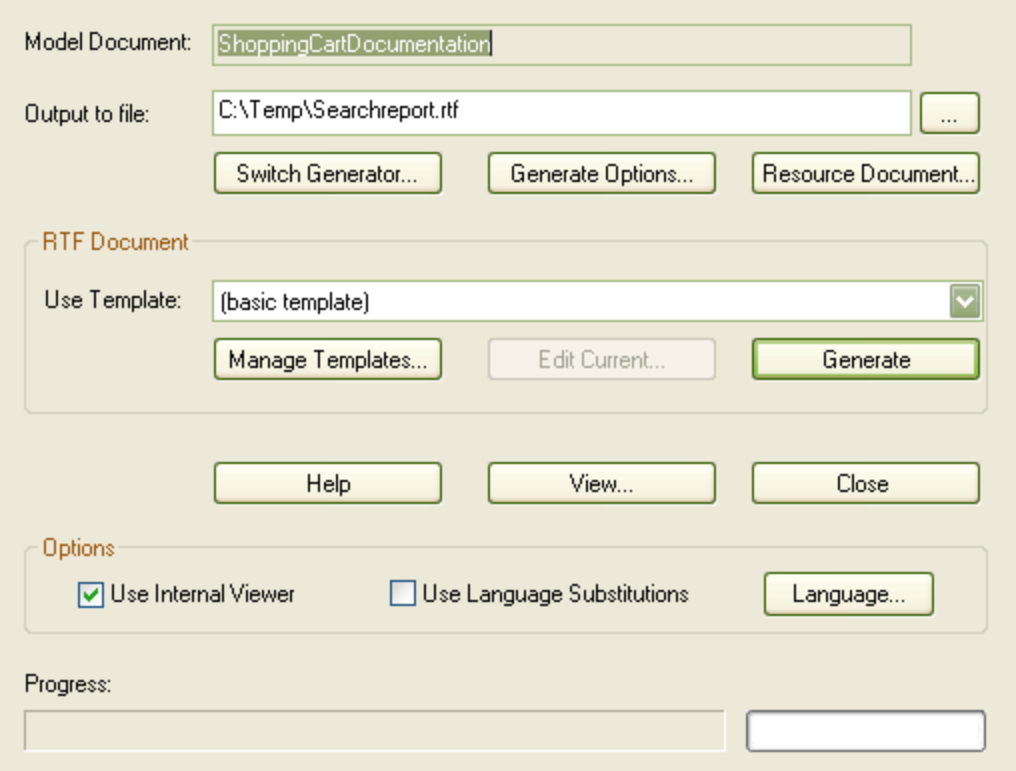
For example, you might want to find all elements with test cases, with the intention of reporting on some or possibly all such elements. With the *Element List*, you would identify these elements yourself within the list of all elements in a selected package, but with the *Model Search* 139 you could specifically identify the elements across a section of the model or across the whole model, as required. The search filtering could be for specific test cases; however, the results are by element so if there are test cases outside the range in any element that has a filtered test, these elements are listed as well.

Having generated the list of elements, you can select individual elements, blocks of elements, or all elements, and then (as above) use the context menu to generate a report on all of the elements, or separate reports on each element.

14.1.1.1 Generate RTF Documentation Dialog

Note: *For an introduction to generating RTF documentation, see RTF Documents* 937.

The *Generate RTF Documentation* dialog enables you to set the exact contents and look and feel of your report.



Dialog Options

The dialog has the following fields:

Field	Description
Model Document **Root Element** **Root Package**	Displays the name of the element selected from the *Project Browser* window, *Element List* or *Model Search*. If this is the specially-created model document element for a Virtual Document, the field is **Model Document**. Otherwise, this field identifies the selected element of the hierarchy to be reported on; i.e. the **Root Element** or **Root Package**.
Output to file	Type or select the location and filename for the generated documentation. The **[...]** (Browse) button enables you to navigate to the location.
Use Template	Type or select the name of the RTF template to apply to document generation.
Use Internal Viewer	Select this checkbox to enable the **View** button to launch the generated RTF Documentation in the Enterprise Architect internal viewer. Deselect to enable the **View** button to launch the generated RTF Documentation in the MS Windows default RTF file viewer.
Use Language Substitutions	Select this checkbox to switch custom language word substitutions on. Deselect to switch custom language word substitutions off.

The dialog has the following function buttons:

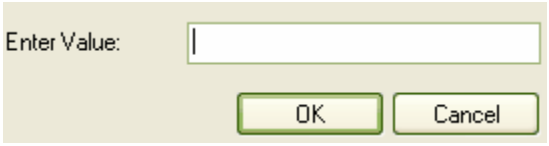
Button	Click on this button to:
Switch Generator	Switch from this *Generate RTF Documentation* dialog (the Enhanced Template Driven Generator) to the *Rich Text Format Report* dialog (Legacy Generator). ***Note:*** *This button is not available if you displayed the dialog from the Element List or Model Search.*
Generate Options	Open the RTF Document Options 944 dialog.
Resource Document 941	Save the current options as a document definition.
Manage Templates	Open the RTF Templates dialog 945.
Edit Current	Edit the currently-named template using the RTF Style Template Editor 946.
Generate	Generate the document.
Help	Open the Help page.
View	Launch the generated RTF Documentation in the MS Windows default RTF file viewer, or in the Enterprise Architect internal viewer if you have selected the **Use Internal Viewer** checkbox.
Close	Close this dialog.
Language	Display the Word Substitution 943 dialog. This enables you to define translations of technical terms from English into any other language, for direct substitution into RTF documents.

14.1.1.2 Resource Documents

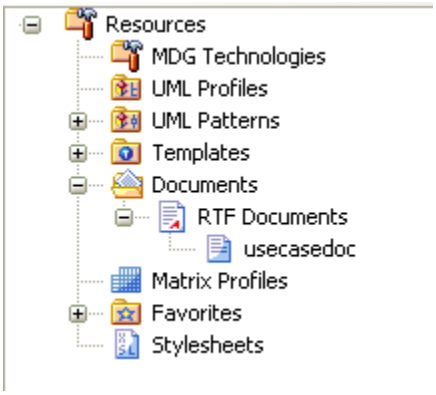
The *Resource Document* feature enables a particular documentation configuration to be 'remembered', linking the loaded template within the *Generate RTF Documentation* dialog to the current highlighted package. If a particular template is always used with a specific package, and multiple cases of documentation exist to be propagated, saving these as Resource Documents can ease document generation later.

To create and use Resource Documents, follow the steps below:

1. Open the Create a Rich Text Document dialog. 938
2. Click on the **Resource Document** button. The *Save current as document definition* dialog displays:



3. In the **Enter Value** field, type a name for the document and click on the **OK** button. The document is added to the *Resources* window for easy future access (as for the *usecasedoc* entry in the illustration below).



4. To generate documentation from the *Resources* window, right-click on the required document. The context menu displays.
5. Select the required option.

The context menu options are:

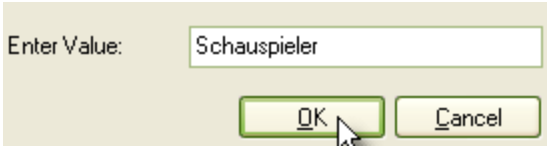
- **Open Document** - Opens the corresponding .RTF file, as specified by the RTF template *Filename* property
- **Generate Document** - Opens the *Generate RTF Documentation* dialog, loaded with the specified template
- **Auto Generate Document** - Generates documentation, with the document located at the path specified by the template's *Filename* property
- **Delete Document** - Removes the specified document.

14.1.1.3 Word Substitution

The *Word Substitution* dialog enables you to define translations of technical terms, in particular field names used in Enterprise Architect, into languages other than English for direct substitution into RTF documentation.

To add a translation for a term:

1. Double-click on the term in the **English** column in the *Word Substitution List*; the **Enter Value** field displays.

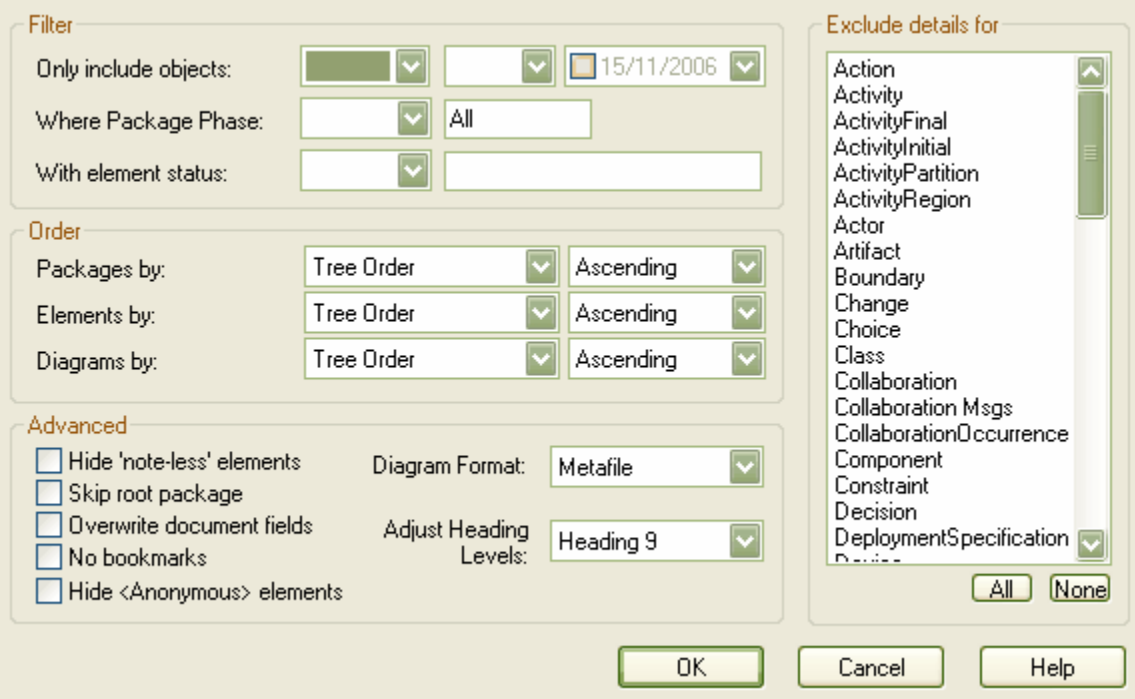


2. Type the foreign language translation in the **Enter Value** field, and click on the **OK** button.

14.1.2 Document Options

The RTF *Document Options* dialog enables you to set the filter and order the elements. You can open this dialog from two different places; the start point affects the persistence of options selected:

1. If you open this dialog by clicking on the **Generate Options** button on the Generate RTF Documentation 939 dialog, you can create filtering settings for the current document set to be run. Selections are non-persistent, and are reset when you select a different template.
2. If you open this dialog by clicking on the **File | Document Options** 955 menu option on the RTF Style Template Editor 946 dialog, settings made here are saved with the template as the default settings for any run of this report.



The RTF *Document Options* dialog has the following fields:

Field	Description
Only include objects	Enables you to filter elements according to date created or modified.
Where Package Phase	Enables you to filter elements according to the value of the **Package Phase** field.
With element status	Enables you to filter elements according to status.
Packages by	Orders packages in the generated documentation in either ascending or descending order of Name, Tree Order, Modified Date or Created date.
Elements by	Orders elements in the generated documentation in either ascending or descending order of Name, Tree Order, Modified Date or Created date.
Diagrams by	Orders diagrams in the generated documentation in either ascending or descending order of Name, Tree Order, Modified Date or Created date.
Hide 'note-less' elements	Excludes all elements without notes from the documentation.

Field	Description
Diagram Format	Sets the diagram format for the images included within the documentation to either Metafile or Bitmap.
Skip root package	Excludes the parent package from the documentation and includes only the child packages.
Overwrite document fields	When this option is unchecked, fields defined in a document section are generated with the appropriate values populated in these fields. Selecting the option replaces the fields with actual text.
No bookmarks	Stops RTF bookmarks being inserted into the generated document.
Hide <Anonymous> elements	Select the checkbox to hide anonymous elements in the documentation.
Adjust Heading Levels	Enables the RTF Generator to automatically adjust template headings based on the model depth.
Exclude details for	Excludes all elements of the selected type or types to be excluded from the generated document.

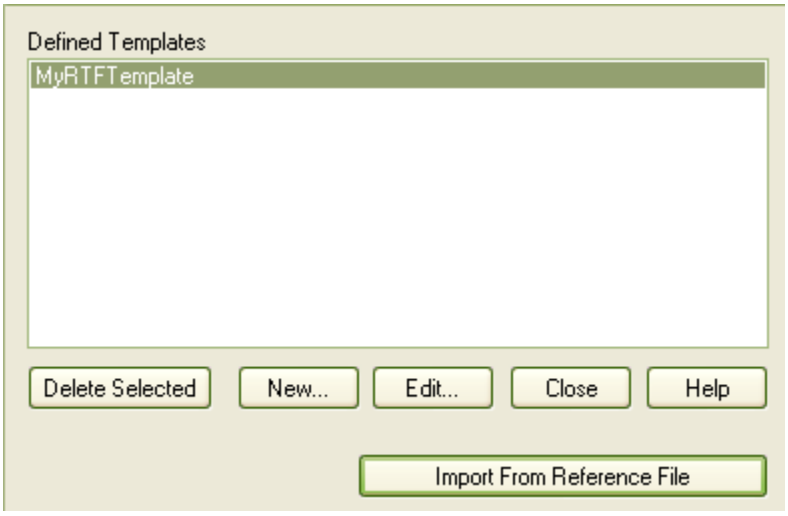
Click on the **OK** button to save your changes.

14.1.3 RTF Templates Dialog

The *RTF Templates* dialog enables you to create, edit and delete RTF style templates. You can also import RTF templates saved as XML files.

In the Corporate edition of Enterprise Architect, if security is switched on, you must have *Configure Resources* access permission to create RTF templates.

To open the *RTF Templates* dialog, click on the **Manage Templates** button on the Generate RTF Documentation 939 dialog.



The dialog has the following functions:

To	Action
Delete a template	Click on the template name and click on the **Delete Selected** button.
Create a new template	Click on the **New** button. The new template can be based on an existing template or you can start with a blank template. To make it easier to get up and running, Enterprise Architect provides a basic template with default settings on which you can base new templates. Modify the template as required, using the *RTF Style Template Editor* 946
Open the *RTF Style Template Editor* 946	Click on the template name and click on the **Edit** button. The *<template name>* screen displays, presenting the facilities of the *RTF Style Template Editor*.
Close this dialog	Click on the **Close** button.
Import RTF Templates saved to XML files using the **Tools | Export Reference Data** 658 menu option	1. Click on the **Import From Reference File** button. 2. On the *Import Reference Data* dialog, click on the **Select File** button and browse for and select the required file. 3. In the *Select Datasets to Import* panel, click on the required datasets. 4. Click on the **Import** button to import the template. The imported template displays in the *Defined Templates* list on the *RTF Templates* dialog.

Note: *There are two methods of exporting and importing RTF templates out of and into models:*

- *If the template is in a batch file, export it using the* **Tools \| Export Reference Data** *menu option and import it using the RTF Templates dialog, as above.*
- *If the template is a one-off copy, use the RTF Template Editor* **File** 955 *menu options,* **Export** *and* **Import**.

14.1.3.1 RTF Style Template Editor

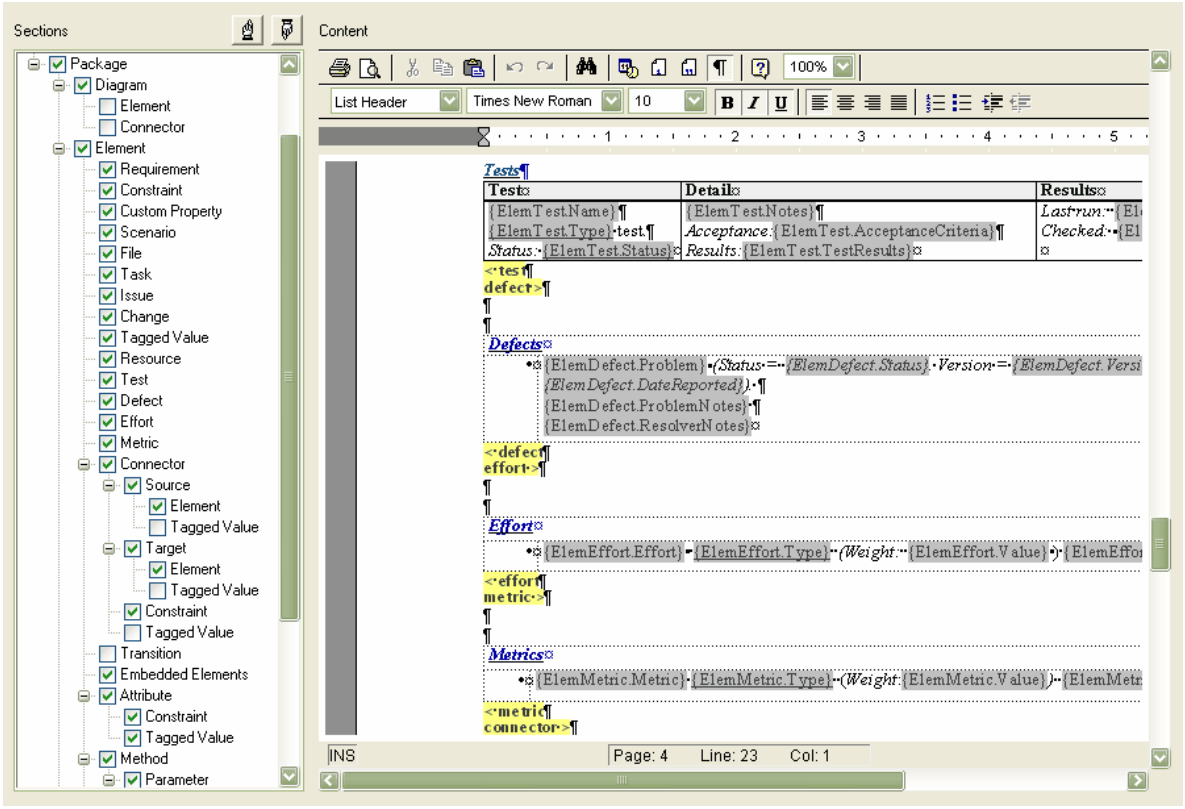
The *RTF Style Editor* enables you to create and edit custom RTF templates to define output RTF documentation associated with various sections of the *RTF Report* facility in Enterprise Architect. You typically use this facility to customize the look and feel of a report for your company or client. You access the *RTF Style Editor* by either:

- Selecting to edit the current template on the *Generate RTF Documentation* dialog, or
- Selecting to edit a style template on the *RTF Templates* dialog.

You select particular model elements and specify, from the element type, the fields to include in the generated document. You can define formatting styles in the *RTF Style Template Editor*, and add a range of items such as tables of contents or headers to the document.

For information regarding specific commands to alter the format of the RTF documentation, see the entries under the RTF Style Template Editor Commands 953 topic.

Note: *You can transport these RTF templates between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*



14.1.3.2 Select Model Elements for Documentation

To select model elements for documentation using the *RTF Style Template Editor*:

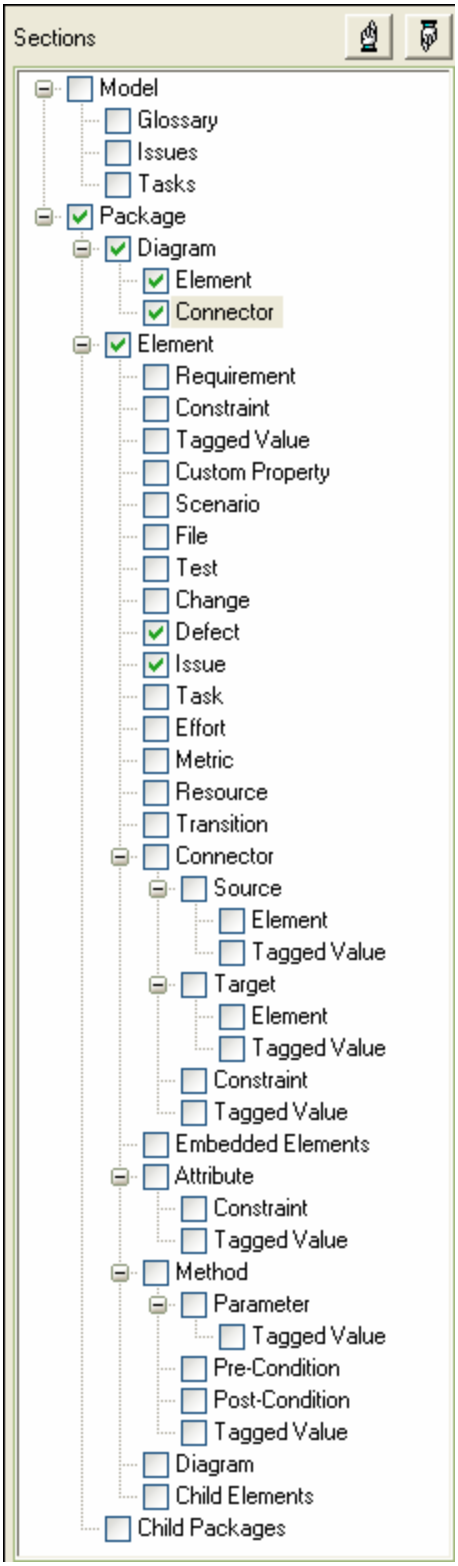
1. Expand the *Sections* tree on the *<template name>* screen .
2. Select the checkbox next to the element's name; the element name is then displayed as a section tag in the *Content* panel.

The position of the section tags within the *Sections* tree determines the position of the model element in the *Content* panel. For encapsulated elements, selecting a child element automatically selects the parent also.

To move a model element to a different position in the documentation template:

1. Select the element.
2. Click on  and  to move the element up and down the *Content* panel.

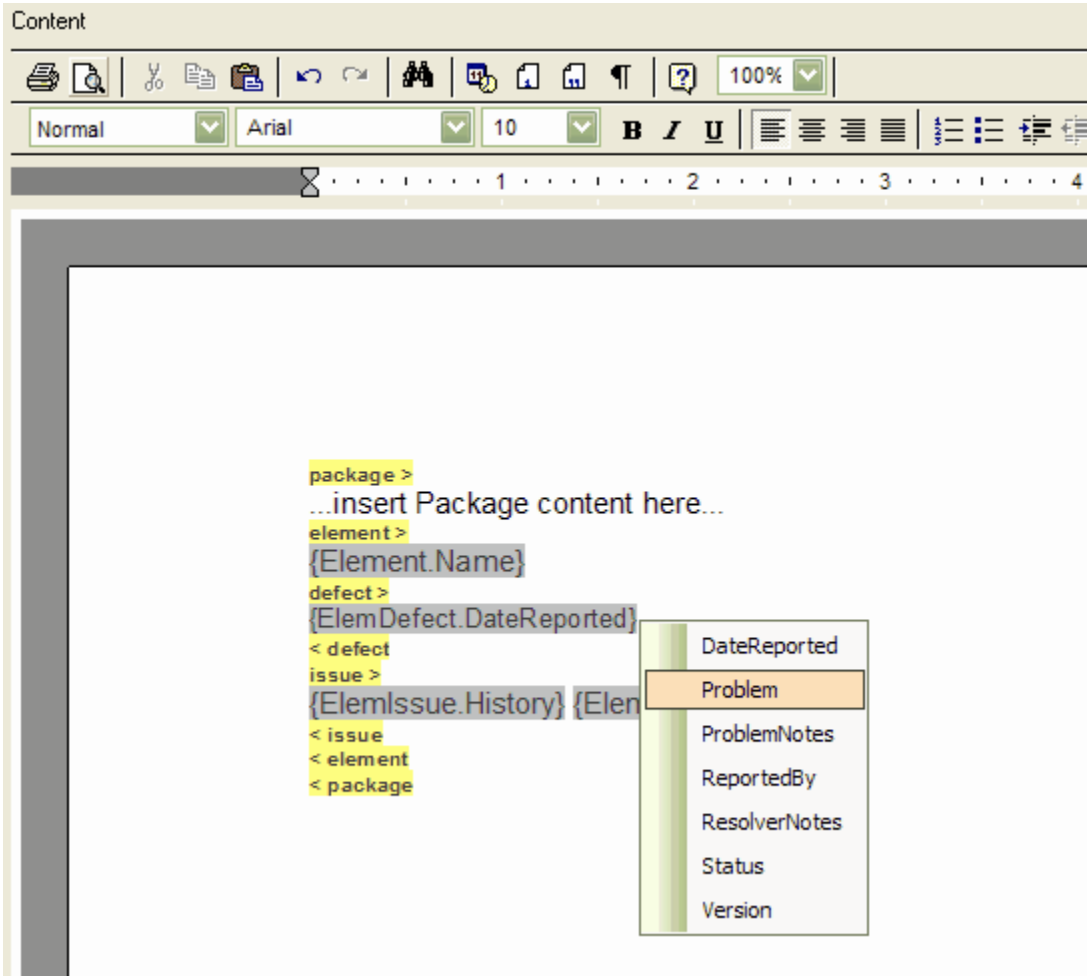
For example, the section tag for **Diagram | Element** is displayed in the *Content* panel above the section tag for **Diagram | Connector**.



14.1.3.3 RTF Style Template Editor - Add Content

The RTF Style Template Editor uses tags to arrange the content layout of the documentation. To insert a model element tag, use the *Sections* 947 panel of the *RTF Style Template Editor*. When a selection has been made, model element tags are inserted into the Content section of the Editor. The yellow highlighted model element names specify the beginning of a tag, which is represented by *sectionname* **>**, and the end of the model element is shown as **<** *sectionname*.

To add model element content, right-click in the area between Tag Heading and Tag End. This displays a model element 'type'-sensitive list of element fields that can be added to the RTF Documentation. Any additional information entered between the document tags is included in the generated RTF Documentation.



14.1.3.4 RTF Style Template Editor Tabular Sections

The *RTF Style Template Editor* supports rendering a section as a table. This topic describes how to render Document Sections in a tabular format. A tabular section is defined as a table containing any number of columns, but with only *two* rows. The first row is used to describe the headings of the columns. The second row defines the output, which is then rendered iteratively for every occurrence of the section in question.

Example tabular section:


model >

Model Glossary

glossary >

Term	Type	Meaning
{ModelGlossary.Term}	{ModelGlossary.Type}	{ModelGlossary.Meaning}

< glossary
< model

In this example the *Model->Glossary* section is defined as a tabular section. This renders the following document output:

Model Glossary

Term	Type	Meaning
Accounting Periods	Business	A defined period of time whereby performance reports may be extracted. (normally 4 week periods).
Association	Technical	A relationship between two or more entities. Implies a connection of some type - for example one entity uses the services of another, or one entity is connected to another over a network link.
Class	Technical	A logical entity encapsulating data and behaviour. A class is a template for an object - the class is the design, the object the runtime instance.
Component Model	Technical	The component model provides a detailed view of the various hardware and software components that make up the proposed system. It shows both where these components reside and how they inter-relate with other components. Component requirements detail what responsibilities a component has to supply functionality or behavior within the system.
Customer	Business	A person or a company that requests An entity to transport goods on their behalf.
Deployment Architecture	Technical	A view of the proposed hardware that will make up the new system, together with the physical components that will execute on that hardware. Includes specifications for machine, operating system, network links, backup units &etc.
Deployment Model	Technical	A model of the system as it will be physically deployed

14.1.3.5 RTF Style Template Editor Child Sections

Rendering Child Sections

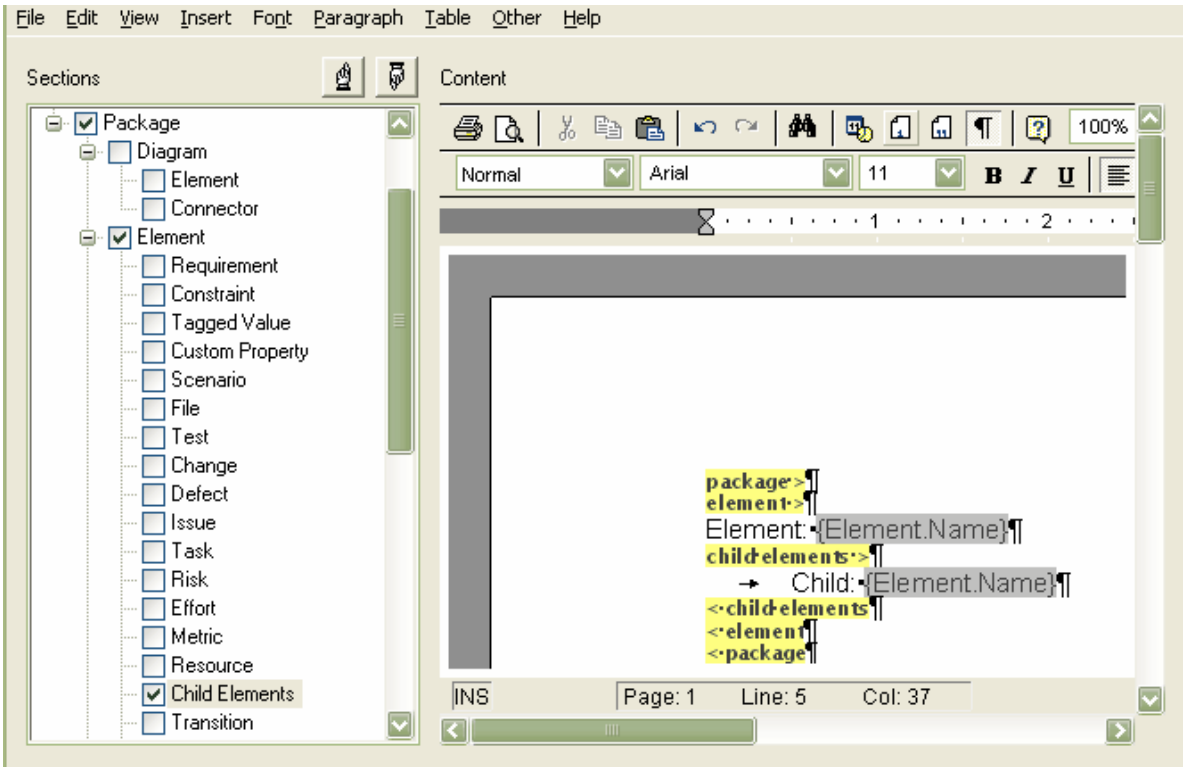
Child sections can be rendered in RTF documentation using one of the following two methods:

1. Render model elements directly into the RTF as defined by the section's content and fields.
2. Render indirectly to the RTF by using a parent section to describe the content.

The second option occurs as a result of the creation of a section that has a placeholder section tag (ie. no content within the tags). This method is used to create recursive documentation of child packages.

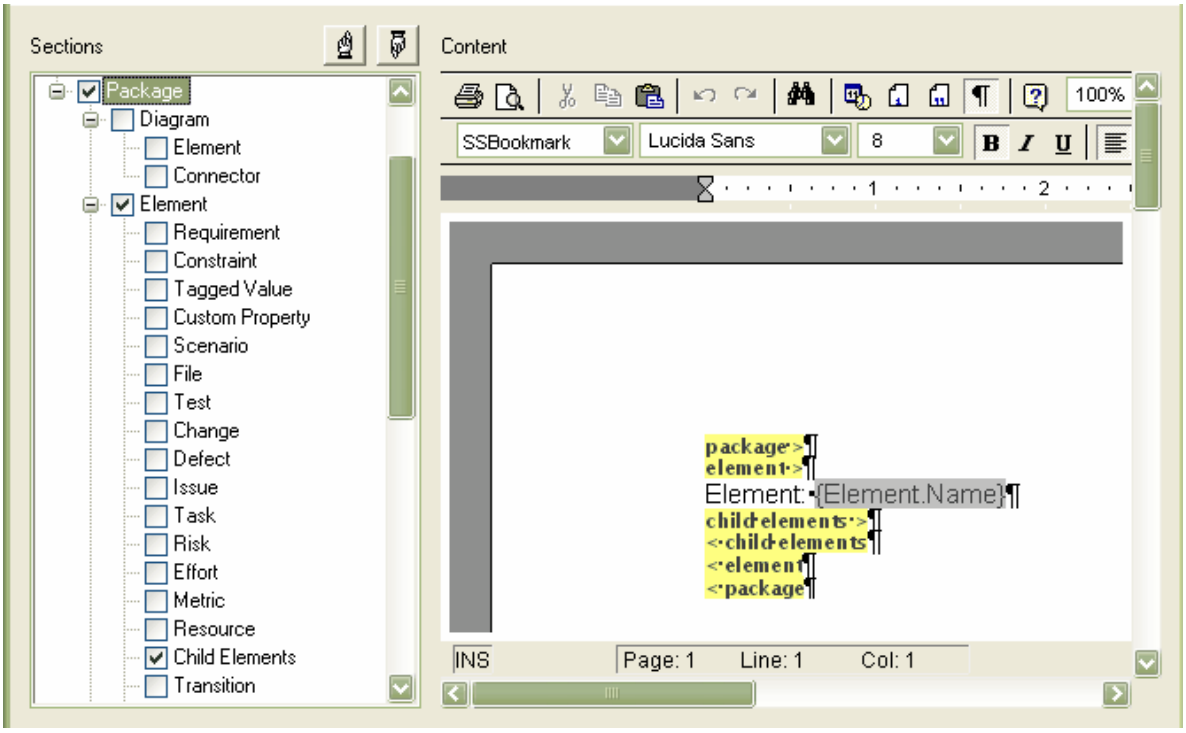
Example: Rendered Subsection

This example shows a template with content between the child element tags. In this example child elements of the parent are rendered using the *Child Elements* section because it contains valid content and fields.



Example: Non-rendered Subsection

This example shows a template with no content between the child element tags. In this example, child elements of the parent are rendered using the *element* section because the *Child Elements* section is empty. The *Child Elements* section is used as a placeholder:



Child Document Sections and Their Corresponding Parent Sections

Child Section	Section Rendered when used as a placeholder
Package->Child Package	Package
Package->Element->Child Element	Package->Element
Package->Element->Diagram	Package->Diagram
Package->Diagram->Element	Package->Element
Package->Diagram->Connector	Package->Element->Connector

14.1.3.6 RTF Style Template Editor Commands

The following topics provide assistance on using the RTF Style Template Editor.

14.1.3.6.1 Scroll Through Text

Control	Function
Keyboard	Press • **[↑]**, **[↓]**, **[←]** or **[→]** to scroll up or down a line, or left or right one character • **[Home]** to move to the beginning of the current line • **[End]** to move to the end of the current line • **[Ctrl]+[PgUp]** to move to the beginning of a file • **[Ctrl]+[PgDn]** to move to the end of a file • **[Page Up]** to display the previous page • **[Page Down]** to display the next page • **[Ctrl]+[←]** to move to the next word • **[Ctrl]+[→]** to move to the previous word • **[Ctrl]+[↑]** to move to the first column of the current line (if not already on the first column) or the first column of the previous line • **[Ctrl]+[↓]** to move to the first column of the next line • **[F10]** and type in a line number to jump to; this function is also available from the **Navigation** menu.
Mouse	Click on the vertical and horizontal scroll bar to perform various scrolling functions. These functions are available only if the horizontal or the vertical bar has been enabled by the startup parameters. **Vertical Scroll Bar:** Click on the arrows on either end to scroll the screen up or down by one line. Click above the elevator to scroll the screen up by one page. Similarly, click below the elevator to scroll the screen down by one page. You can also drag the elevator to any position in the bar. As the elevator is dragged, the editor scrolls the screen up or down accordingly to maintain the correct cursor position. **Horizontal Scroll Bar:** Click on the arrows on either end to scroll the screen left or right by one column. Click on either side of the elevator to scroll the screen left or right by 1/2 screen. You can also drag the elevator to any position in the bar. As the elevator is dragged, the editor scrolls the screen left or right accordingly to maintain the correct cursor position.

14.1.3.6.2 File and Print Options

Menu Option	Description
New	Clears an existing template from the edit window and starts an empty, unnamed template. The editor prompts you to save any modification to the previous template.
Revert	Reverts to the previously-saved copy of the template.
Save	Saves the text to the current file name. If a file is not yet specified, the editor prompts you for a template name.
Save As	Similar to **Save File**, but enables you to specify a new template name for saving the template. You can invoke this function by pressing **[Ctrl]+[Shift]+[S]**, or selecting the option from the menu.
Import	Imports an existing RTF document into the Template Editor, so as to insert model elements from that document into the template. This is useful when creating templates from a predefined document with a particular 'look and feel'.
Export	Saves the template as an RTF document rather than as a template. This can be useful when you want to save the template for other models.
Document Options	Displays the *Document Options* 944 dialog which enables you to set the filter and order the elements.
Page Layout	Use this option before selecting the **Print** option, to specify the page layout. You can specify the margins (left, right, top and bottom) in inches. You can invoke this function by pressing **[Ctrl]+[F4]** or selecting the option from the menu.
Printer Setup	Invokes a printer-specific dialog for the default printer (the default printer selection is made from the Windows *Control* panel). You select the parameters from a set of printer-specific options. These options include page size, page orientation, resolution and fonts. You can invoke this function by pressing **[Ctrl]+[Shift]+[P]** or selecting the option from the menu.
Print	Prints the contents of the current file. You can also choose to print only a selected part of the file. To print a block of text, highlight the required text before invoking the **Print** function. This command prints a highlighted: • Line block • Character block The **Print** function prints on a default printer selected from the Windows *Control* panel. You can alter the printer setup or page layout prior to invoking the **Print** function. You can invoke the **Print** function by pressing **[Ctrl]+[P]** or selecting the option from the menu. The editor displays a dialog where you can select the scope of the printing.
Print Preview	Previews the document before printing. The editor displays up to two pages at a time. You can scroll to a different page using **[Page Up]**, **[Page Down]** or the scroll bar. By default the preview rectangle is sized to fit the current window. However, you can use the zoom option to enlarge or shrink the preview rectangle as required.

Menu Option	Description
Close	Closes the Template Editor. The editor prompts you to save any unsaved information.

14.1.3.6.3 Line Editing

Function	Description
Insert After Current Line	In *Text* mode, press **[F9]** to insert a new blank line directly after the current line.
Insert Before Current Line	In *Text* mode, press **[Ctrl]+[F5]** to insert a new blank line directly before the current line.
Delete Line	Press **[Shift]+[F9]** to delete the current line. The remaining lines close up by one line.
Join Lines	In *Text* mode, press **[Alt]+[J]** to join the next line to the end of the current line.
Split Line	In *Text* mode, press **[Alt]+[S]** to split the line at the current cursor position. The text immediately following the cursor moves one line down.

14.1.3.6.4 Block Editing

Function	Description
Copy a Line Block	This command quickly duplicates a selected block of text from one location to another. Highlight the lines of text to be copied, then move the caret to the target location and press **[Alt]**+**[C]**, or select the option from the menu. The original text is not deleted. This command provides a quick alternative to using the clipboard copy/paste functions.
Move a Line Block	This command moves a highlighted block of text from one location to another. Highlight a block of text to be moved, move the caret to the target location and press **[Alt]**+**[M]**, or select the option from the menu. The original text is deleted. This is a quick alternative to using clipboard cut/paste functions.
Undo Previous Edit	You can use this command to undo your last edit. Invoke this function by pressing **[Shift]**+**[F8]**, or select the option from the menu. A dialog displays, containing the information about the command to be undone. The dialog displays the line number, column position, type of undo (delete/insert/edit) and the contents of the undo buffer. You can modify the target line number or column position. Confirm the operation by clicking on the **OK** button. This undo feature is not available for column block edits, block move and replace string commands
Redo Previous Undo	This command reverses an undo. It can only be performed after an undo command.

14.1.3.6.5 Clipboard

Function	Description
Cut/Copy Text To Clipboard	Use this command to cut or copy a highlighted block of text to the clipboard. Highlight a block of text to be copied to the clipboard and press **[Ctrl]+[X]** (cut) or **[Ctrl]+[C]** (copy), or select the required option from the **Edit** menu. This function also copies the associated formatting information using RTF format and the native Template Editor format.
Paste Text From Clipboard	Use this command to paste the contents of the clipboard at the current cursor location. Invoke this function by pressing **[Ctrl]+[V]**, or selecting the option from the **Edit** menu. Formatting information, if available, is also copied.
Paste Special Objects	This function displays the clipboard data in a number of available formats: **Native Object Format** If available, this is the first format in the list box. You can edit data in this format using the original application, by double-clicking the object. The data can be embedded into your application using the **Paste** option, or you can create a link to the original file using the **Paste Link** option. **Formatted Text** A text format. This option offers the most suitable format if the data is pasted from another text output application, as the font and formatting attributes are reproduced accurately. **Unformatted Text** Another text format. This option pastes the text without retaining the formatting information. **Picture Format** The data is available in Picture format. You can later edit the object, by double-clicking on it and invoking the Microsoft MS Draw application. ***Note:*** *This format is preferred over the Bitmap and the Device Independent Bitmap formats.* **Device Independent and regular bitmap formats** The data is available in bitmap formats. You can later edit the object, by double-clicking on it and invoking the Microsoft MS Draw application. The editor converts these formats into the Picture format before calling the drawing application.

14.1.3.6.6 Image and Object Imports

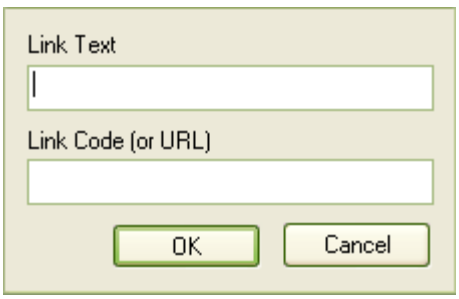
Function	Description
Embed Picture	Embeds a picture bitmap or Windows metafile from an external disk file at the current cursor location. The embedded picture is saved within the document.

Function	Description
Link Picture	Links a picture bitmap or Windows metafile to the document. The linked picture appears at the current cursor location. Linked picture data is not saved with the document, only its filename is stored within the document.
Edit Picture	Changes the width and height of a picture located at the current cursor position. The width and height is specified in inches. This function also enables you to align (top, bottom, or middle) the picture relative to the base line of the text.
Insert Object	Embeds objects into the text. The list box shows the applications that are available to create the object. When you select an application, the editor launches it. You can create the required object using this application. When you save the application, the editor inserts an icon for the application. This icon indicates the inserted object. You can later edit the object by double-clicking on it. ***Note:*** *You can also use the* ***Paste Special*** *function to import the OLE objects, provided that the object is available in the clipboard.*
Drag/Drop Function	Inserts a file object into the text directly. To insert a file, open the Windows *File Manager* and locate the file to be inserted. Now click on the icon of the file and press and hold the mouse button as you drag the cursor to the editor window. Release the mouse button at the location where the object should be inserted. The editor shows an icon to indicate the inserted object. You can edit this object by double-clicking the icon. An object inserted using this method makes use of Microsoft's Packager application to tie the file with the application that originally created it. ***Note:*** *A documented problem with the original Packager application might create errors during this function. Install the corrected version of the PACKAGER.EXE program for proper functioning.*
Background Picture	This option, available from the **Other** menu, is used to set a background picture for the text. The background picture occupies the entire text area. The picture file can be a Windows' bitmap (.BMP) or Metafile (.WMF).

14.1.3.6.7 Insert Hyperlink

You can create a hyperlink within an RTF document to an external document, Help topic or web page. To insert a hyperlink, follow the steps below:

1. Within the RTF document, right-click on the point at which to create the hyperlink.
2. Select the **Insert | Hyperlink** menu option. The *Insert Hyperlink* dialog displays.



3. In the **Link Text** field, type the text to be hyperlinked.
4. In the **Link Code** field, type or paste the web page URL, help topic file or external file path and name.

   Tip: *To capture the help topic file name, right-click on the displayed topic, select the* **Properties** *menu option, and copy the file name. When you insert the file name in the* **Link Code** *field, ensure that the file name has the prefix* ***$Help:/ /****.*

5. Click on the **OK** button.

The hyperlinked text displays in the document. Double-click on the link to display the web page or external document.

14.1.3.6.8 Character Formatting

Function	Description
Character Styles	Apply one or more style formats to the current character or to all characters in a highlighted block of text. The following character style commands are available: • **Normal** - press **[Alt]**+**[0]** • **Bold Formatting** - press **[Alt]**+**[1]** • **Underlining** - press **[Alt]**+**[2]** • **Italic** - press **[Alt]**+**[3]** • **Superscript** - press **[Alt]**+**[4]** • **Subscript** - press **[Alt]**+**[5]** • **Strike** - press **[Alt]**+**[6]** To apply a format to the current character, first highlight the character. To apply the format to a block of characters, first highlight the block using the **Line Block** or **Character Block** options Press the appropriate keys - **[Alt]**+**[1]** through **[Alt]**+**[6] -** or select the option from the menu. The template editor enables multiple formats for a character. To apply more than one format, repeat the procedures above for each format. When you type in text, new characters automatically assume the formatting characteristics of the preceding character. To reset all character formats, highlight the characters and select the **Font | Normal** menu option, or press **[Alt]**+**[0]**.
Fonts	Changes the font typeface and point size of the current character or a highlighted block of text. To change the font of a single character, first highlight that character. To change the font of a highlighted block of text, first select the block using the using the **Line Block** or **Character Block** menu options. Select the **Font | Fonts** menu option or press **[Alt]**+**[F10]**. A dialog displays listing the typefaces and point sizes available. Select the appropriate typeface and point size.
Colors	Changes the text color of the current character or a highlighted block of text. To change the color of a single character, first highlight that character. To change the color of a highlighted block of text, first select the block using the using the

Function	Description
	Line Block or **Character Block** menu options. Select the **Font | Text Color** menu option. A dialog displays, listing the colors available. Select the appropriate color.
Hidden Text	Hides the selected text so that it does not appear on the screen or printer. To redisplay hidden text, select the **View | Hidden Text** menu option.
Protected Text	Protects the selected text from editing changes. Protected text is displayed with a light shade in the window. This function is available only when the protection lock is turned off. You can turn off the protection lock using an option on the **Other** menu.

14.1.3.6.9 Paragraph Formatting

Function	Description
Reset Paragraph Format	Resets all paragraph formats for the current paragraph, or for a highlighted block of text. To reset the paragraph formats for the current paragraph, press **[Alt]**+**[P]**. To reset the formats for a block of lines, highlight a block and press **[Alt]**+**[P]**.
Paragraph Centering	Centers all lines in the current paragraph or all lines in a highlighted block of text. To center the current paragraph, press **[Alt]**+**[8]**, or select the **Paragraph | Center** menu option. To center a block of lines, highlight a block of text and press **[Alt]**+**[8]**, or select the **Paragraph | Center** menu option.
Paragraph Right Justification	Right justifies all lines in the current paragraph, or all lines in a highlighted block of text. To right-justify the current paragraph, press **[Alt]**+**[9]**, or select the **Paragraph | Right Justify** menu option. To right justify a block of lines, highlight a block of text and press **[Alt]**+**[9]**, or select the **Paragraph | Right Justify** menu option.
Paragraph Justification	Block-justifies text on both left and right margins. To justify the current paragraph, select the **Paragraph | Justify Both** menu option. To justify a block of lines, highlight a block of text and then select this option from the menu.
Paragraph Double Spacing	Double space all lines in the current paragraph or all lines in a highlighted block of text. A double spaced paragraph has a blank line of between each text line. To double space the current paragraph, select the **Paragraph | Double Space** menu option. To double space a block of lines, highlight a block of text and select the **Paragraph | Double Space** menu option.
Paragraph Indentation (Left)	Use this selection to create a left indentation for all lines in the current paragraph, or for all lines in a selected block of text. The successive use of this option increases the amount of left indentation. To apply the left indentation to the current paragraph, press **[Alt]**+**[L]**, or select the **Paragraph | Indent Left** menu option. To apply the left indentation to a block of lines, highlight a block of text and press **[Alt]**+**[L]**, or select the **Paragraph | Indent Left** menu option.

Function	Description
	To create the left indentation using the mouse, click on the indentation symbol on the lower left end of the ruler. Drag the cursor to the required location. The indentation created using this method is applicable to every line in the paragraph except the first line.
Paragraph Indentation (Right)	Use this selection to create a right indentation for all lines in the current paragraph or for all lines in a highlighted block of text. The successive use of this option increases the amount of right indentation. To apply the right indentation to the current paragraph, press **[Alt]**+**[R]**, or select the **Paragraph | Indent Right** menu option. To apply the right indentation to a block of lines, highlight a block of text and press **[Alt]**+**[R]** or select the **Paragraph | Indent Right** menu option. To create the right indentation using the mouse, click on the indentation symbol on the lower right end of the ruler. Drag the cursor to the required location.
Paragraph Hanging Indentation	This option is similar to paragraph left indentation, except that the indentation is not applied to the first line of the paragraph. To apply the hanging indentation to the current paragraph, press **[Alt]**+**[T]** or select the **Paragraph | Hanging Indent** menu option. To apply the left indentation to a block of lines, highlight a block of text and press **[Alt]**+**[T]**, or select the **Paragraph | Hanging Indent** menu option. To create the hanging indentation using the mouse, click on the indentation symbol on the upper left end of the ruler. Drag the cursor to the required location.
Paragraph Keep Together	When this attribute is selected for a paragraph, the editor attempts to keep all lines within the paragraph on the same page. Select the **Paragraph | Keep Together** menu option.
Paragraph Keep with Next	When this attribute is turned on for a paragraph, the editor attempts to keep the last line of the current paragraph and the first line of the next paragraph on the same page. Select the **Paragraph | Keep with Next** menu option.
Widow/Orphan Control	When this attribute is turned on for a paragraph, the editor attempts to avoid widow/orphan paragraphs. An 'orphan' paragraph results when the last line of the paragraph lies on the next page. A 'widow' paragraph results when the first line of the paragraph lies on the previous page. Select the **Paragraph | Widow/Orphan Control** menu option.

14.1.3.6.10 Tab Support

The RTF Style Template Editor supports **left**, **right**, **center** and **decimal** tab stops. The tab stops are very useful for creating columns and tables. A paragraph can have as many as 20 tab positions.

- The **left** tab stop begins the text following a tab character at the next tab position. To create a left tab stop, click on the specified location on the ruler. The left tab stop is indicated on the ruler by an arrow with a tail toward the right.
- The **right** tab stop aligns the text at the current tab stop such that the text ends at the tab marker. To create a right tab stop, right-click on the specified location on the ruler. The right tab stop is indicated on the ruler by an arrow with a tail toward the left.
- The **center** tab stop centers the text at the current tab position. To create a center tab stop, press **[Shift]** and click on the specified location on the ruler. The center tab stop is indicated on the ruler by a straight arrow.
- The **decimal** tab stop aligns the text at the decimal point. To create a decimal tab stop, press **[Shift]** and right-click on the specified location on the ruler. The decimal tab stop is indicated on the ruler by a dot under a straight arrow.

- Tab stops can also be created by using the **Paragraph | Set Tab** menu option. This enables you to specify the tab position, tab type (left, right, center or decimal) and tab leader (dot, hyphen, underline or none).
- To move a tab position using the mouse, simply click on the tab symbol on the ruler, drag the cursor to the required location and release the mouse button.
- To clear a tab position, simply click at the required tab marker, or select the option from the menu. You can also clear all tab stops for the selected text by selecting the **Clear All Tabs** menu option.
- The **Other | Snap To Grid** menu option affects the movement of the tabs (and the paragraph indentation markers) on the ruler. When you select this option, the movements of these markers are locked on to an invisible gird at an interval of 1/16 inch.

A tab command is generally applicable to every line of the current paragraph. However, if you highlight a block of text before initiating a tab command, the tab command is then applicable only to the lines in the highlighted block of text.

14.1.3.6.11 Page Breaks and Repagination

A forced page break can be inserted into the document by pressing **[Ctrl]+[Enter]**, or selecting the **Insert | Insert Break | Page Break** menu option. This places the text after the page break on the following page. A forced page break is indicated by a solid line in the editing window.

In the *Print View mode*, the editor also creates automatic page breaks when the text overflows a page. An automatic page break is indicated by a dotted line in the editing window. As the name implies, these page breaks are calculated automatically by the editor between the keystrokes. The repagination process is time consuming, and sometimes there might not be enough time for a large document to complete the repagination between the edits. Therefore, the menu also provides an option to initiate complete repagination on demand. The following options are also available on the **Insert** menu.

Menu Option	Function
Page Number	Enables you to insert the page number into the document. The page number string is inserted at the current cursor position. This string is displayed using a gray color.
Page Count	Enables you to insert the total number of pages into the document. The page count string is inserted at the current cursor position. This string is displayed using a gray color.

14.1.3.6.12 Header, Footers and Bookmarks

The page header/footer functionality is available in *Page Mode* only.

Control	Function
Show Page Header/Footer	Normally, the editor does not show the header and footer for a page. Select this option in the **View** menu to display the page header and footer. This option does not enable you to edit the content of the header/footer. Every section in a document can have its own page header and footer. If a section does not have a page header/footer of its own, this option shows the header/footer from the preceding section.
Edit Page Header/ Footer	Enables editing of the text for the page header and footer. This option is available from the **Edit** menu.
Insert Footnote	Inserts a footnote at the current cursor location. The footnote text is displayed at the bottom of the page.
Edit Footnote Text	This option displays the footnote text in-line with the regular text. It enables you to

Control	Function
	edit the footnote text. The modified footnote is displayed at the bottom of the page.
Insert Bookmark	This dialog is activated from the **Insert** menu. It enables you to place a bookmark (new or existing) at the current text location. You can also position the cursor at a specified bookmark, and delete existing bookmarks.

14.1.3.6.13 Table Commands

The **Table** menu is available in the *Page* or *Print View modes* only (see Editing Modes). This menu contains commands for the creation of a new table, or to edit an existing table's attributes.

Control	Function
Insert Table	Inserts a new table in the document. This option prompts you for the initial number of rows and columns in the table. The editor initially creates cells of equal width. You can, however, change the cell width by dragging the cell borders using the mouse. In *Page Mode*, the table cells are arranged by rows. In *Print View Mode*, the table structure is not visible.
Insert Row	Inserts a new row before the current table row. The new table row has the same number of columns as the current row.
Insert Column	Inserts a new column to the left of the current column.
Merge Cells	Merges together highlighted cells. The width of the resulting cells is equal to the sum of all merged cells. If the highlighted cells span more than one table row, this operation creates multiple merged cells, each within its row.
Split Cell	Splits the current table cell into two cells of equal width. The entire text of the original cell is assigned to the first cell. The second cell is created empty.
Delete Cells	Deletes selected cells from a table. A dialog enables you to select the cells for the deletion. The dialog has three options: cells, columns, and rows. • **Cells** selects the current cell or all the cells in a highlighted block of text. • **Columns** selects all the cells in the current column, or the cells of all columns in the highlighted block of text. • **Rows** selects all the cells in the current row, or the cells of all rows in the highlighted block of text. A table is automatically deleted when all its cells are deleted.
Row Position	Positions the table or selected table rows. A dialog lets you position the table as left justified, centered, or right justified.
Row Height	Enables you to set the height of the selected row or all rows in the table.
Keep Row Together	If a row breaks over a page, keeps the text of the row together at the top of the next page.
Row Text Flow	Enables you to set the direction of text flow for the selected row or for all rows in the table.
Cell Width	Sets the width of the cells. • **Cells** selects the current cell or all the cells in a highlighted block of text.

Control	Function
	• **Columns** selects all the cells in the current column, or the cells of all columns in the highlighted block of text. • **Rows** selects all the cells in the current row, or the cells of all rows in the highlighted block of text.
Cell Border Width	Sets the border width of the cells. • **Cells** selects the current cell or all the cells in a highlighted block of text. • **Columns** selects all the cells in the current column, or the cells of all columns in the highlighted block of text. • **Rows** selects all the cells in the current row, or the cells of all rows in the highlighted block of text.
Cell Border Color	Sets the border color of a cell. • **Cells** selects the current cell or all the cells in a highlighted block of text. • **Columns** selects all the cells in the current column, or the cells of all columns in the highlighted block of text. • **Rows** selects all the cells in the current row, or the cells of all rows in the highlighted block of text.
Cell Shading	Shades the selected cells. A dialog enables you to select the cells for this operation. • **Cells** selects the current cell or all the cells in a highlighted block of text. • **Columns** selects all the cells in the current column, or the cells of all columns in the highlighted block of text. • **Rows** selects all the cells in the current row, or the cells of all rows in the highlighted block of text. The shading is specified in terms of a shading percentage. The value 0 indicates a white background, whereas the value 100 indicates a black background.
Cell Color	Sets the background color of a cell. • **Cells** selects the current cell or all the cells in a highlighted block of text. • **Columns** selects all the cells in the current column, or the cells of all columns in the highlighted block of text. • **Rows** selects all the cells in the current row, or the cells of all rows in the highlighted block of text.
Cell Vertical Align	Enables you to align selected cells or all cells in the table to the top, center or bottom of the cell.
Cell Rotate Text	Enables you to display text horizontally across the cell, vertically up the cell, or vertically down the cell.
Select Current Column	Selects the whole column at the current cursor location.
Show Gridlines	Enables or disables the display of table grid lines. The table grid lines are for display purpose only and do not appear on the printed document.

14.1.3.6.14 Sections and Columns

The editor enables you to divide a document into multiple sections. A multiple section document is useful when you want to:

- Vary the page margins from one page to another
- Create multiple columns of text.

To	Action
Create a New Section	Select the **Insert | Insert Break | Section Break** menu option. This creates a new section on a new page. The new section begins at the text following the break. ***Note:*** *This option is not available when* **Edit | Edit Page Header Footer** *is active.*
Edit the Section Parameters	You can edit the following section parameters: • Number of columns and column spacing • Portrait or Landscape orientation • Placement of the text on the next page • Page Margins. You can edit the first three parameters by selecting the **Edit | Section Edit** menu option. You can edit the last parameter by selecting the **File | Page Setup** menu option.
Delete a section break line	To delete a section break line, position the cursor on the section break line and press **[Delete]**.
Edit Multiple Columns	This option is available in *Print View* and *Page* modes only. To create multiple columns for a section select the **Edit | Section Edit** menu option and specify the number of columns to create. You can also specify the space between the columns. Text in a multiple column section wraps at the end of the column. When the text reaches the end of the page, or the end of a section, new text is placed in the next column. In *Print View* mode, the multiple columns are not actually seen in the window. In *Page Mode*, columns are visible as they would be when the text is printed. Therefore, *Page Mode* is useful when editing multiple column text.
Create a Column Break	Normally in a multiple column section, the text flows to the next column at the end of the current column. The column break option can be used to force the text to the next column before the current column is completely filled. A column break can be inserted by selecting the option from the menu (**Insert | Insert Break | Column Break**). A column break is indicated by a line with a 'dot and dash' pattern. The text after the column break line is placed on the next column. To delete the column break line, simply position the cursor on the line and press **[Delete]**.

14.1.3.6.15 Stylesheets and Table of Contents

The editor supports *Character* and *Paragraph-type* stylesheet style items. The Character stylesheet style constitutes a set of character formatting attributes and is applied to a character string. The Paragraph stylesheet style constitutes not only a set of character formatting attributes, but also a set of paragraph formatting attributes. The paragraph style is applied to one or more paragraphs.

To	Action
Create and edit styles	A stylesheet style is created and modified using the **Edit | Edit Style** menu option. A dialog displays, enabling you to choose between a character style or a paragraph style. You can select an existing style to modify from the list box or enter a name for a new style. Once you click on the **OK** button, the recording of the stylesheet properties begins. You can use the ruler, toolbar, or the menu selections to modify the stylesheet items. The ruler, toolbar, and menu also reflect the currently selected properties for the stylesheet item. Please note that the paragraph properties are enabled only for the paragraph type of stylesheet item. After you have selected the required properties, terminate the stylesheet editing mode by either selecting the **Edit Style** menu option again or by clicking anywhere in the document. If the existing stylesheet item was modified, the document automatically reflects the updated stylesheet properties. If a new stylesheet item was created, your next step is to apply the style to the required text by choosing the **Font | Style** or **Paragraph | Style** menu option.
Apply character styles	The **Font | Style** menu option enables you to apply a stylesheet style to the currently highlighted character string.
Apply paragraph styles	The **Paragraph | Style** menu option enables you to apply a stylesheet style to the current paragraph. To apply a style to a range of paragraphs, highlight the paragraphs before selecting the menu option.
Insert Table of Contents	Create the heading styles using the **Edit | Edit Style** menu option. For example, to insert a three-level table of contents: 1. Create heading styles *heading 1*, *heading 2* and *heading 3*. 2. Place the cursor at the heading lines and apply a suitable heading style using the **Paragraph | Style** menu option. 3. Position the cursor on the point at which to insert the table of contents and select the **Insert | Table of Contents** menu option. The table of contents is automatically updated whenever repagination occurs.

14.1.3.6.16 Text/Picture Frame and Drawing Objects

A frame is a rectangular area that can contain both text and pictures on the page. The text outside the frame flows around the frame. A drawing object can be a text box, rectangle or a line. The drawing object overlays the text. To embed a Frame or Drawing object, select the appropriate option from the **Insert** menu. The new object is inserted at the current text position.

To insert text into the frame or a text box, click inside the frame to select it, and type the text at the cursor position.

To size a frame, click inside the frame to select it, then click on a sizing tab and move the tab to the required position. Release the mouse button when done. The text inside the frame is automatically wrapped to adjust to the new width. If the new height of the frame is not enough to contain all text lines, the frame height is automatically adjusted to include all lines. If the frame contains only a picture, the picture size is automatically adjusted to fill the frame.

To move the frame, click inside the frame to select it and move the cursor just outside the frame until the cursor changes to a plus-shape. Hold the mouse button down and move the frame to the new location, then release the mouse button.

To edit the base vertical position of the frame, select the **Edit | Edit Frame/Drawing Object | Vertical Base Position** menu option.

Frames locked to the top of the page or the top of the margin retain their vertical position when you insert text before them. To edit the border and the background of a drawing object, select the **Edit | Frame | Edit Drawing Object** menu option. This option is available in *Page Mode* only.

14.1.3.6.17 View Options

This menu enables you to turn the following viewing options on and off:

Control	Function
Page Mode	In this mode, the editor displays one page at a time. This mode is available when the editor is called with both the **Word Wrap** and the **Page Mode** (or the **Page View**) flags turned on. This mode is most useful for the documents containing multiple columns, as the columns are displayed side by side. In addition, this mode provides all the features of the **Print View** mode.
Fitted View	A special case of the Page mode, in which the text wraps to the window width and the soft page breaks are not displayed..
Ruler	The ruler shows tab stops and paragraph indentation marks. The ruler can also be used to create or delete tab stops.
Tool Bar	The tool bar provides a convenient method of selecting fonts, point sizes, character styles and paragraph properties. The tool bar also shows the current selection for font, point size and character styles.
Status Ribbon	The status ribbon displays the current page number, line number, column number and row number. It also indicates the current insert/overtype mode.
Hidden Text	This option displays the text formatted with the hidden attribute (see Character Formatting Options 959) with a dotted underline. When this option is turned off, the hidden text is not visible.
Paragraph Mark	This option displays a symbol (an inverted 'P') at the end of each paragraph. This option is useful when working with lines with many different heights.
Hyperlink Cursor	This option is used to display the hyperlink cursor when the cursor is positioned on a hypertext phrase. The hyperlink cursor is an image of a hand with a finger pointing to the text.
Zoom	This feature enables you to shrink or enlarge the display of the document text. The editor enables a zoom percentage of between 25 and 200.

14.1.3.6.18 Navigation Commands

Control	Function
Jump	Use this function to reposition to a required line number. You can invoke this function by pressing **[F10]**, or selecting the option from the menu. The editor displays a dialog in which you can enter the line number to jump to. See Scrolling Through the Text 954 for other navigation functions.

14.1.3.6.19 Search and Replace Commands

Control	Function
Search a Text String	Use this function to locate a string of characters in the current file. The editor searches for the first instance of the given character string. To find the subsequent instances of the same character string, use the **Search Forward** or **Search Backward** commands. To invoke this function, press **[F5]** or select the option from the menu. The editor displays a dialog where you can enter the character string to locate. You can specify the search to be in a backward or forward direction from the current cursor position, or you can specify the search to take place from the beginning of the file. You can also force a non-case-sensitive search, in which case the string is matched irrespective of the case of the letters in the string.
Search Forward	Use this function to locate the next instance of a previously located string, using the **Search Function**. If the **Search Function** is not yet invoked, this function calls the **Search Function** instead. To invoke this function, press **[Ctrl]+[F]**, or select the option from the menu.
Search Backward	Use this function to locate the previous instance of a previously located string using the **Search Function**. If the **Search Function** is not yet invoked, this function calls the **Search Function** instead. To invoke this function, press **[Ctrl]+[Shift]+[F]**, or select the option from the menu.
Replace a Text String	Use this function to replace a character string with another character string. To invoke this function, press **[F6]**, or select the option from the menu. The editor displays a dialog where you enter the old and new character strings. You can also conduct the replace only within a selected part of the file. To replace such a block of text, the required text must be highlighted before invoking the replace function. The dialog also has an option to force the editor to verify each replace.

14.1.3.6.20 Highlighting Commands

Control	Function
Highlight a Character Block	Use this function to highlight a block of characters. *Mouse:* Click on the first character of the block and drag the cursor to the last character of the block. *Keystroke:* Position the cursor on the first character of the block, press and hold **[Shift]**, and use the position keys to move the cursor to the last character of the block. Release **[Shift]**. Normally, you can also use any position key in combination with **[Shift]** to create, expand, or shrink the text selection. Normally, a function that uses a character block also erases any highlighting. To explicitly erase the highlighting click on it again or press any position key.
Highlight a Line Block	Use this function to highlight a block of lines. *Mouse:* Position the cursor anywhere on the first line of the block, hold down the right mouse button and drag the cursor to the last line of the block.

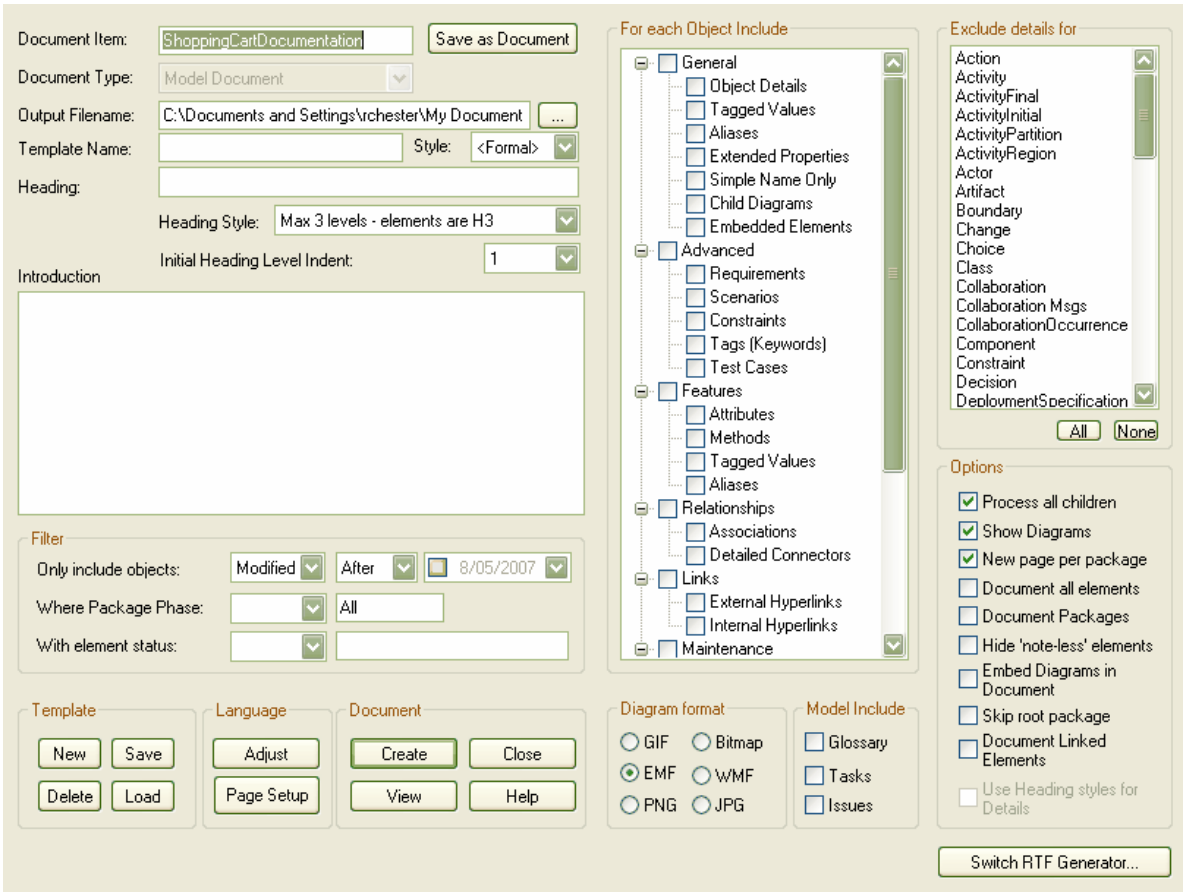
Control	Function
	Keystroke: Position the cursor anywhere on the first line of the block and press **[F8]**. Press **[↑]** or **[↓]** to position the cursor on the last line and press **[F8]** again. Normally, a function that uses a line block also erases any highlighting. To explicitly erase the highlighting click on it again or press **[F8]** again.
Highlight a Word	Double-click on the required word to highlight it.

14.1.4 The Legacy RTF Report Generator

Note: *The Legacy Generator is available if you have RTF templates created in releases of Enterprise Architect prior to 4.1, and you prefer to generate RTF reports using the original generator. However, as you can generate reports from these templates using the post-Enterprise Architect 4.1 RTF Generator, the Legacy Generator and instructions for its use* ***are no longer updated****.*

Creating a Rich Text Format (RTF) document is a simple and flexible process. An RTF document is based on a package or an element in your project (more usually a package). To produce a document, you must select the package or element to report on in the *Project Browser* window or *Report* or *Model Search*, and press **[F8]** .

You access the Legacy *Rich Text Format Report* dialog by clicking on the **Switch Generator** button on the *Generate RTF Documentation dialog* 939.



The following topics provide assistance on using the Legacy *Rich Text Format Report* dialog to document your project.

14.1.4.1 Document a Single Element

RTF documentation can also be generated for a single element.

Select the element to generate the documentation for, and then select the **Element | Rich Text Format (RTF) Report** menu option. The *Generate RTF Documentation* 939 dialog 939 displays.

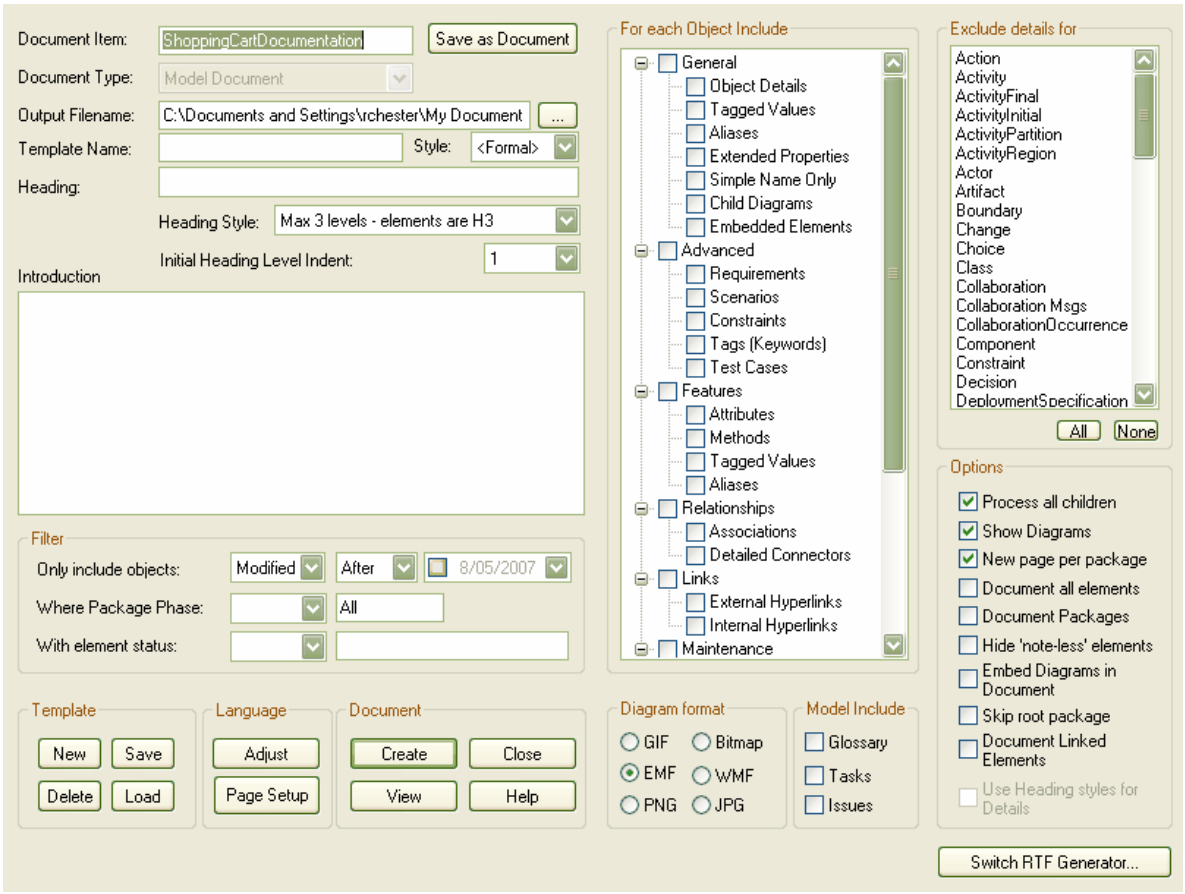
Click on the **Switch Generator** button to display the *Rich Text Format Report* dialog. See The RTF Report Dialog 970 and related topics for further information.

14.1.4.2 The RTF Report Dialog

The *Rich Text Format Report* dialog enables you to set the exact contents and look and feel of your report. Enter the file name of the report, a heading, additional notes, template name (for saving the set-up) and other options. You can also select the style of the report; either plain or formal.

Optionally, set up a filter, the details to include, element types to exclude, whether to process child packages, whether to show diagrams and the diagram format.

You can switch back to the *Generate RTF Documentation* 939 dialog 939 by clicking on the **Switch RTF Generator** button.



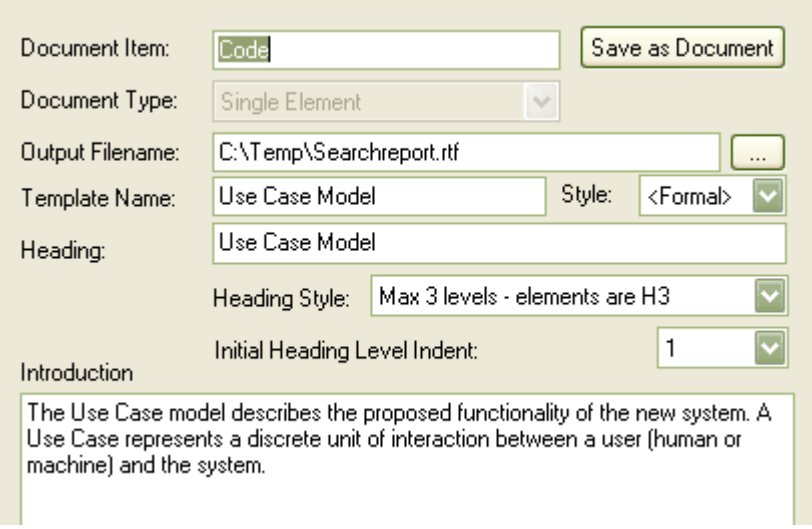
Note: *The Rich Text Format Report dialog has a lot of options. Get to know them all to produce output at the level of detail suited to your project.*

14.1.4.3 Set the Main RTF Properties

The main section of the *Rich Text Format Report* dialog enables you to set the output location and appearance of the final RTF document.

Setting Options for the RTF Document

1. Open the *Rich Text Format Report* dialog (see The Legacy RTF Report Generator 969 for how to do this). The main section of this dialog is shown below.



2. Supply an **Output Filename** to save the report into; always include the extension .RTF as part of the filename.
3. Provide a **Template Name** to save this report set-up.
4. Select a report **Style**: Formal or Basic.
5. Type a **Heading** for your report; this appears as the first heading item in your output.
6. Select your required **Heading Style** and **Initial Heading Level Indent** from the drop-down lists.

Note: *It is recommended that you enter a full path name for your report. The images in your report are saved externally in an images directory, and supplying the full directory path avoids confusion over the location of these images. Note also that if you move your report, you must also move the images directory.*

14.1.4.4 Apply a Filter

You can apply a filter on the *Rich Text Format Report* dialog to include or exclude elements by date modified, phase or status. This helps to track changes and break a document into multiple delivery phases.

Open the*Rich Text Format Report* dialog (see The Legacy RTF Report Generator 969 for how to do this). The *Filter* section of this dialog is shown below.

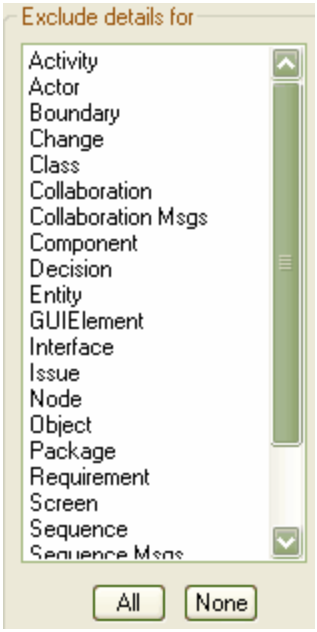
- To enable the date filter, select the checkbox in the date field.
- In the first two **Only include objects** fields, click on the drop-down arrows and select the appropriate criteria (**Modified/Created**, **Before/After**).
- The package phase filter applies at the package level (not the element level) and ignores the phase of the root package that you are documenting. To enable the phase filter, in the **Where Package Phase** field click on the drop-down arrow and select an operator; Enterprise Architect filters out all packages that do not meet the selection criteria. All elements in the package are ignored, regardless of their individual phase.
- The element status filter enables you to limit the output by element status. Unlike the package phase filter, this filter applies to every element. You can filter against a status of *like* or *unlike* a criterion, eg. *like proposed,* or against the *in* and *not in* operators, eg. *in approved*, *not in validated*. When using the *in* and

not in operators, enter a comma-separated list of status types as your criteria expression.

14.1.4.5 Exclude Elements

The *Rich Text Format Report* dialog enables you to exclude elements of any type from your final output. This is useful when you want to highlight particular items and not clutter up a report with too much detail.

Open the *Rich Text Format Report* dialog (see The Legacy RTF Report Generator 969 for how to do this). Look at the *Exclude details for* panel on the right of the dialog.

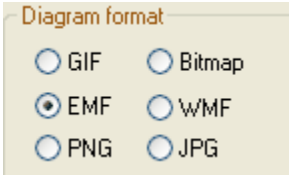


Click on each element to exclude, or click on the **All** button to exclude all elements. Click on the **None** button to clear your selections.

14.1.4.6 RTF Diagram Format

You can output diagrams to Bitmap files, GIF files or Windows Metafiles.

Open the *Rich Text Format Report* dialog (see The Legacy RTF Report Generator 969 for how to do this). In the *Diagram format* panel (bottom center of the dialog) select the required format for the report



- Bitmap files are raster images with a high level of detail but large size; they do not scale up or down very well
- GIF files are raster images with reasonable detail and small size; they scale a little better than bitmaps
- Metafiles are vector images with high detail and small size (but can have compatibility problems with some printers or software); metafiles scale very well
- PNG files are raster images with reasonable level of detail and smaller file sizes than GIF

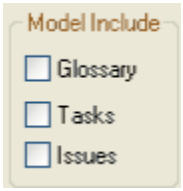
- JPEG are lossy raster images with average levels of detail, they do not work very well with line drawings and lose clarity when re sized; JPEG file sizes are typically very small.

Note: *Generally metafiles are the best option, although it sometimes pays to experiment.*

14.1.4.7 Project Include

The *Model Include* panel of the *Rich Text Format Report* dialog has the following options:

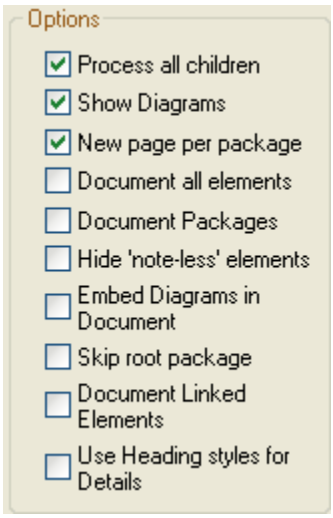
- **Glossary** to include the project glossary 710
- **Tasks** to include project tasks 702
- **Issues** to include project issues 704.



Select the appropriate checkbox to include the items in the generated RTF documentation.

14.1.4.8 RTF Report Options

Additional RTF report options you can select from the *Options* panel on the *Rich Text Format Report* dialog are shown below.



You can select whether or not to recursively document packages, show diagrams or add a page break before each new package. Select the:

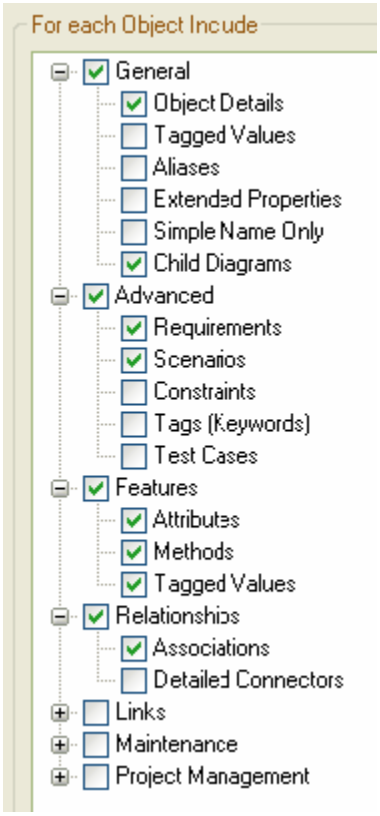
- **Process all Children** checkbox to recursively process all child packages within the main package
- **Show Diagrams** checkbox to include diagrams in your document. Clear this item for no diagrams
- **New page per package** checkbox to force a page break on each new package (excepting empty packages)
- **Document all elements** checkbox to include all elements included in the project
- **Document Packages** checkbox to document the package as an element in addition to the documentation

that would normally be produced for package documentation

- **Hide 'note-less' elements** checkbox to exclude all elements without notes from the documentation
- **Embed Diagrams in Document** checkbox to ensure that the diagram images are contained within the RTF document rather than stored in a linked external file
- **Skip root package** checkbox to exclude the parent package from the documentation and include only the child packages
- **Document Linked Elements** checkbox to include the object details for linked elements that do not originate from the selected package
- **Use Heading styles for Details** checkbox to ensure that the details are formatted as heading styles rather than formatted text; this option is only available when the **Heading Style** field in the Main section 970 of the *Rich Text Format Report* dialog is set to **Max 9 levels - elements are package + 1**.

14.1.4.9 RTF Report Selections

The *For each Object Include* section of the *Rich Text Format Report* dialog enables you to select the documentation sections to include in your report.



What you include or exclude governs how simple or detailed your report is. You can create multiple reports at different levels of detail for different audiences. Experiment with these options to see what effect inclusion or exclusion has. Most items are self-explanatory.

Selecting the checkbox against a category item in the list selects all of the options that are contained in the category. To expand a category, click on the **+**symbol next to the category name. To exercise greater control over a category of options expand the top level item and then select the required individual items from the list.

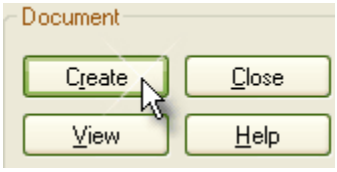
Sometimes an item applies only to a certain type of element; for example, **Attributes** only applies to Class

elements and a few other element types. The **Child Diagrams** option shows or hides any diagrams that are attached under a model element; for example, a Use Case might have a Scenario diagram attached.

Note: *Use this feature to produce the right level of detail for your audience. Technical readers might want to see everything, whilst management might require only the general outline.*

14.1.4.10 Generate the Report

Once you have set up the document properties as required, click on the **Create** button to generate the report. When you have generated the document, click on the **View** button to open the report in MS Word.



14.1.4.11 Legacy RTF Style Templates

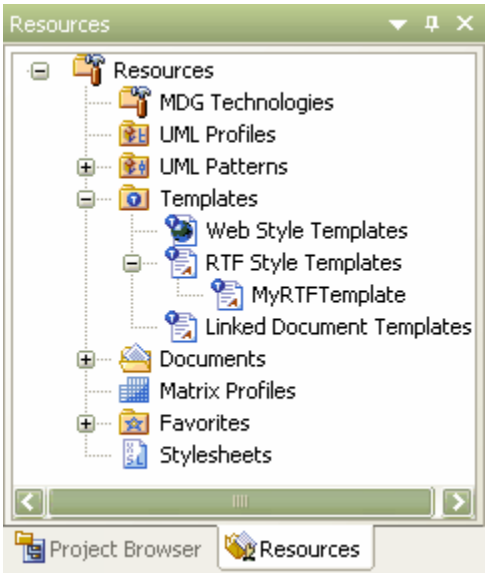
The Legacy *RTF Style Editor* enables you to edit the RTF associated with various sections of the RTF Report facility in Enterprise Architect. You would typically use this functionality to customize a report's look and feel for your company or client.

Note: *The RTF Style Editor discussed here automatically displays when you modify or create a* ***Legacy*** *RTF template. If you select a template created in the* ***enhanced*** *RTF Style Template Editor 946, that editor opens automatically instead.*

Note: *You can transport these RTF templates between models, using the* **Export Reference Data** *658 and* **Import Reference Data** *660 options on the* **Tools** *menu.*

Create or Edit RTF Style Templates

1. Select the **View | Resources** menu option to display the *Resources* window.
2. Expand the **Templates** folder.

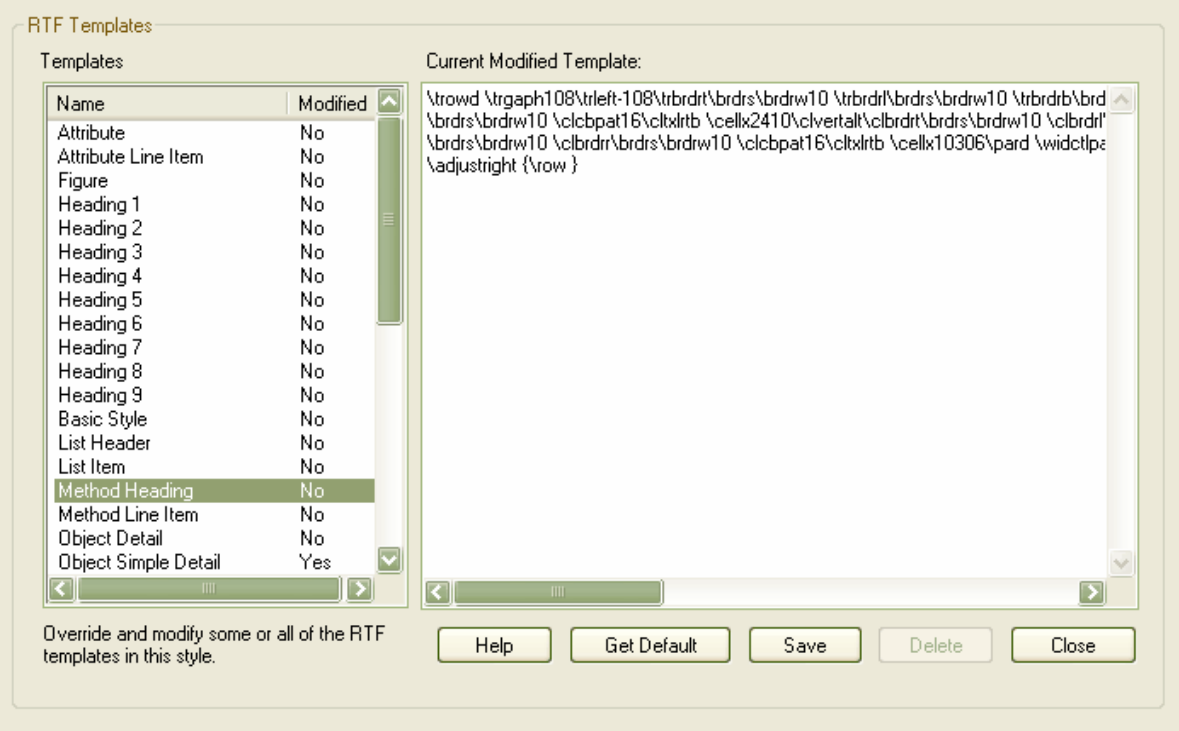


3. To edit an *existing* Legacy template, expand the **RTF Style Templates** tree and double-click on the template name, or right-click and select the **Modify RTF Style Template** context menu option. The *RTF Style Editor* displays. See RTF Style Editor 977 for further details.
4. Alternatively, to create a *new* Legacy template, right-click on **RTF Style Templates** and select the **Create RTF Style Template (Legacy)** context menu option. Enterprise Architect displays a prompt for the new template name.
5. Type the name of the new template and click on the **OK** button. The *RTF Style Editor* displays. See RTF Style Editor 977 for further details.

Tip: *To delete a template, right-click on it and select the* **Delete RTF Style Template** *context menu option.*

RTF Style Editor

The *RTF Style Editor* contains a list of all available RTF fragments for modification and customization.



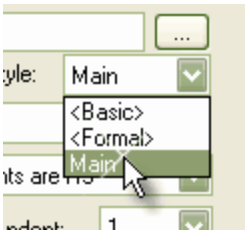
Each fragment typically contains RTF plus one or more special tag names that Enterprise Architect replaces with information during generation. Currently you cannot alter the content within the tag names, but you can omit a complete tag by removing it, or alter its basic display properties in the surrounding RTF.

Special tag names are delimited by # characters; for example, **#NOTES#**

Click on the:

- **Get Default** button to retrieve the default Enterprise Architect template for the currently-selected template item in the left hand list
- **Save** button to save the version of the template for this style only
- **Delete** button to remove your modified version of the template, which causes Enterprise Architect to use the default template during report generation.

To select a template during report generation, click on the **Style** drop-down arrow on the *Rich Text Format Report* 969 dialog. Once a style is selected, Enterprise Architect applies that to the current report. Select **<basic>** for the inbuilt style.



Tip: *You can also alter the custom language settings* 979.

14.1.4.12 Report Templates

If you have previously defined and saved a template, click on the **Load** button on the *Rich Text Format Report* dialog to open the list of defined templates. Select one in order to load it as the current template; all the features saved become the current features. This enables you to define a set of standard report types that streamline document production.

14.1.4.13 Include or Exclude a Package from Report

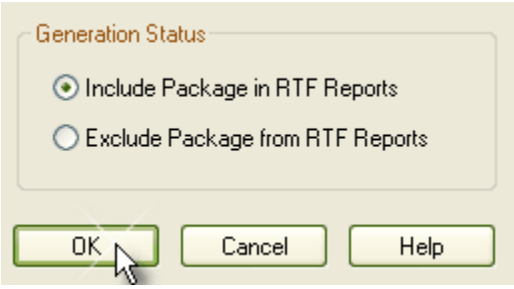
You can exclude a particular package from any RTF reports by marking it for exclusion.

Note: *By default, packages are included in any RTF reports.*

Note: *When you exclude a package from RTF reports, all of the selected package's subpackages are also excluded.*

To Mark a Package for Exclusion

1. In the *Project Browser* window, right-click on the required package. The context menu displays.
2. Select the **Documentation | RTF Report Options** menu option. The *RTF Generation Options* dialog displays.



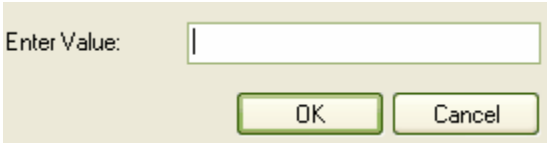
3. Select the **Exclude Package from RTF Reports** radio button.
4. Click on the **OK** button to save changes.

14.1.4.14 Save as Document

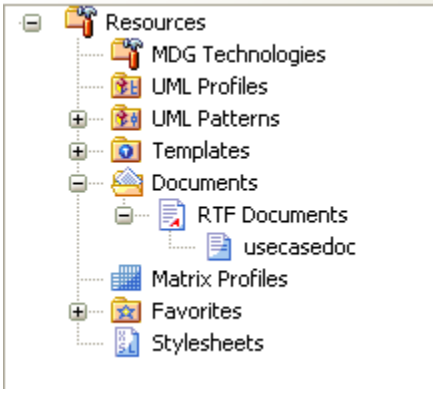
The *Document* feature enables a particular documentation configuration to be 'remembered', linking the loaded template within the *Rich Text Format Report* dialog to the current highlighted package. If a particular template is always used with a specific package, and multiple cases of documentation exist to be propagated, saving these as Documents can ease document generation later.

To create and use Documents, follow the steps below:

1. Open the *Rich Text Format Report* dialog (see Create a Rich Text Document 938 for instructions on how to do this).
2. Click on the **Save as Document** button. The *Save current as document definition* dialog displays:



3. In the **Enter Value** field, type a name for the document and click on the **OK** button. The document is added to the *Resources* window for easy future access (as for the *usecasedoc* entry in the illustration below).



4. To generate documentation from the *Resources* window, right-click on the required document. The context menu displays.
5. Select the required option.

The context menu options are:

- **Open Document** - Opens the corresponding .RTF file, as specified by the RTF template *Filename* property
- **Generate Document** - Opens the *Rich Text Format Report* dialog, loaded with the specified template
- **Auto Generate Document** - Generates documentation, with the document located at the path specified by the template's *Filename* property
- **Delete Document** - Removes the specified document.

14.1.4.15 Custom Language Settings

If you export RTF-format documents from Enterprise Architect in languages other than English, you can customize the standard set of keywords that Enterprise Architect uses when generating RTF. This makes it much easier to generate documentation appropriate to your country or locale.

You can also customize the codepage, default language ID and character set to use. To do this, you must set up a list of word substitutions. For instance, where Enterprise Architect would include the word *Figure*, you can specify another word to replace it that is either in your language or more meaningful to your readers.

To Set Up Substitutions

1. Open the *Rich Text Format Report* dialog (see The Legacy RTF Report Generator 969 for how to do this).
2. In the *Language* panel (bottom left of dialog) click on the **Adjust** button. The *Customize RTF Language* dialog displays.

3. Double-click on an item to set or clear its **Substitute** word.
4. When you have finished, click on the **OK** button.

To Set Up Codepage and Character Set

1. From the drop-down lists in the **Language**, **Codepage** and **Charset** fields, select the language, codepage and character set that most closely match your location.
2. If required, modify the **Substitute Tags** by double-clicking on each and manually setting the value (for advanced use only).
3. To clear the substitution list, double-click on each item in turn and delete the substitute value.
4. When you have completed the settings, click on the **OK** button to save them.

Now when you generate RTF documents, the substitute tags are used in the output.

Tip: *Although intended for languages other than English, you can also tailor the look and feel of the RTF documents by substituting your keywords for the default ones used by Enterprise Architect.*

Note: *You can transport these language and tag definitions between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

14.1.5 Use MS Word

To further enhance and customize RTF documentation it is possible to create a custom master document, which can be used to add a table of contents, table of figures, headers and footers and to refresh linked files. In addition it is possible to create documents with sustainable links to generated 'pieces' of Enterprise Architect output, pre-divided by Enterprise Architect using bookmarks.

See Also

- Open a Report in Microsoft Word 981
- Change Linked Images to Embedded Images 981
- Bookmarks 982
- Other Features of Word 984

14.1.5.1 Open a Report in Microsoft Word

To open an RTF file in MS Word, simply load Word and open the file as a normal document. Word converts the file. If Word is the default handler of RTF files, then double-click on the output file to load up and view the report.

Tip: *If you have Word configured to view RTF files, you can also click on the* **View Output** *button on the RTF Report dialog.*

14.1.5.2 Change Linked Images to Embedded Images

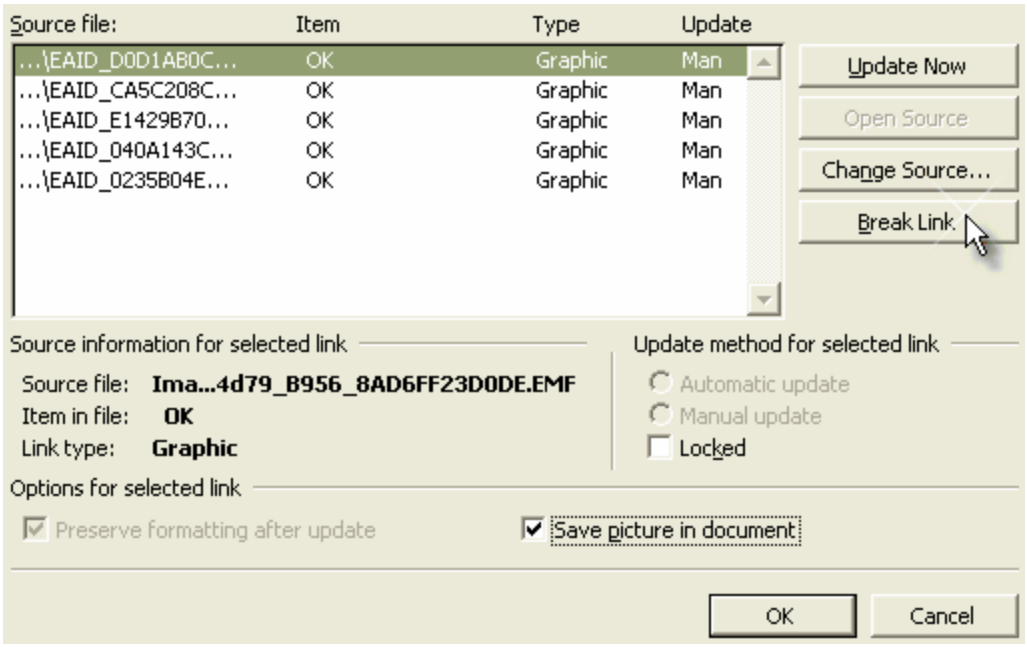
One of the options available when generating RTF documentation is the ability to store image files in a separate directory to the RTF document. If at a later stage it becomes desirable to embed the images in the RTF documentation, this is especially important when the document is to be distributed. If the images are stored in a separate directory recipients of document see only the placeholder of images rather than the actual images.

If you import an RTF document into Word with the images not embedded into the document, you have the option of breaking the links to the images and saving the image in the document.

To Break Image Links in Word

1. Open the required RTF file in Word.
2. Select the **Edit | Links** menu option.
3. Highlight all links in the **Links** list.
4. Select the **Save Picture in Document** checkbox.
5. Click on the **Break Link** button.
6. When prompted, click on the **Yes** button to break links.

Word breaks the links and saves copies of the images inside the document. You can distribute this document without the image directory.



14.1.5.3 RTF Bookmarks

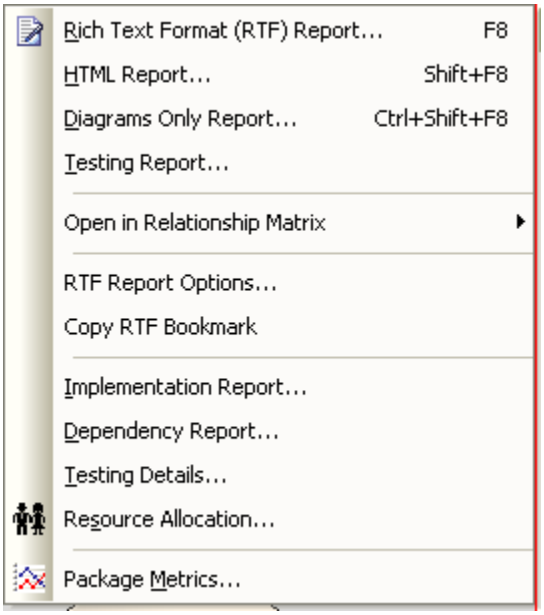
Bookmarks are markers that are automatically placed in your rich text document when you generate it. You can create a master document in Word and link to sections of an Enterprise Architect report based on bookmarks. For example, a Word document might have a section for a small part of your component model. Using bookmarks you can generate a full component model, and then link into just one section of the report.

This way you can maintain a complex Word document from parts of Enterprise Architect reports. If you link into Enterprise Architect reports, then you can regenerate the report and refresh Word links to update the master document without having manually changed anything. For more information on refreshing links, see the Refresh Links 989 topic.

Bookmarks are GUID-based numbers, and can be created for packages, diagrams and elements. A package bookmark applies from the beginning of a package to the end, and includes all child packages and elements underneath.

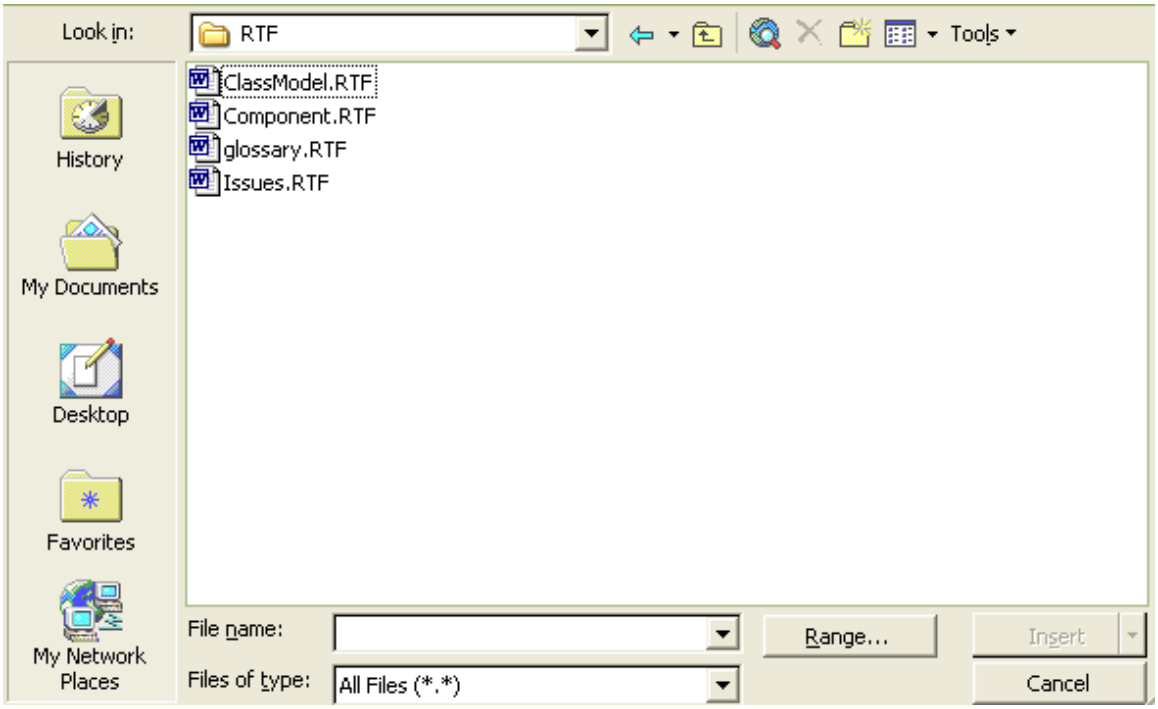
Bookmarking a Section of Enterprise Architect for RTF Documentation

1. In the Enterprise Architect *Project Browser* window, right-click on the package to include in the documentation. The context menu displays.
2. Select the **Documentation | Copy RTF Bookmark** menu option to paste the package into the clipboard as a bookmark for use in Word.

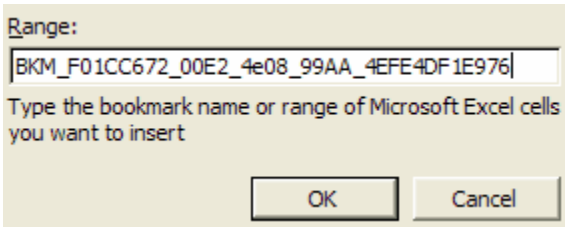


To Insert a Bookmarked Section of an Enterprise Architect RTF Document into Word

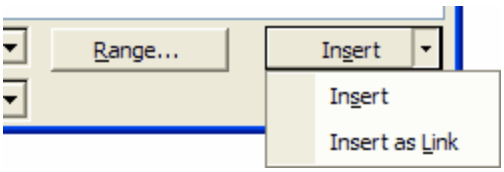
1. Open the Word document and position the cursor at the point at which to insert the file.
2. Select the Word **Insert | File** menu option. The *Insert* dialog displays.



3. Locate and click on the file to insert, then click on the **Range** button.
4. In the **Range** cell type or paste the information from the clipboard.



5. Click on the **OK** button.
6. Click on the drop-down arrow next to the **Insert** button. Select the **Insert as Link** option.



The **Insert** option sets a permanent copy; the **Insert as Link** option creates a link that is updateable on altering the source document. For **Insert as Link** to operate you must first set Refresh Links 989.

Every package is bookmarked in the RTF document according to the following rules:

- All alphabetic and numeric characters remain the same
- All other characters (including spaces) are converted to underscores.

For example *UC01: Use Case Model* becomes *UC01__Use_Case_Model*.

14.1.5.4 Other Features of Word

Word offers a considerable number of document enhancement tools to complete your project documentation. Here are some of the things you can do with Word and Enterprise Architect generated RTF documentation:

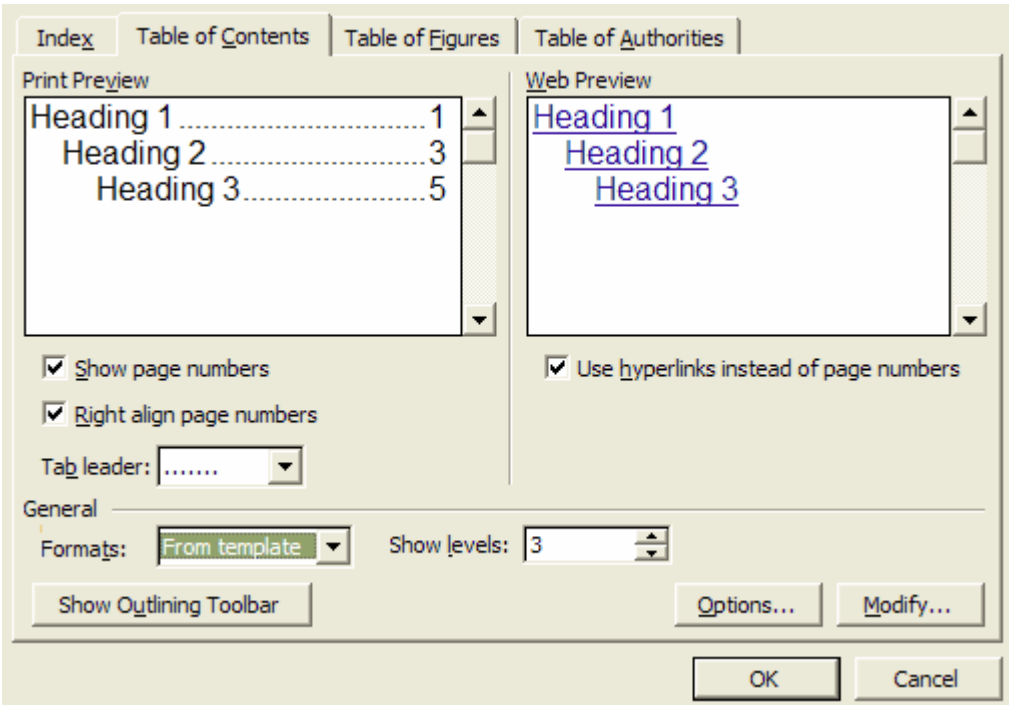
- Add a Table of Contents 984
- Add a Table of Figures 985
- Add Headers and Footers 986
- Manipulating Tables in Word 987
- Refresh Linked Files 989

Tip: *Enterprise Architect provides the basic content for your document - use Word to add the presentation and linkages.*

14.1.5.4.1 Add Table of Contents

Among the features of MS word that can be incorporated into generated Enterprise Architect reports is the option to include a table of contents. A table of contents can be used to aid navigation of documentation and enhance the readability of Enterprise Architect RTF reports. This option provides hyperlinks to the diagrams included in the RTF documentation in the electronic version, and page numbers for both the printed and electronic documentation. To include a Table of Contents in the RTF documentation follow the steps below:

1. Open the Enterprise Architect RTF report to which to add a Table of Contents in MS Word.
2. From the **Insert** menu mouse over the **Reference** option and from the submenu select the **Index and Tables** option.
3. Open the *Table of Contents* tab to set the options that are available for formatting the table of contents.



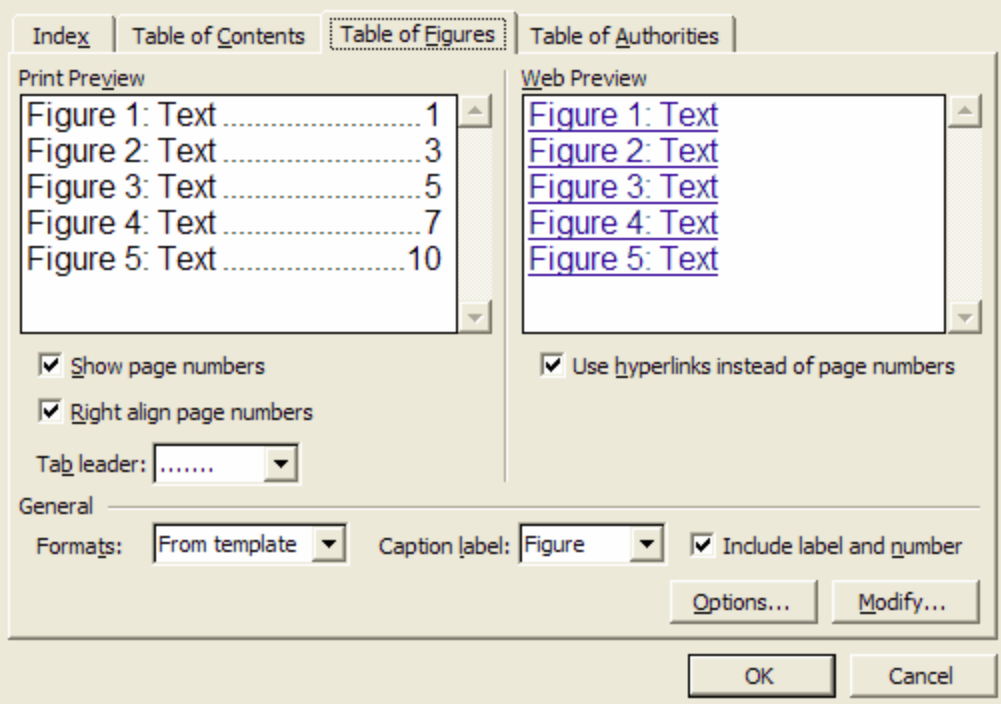
The format of the table of contents is dependant on the heading levels created when the RTF is generated. To set the heading style for details in Enterprise Architect RTF documentation, see the RTF Document Options 944 topic.

14.1.5.4.2 Add Table of Figures

Among the features of MS word that can be incorporated into generated Enterprise Architect reports is the option to include a table of figures. A table of figures can be used to aid the navigation of the documentation and enhance the readability of Enterprise Architect RTF reports. This option provide hyperlinks to the diagrams included in the RTF documentation in the electronic version and page numbers for both the printed and electronic documentation.

To include a Table of Figures in the RTF documentation, follow the steps below:

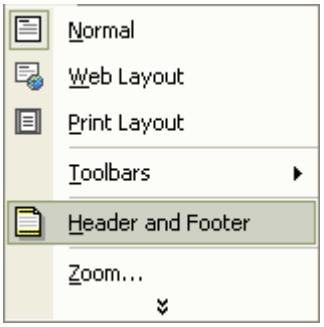
1. Open the Enterprise Architect RTF report that you want to add a Table of Figures to in MS Word.
2. Select the **Insert | Reference | Index and Tables** menu option.
3. Open the *Table of Figures* tab to set the options that are available for formatting the table of figures.



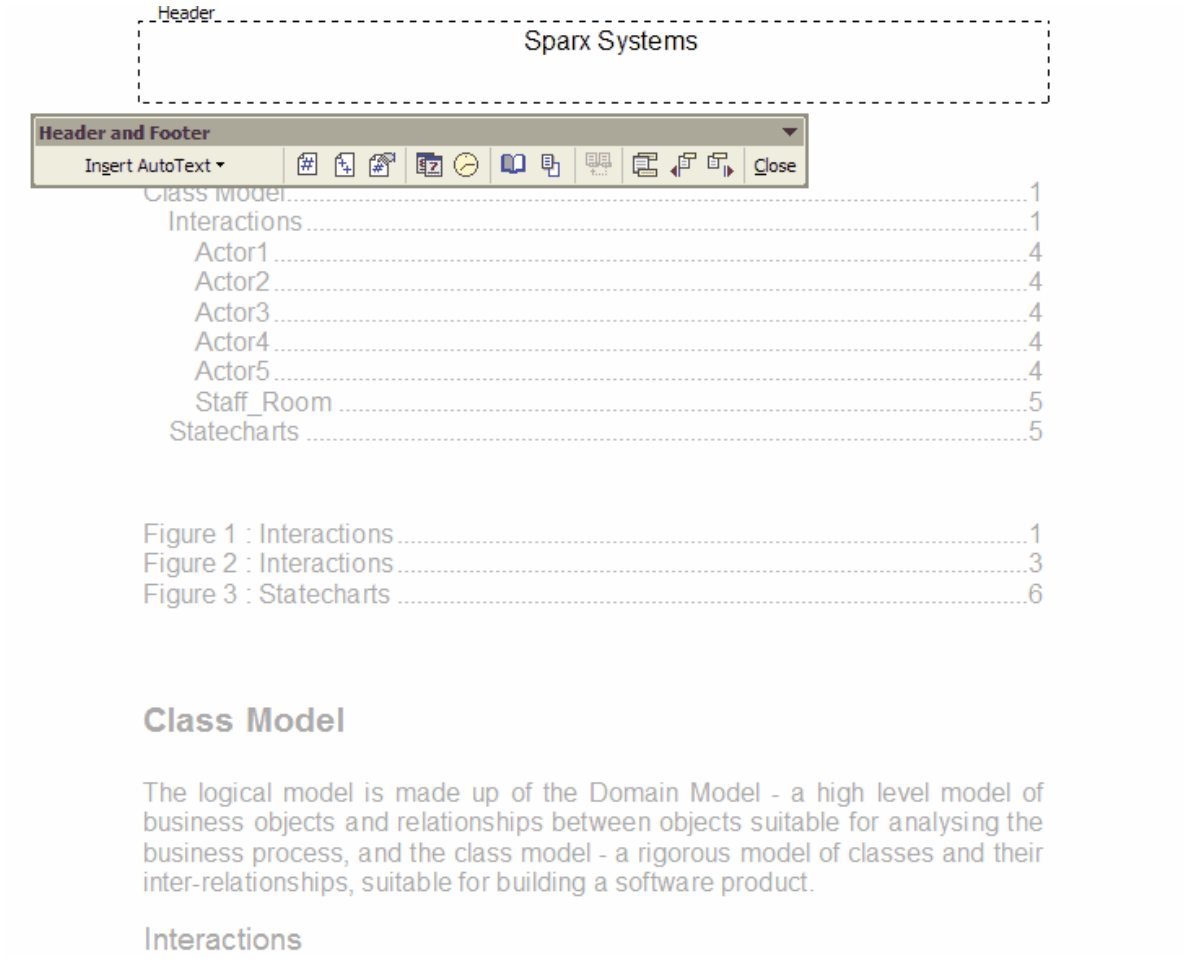
14.1.5.4.3 Add Headers and Footers

Among the features of MS word that can be used to enhance the appearance of Enterprise Architect RTF reports is the ability to add headers and footers to the documentation. To include headers and footers in the RTF documentation follow the steps below:

1. Open the Enterprise Architect RTF report to which to add headers and footers in MS Word.
2. Select the **View | Header and Footer** menu option.



This enables you to enter information into the header section and the footer section of the RTF Documentation.



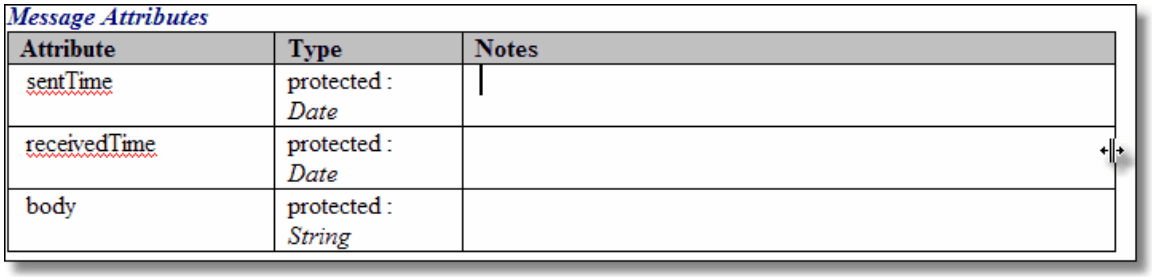
14.1.5.4.4 Manipulate Tables in Word

When generating RTF documentation from Enterprise Architect, tables are included when items such as **Attributes** and **Methods** are selected in the *For each Object* section in the *Rich Text Format Report* dialog. MS Word offers several levels of customization for tables and can be used to tidy the formatting of the tables in situations where the margins of the table exceed the dimensions of the page size selected in Word for printing.

Resize Tables

When the amount of detail for a documented item such as an attribute or operation exceeds the margins of the page in MS Word it is necessary to manually resize the table in order to view all of the details. To manually resize the table follow the steps below:

1. Select the table that exceeds the margin size.
2. Mouse over the border of the table until the mouse pointer changes into the icon shown below.



Message Attributes

Attribute	Type	Notes
sentTime	protected : *Date*	
receivedTime	protected : *Date*	
body	protected : *String*	

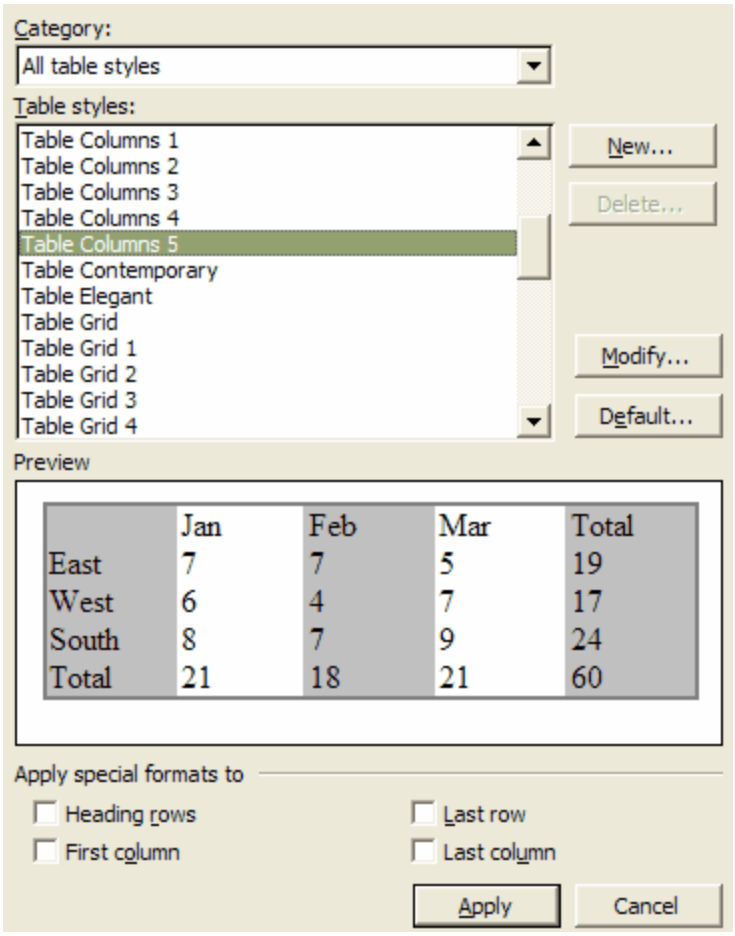
3. Drag the cursor to the left to reduce the width of the table and then select the **File | Print Preview** menu option to confirm that the table borders are within the page margins.
4. Resize all of the tables that overhang the margins of the page by using the steps detailed above.

Applying Styles to Tables

One of the customizable properties of MS Word when working with tables is the ability to apply a style to a table, which enables you to rapidly change the appearance of the table. To achieve this effect follow the steps below:

1. Open the Enterprise Architect RTF report in which to change the table styles.
2. Locate and select the table for which to adjust the appearance.
3. Select the **Table | Table Auto Format** menu option. The *Table Autoformat* dialog displays.

From here you can specify a predefined table style from the **Table styles** list, or create a new style by clicking on the **New** button. The table styles defined in the *Table Autoformat* dialog only apply to one table at a time so you must apply the style to each table created individually.

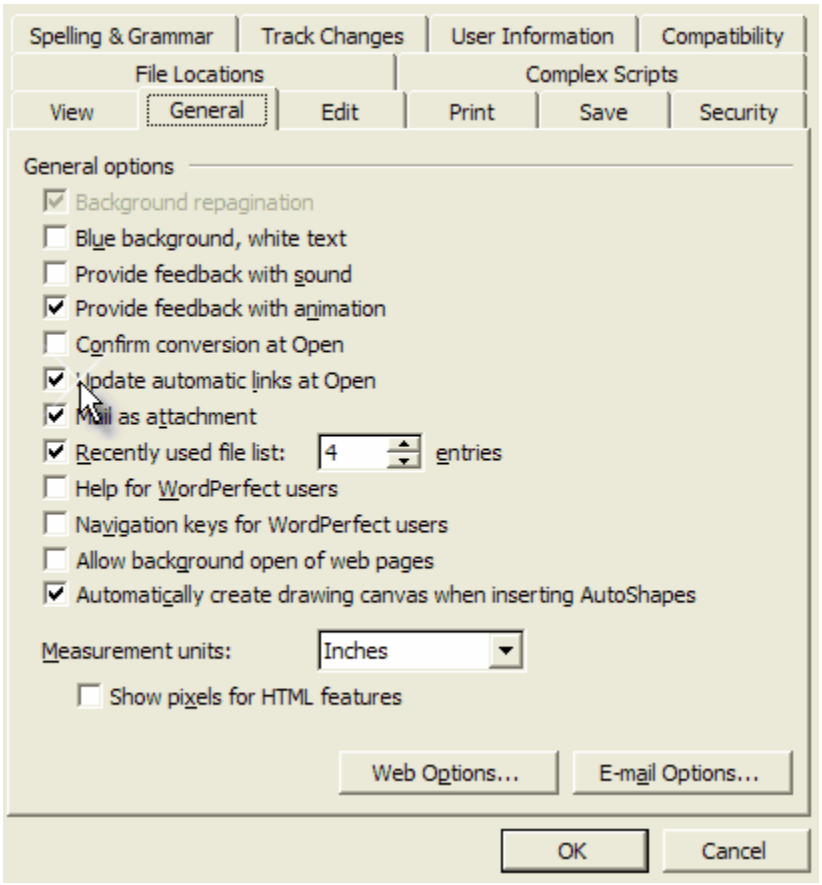


14.1.5.4.5 Refresh Links

If you link into Enterprise Architect reports, then you can regenerate the report and refresh Word links to update the master document without having manually changed anything.

To ensure that links are refreshed in the master document, you must select the **Update automatic links at Open** checkbox in MS word. To ensure that this setting is established follow the steps below:

1. From within MS Word select the **Tools | Options** menu option.
2. Select the *General* tab and select the **Update automatic links at Open** checkbox.



14.1.6 Other Documents

Enterprise Architect has other RTF based documentation that you can output:

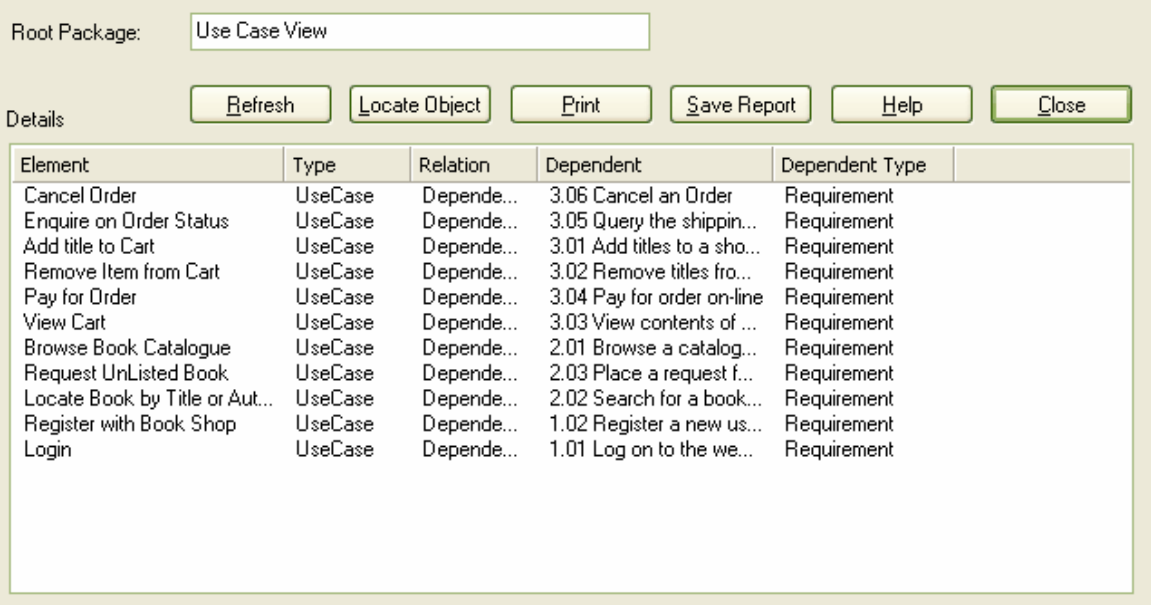
- Dependency Report 990
- Diagram Only Report 991
- Implementation Report 992
- Resource Report 679 (in Project Management, Resources)
- Testing Report 994
- Testing Details Report 692 (in Project Management, Testing)

14.1.6.1 Dependency Report

A *Dependency Report* shows, in a tabular form, a list of elements that realize other elements, i.e. elements that are the target of a *Realization* connector. A Dependency Report does not show a list of elements linked by *Dependency* connectors; that information is available from the Hierarchy window 168.

To view a dependency report, follow the steps below:

1. In the *Project Browser* window, right-click on the package to report on (the report includes all sub-packages as well) to open the context menu.
2. Select the **Documentation | Dependency Report** menu option.
3. The *Dependencies* dialog displays a list of all elements that implement other elements in the provided list, together with the elements that are dependent. Save or print the results if required.



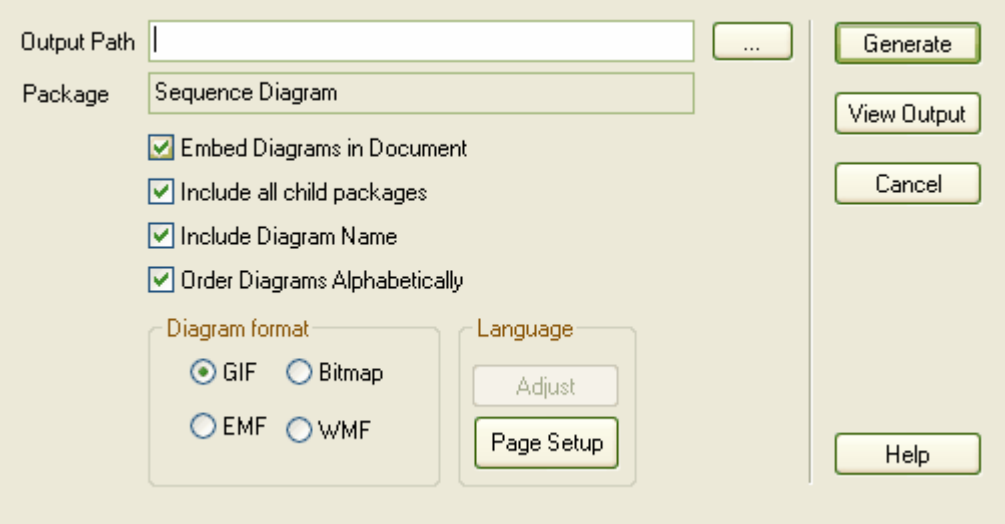
Control	Description
Root Package	The root package. All elements and packages under this appear in the report.
Locate Object	Locate the element selected in the report list in the *Project Browser* window.
Refresh	Run the report again.
Dependency Details	List of dependency details; lists elements in the current hierarchy and elements that implement them.
Print	Print the list.

14.1.6.2 Diagram Only Report

You can also produce an RTF report that contains only the relevant diagrams from the target package. This is convenient for printing or handling a lot of diagrams in batch, rather than exporting or printing each one at a time.

To Produce a Diagram Only Report

1. Right-click on a package in the *Project Browser* window. The context menu displays.
2. Select the **Documentation | Diagrams Only Report** menu option. The *Export Diagrams to RTF Document* dialog displays.

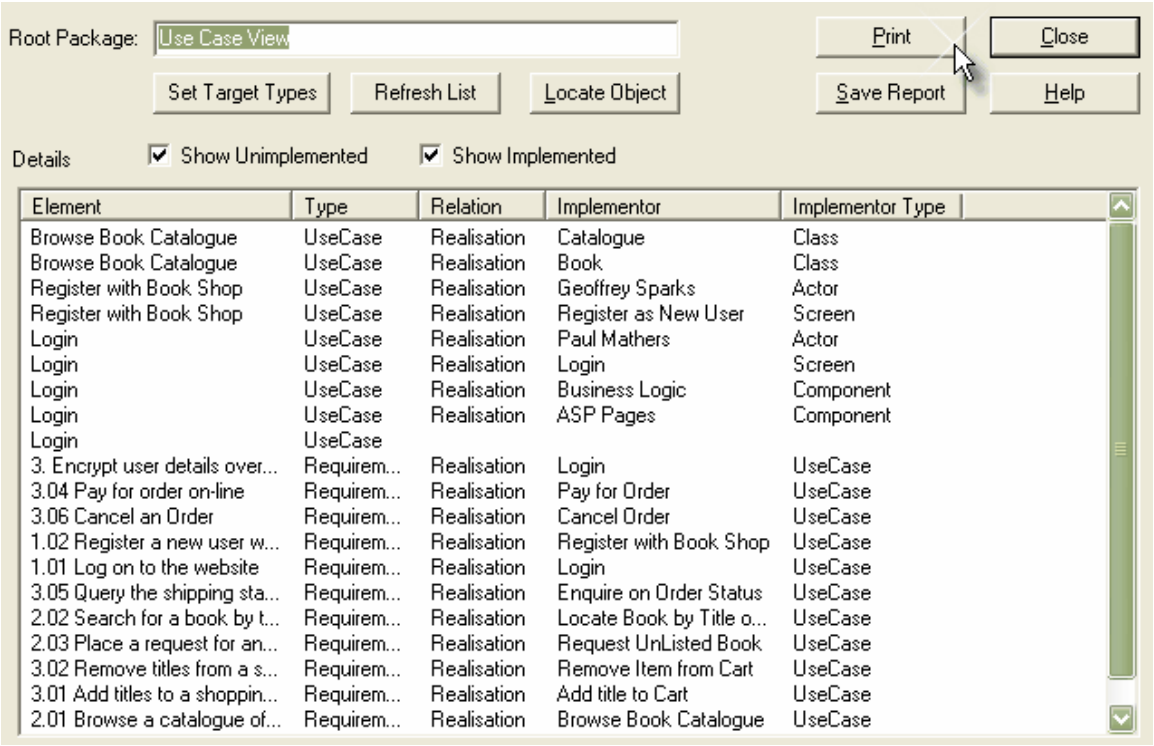


3. Select the options you require, as follows:
   - Select the **Embed Diagrams in Document** checkbox to ensure the diagrams are created within the RTF file, not as linked image files
   - Select the **Include all child packages** checkbox to document all of the diagrams included in any child package
   - Select the **Include Diagram Name** checkbox to include the diagram name within the generated documentation
   - Select the **Order Diagrams Alphabetically** checkbox to generate the documentation in alphabetical order.
4. Click on the **Generate** button to run the report.
5. When the report is generated, click on the **View Output** button to show the RTF output.

14.1.6.3 Implementation Report

To view an implementation report, follow the steps below:

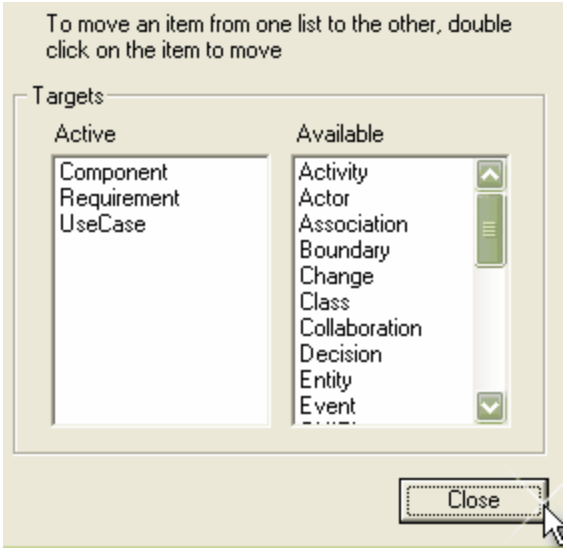
1. In the *Project Browser* window, right-click on the package to report on (the report includes all sub-packages as well) to open the context menu.
2. Select the **Documentation | Implementation Report** menu option.
3. The *Implementation* dialog displays a list of all elements that require implementers in the provided list, together with the elements that have been connected to those elements by a *Realization* (Implementation) link. Save or print the results if required.



Control	Description
Root Package	The root package. All elements and packages under this appear in the report.
Show unimplemented	Show non-implemented elements. Implemented elements are those that don't have any other element to realize them (eg. a Use Case has no component or Class to implement the Use Case behavior).
Show Implemented	Show implemented elements. These are elements that do have some element associated with them in a realization relationship. For example a Use Case has a component that implements it.
Locate Object	Locate the element selected in the report list in the *Project Browser* window.
Refresh	Run the report again.
Implementation Details	Lists elements in the current hierarchy and elements that implement them.
Print	Print the list.
Set Target Types	By default Enterprise Architect only reports on Use Case, Requirement and a couple of other types. You can use this option to set the list of types you want to report on. For further information see the Set Target Types Dialog 993 topic.

14.1.6.3.1 Set Target Types Dialog

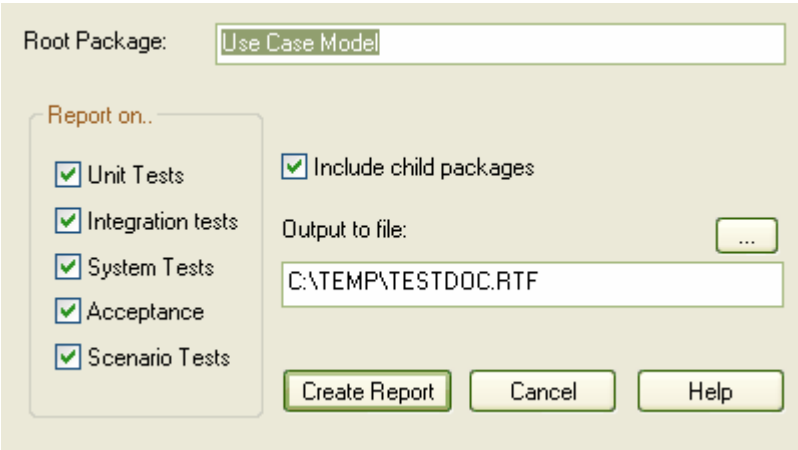
The *Set Target Types* dialog is accessed by clicking on the **Set Target Types** button on the *Implementation* dialog. This dialog enables you to set the types of elements that appear in the report as requiring implementation. double-click on an element in either list to move it to the other list.



14.1.6.4 Testing Report

To view a testing report, follow the steps below:

1. In the *Project Browser* window, right-click on the package to report on (the report can include all sub-packages as well, if **Include child packages** is selected) to open the context menu.
2. Select the **Documentation | Testing Documentation** menu option.
3. The *Create Test Documentation* dialog specifies which test types are documented in the report, and the output file location. The test data originates in the docked testing window, where tests are created and attached to a respective object.



14.2 HTML Reports

Enterprise Architect provides automated web-based publishing of models. A new outline structure closely mirrors the model hierarchy and makes it very simple to explore models on-line. With a great new look and the ability to explore very large models efficiently on-line, the new web-publishing capability is a significant enhancement.

Enterprise Architect enables export of an entire model or a single branch of the model to HTML Web pages. The HTML report provides an easy to use, highly detailed, Javascript based model tree. In addition, hyperlinked elements make browsing to related information very simple.

The current implementation is based on internal and external templates and generated Javascript. The ability to edit all templates is to be added in a future version of Enterprise Architect.

Tip: *You can create Web Style Templates 997 to customize your HTML output.*

See Also

- Create an HTML Report 995
- The Generate HTML Report Dialog 996
- Web Style Templates 997

14.2.1 Create an HTML Report

To create an HTML report:

1. In the *Project Browser* window, right-click on the root package for the report (all child packages are included in the output). The context menu displays.
2. Select the **Documentation | HTML Report** menu option. The *Generate HTML Report* dialog displays.
3. In the **Output to** field, select an output directory for your report. Set any other required options 996.
4. Click on the **Generate** button to generate the report. The **Progress** field shows total percentage complete.
5. Once the report is complete, click on the **View** button to launch your default HTML viewer and view the web pages.

The web report produced is compatible with any standard web server, either on Unix or Windows platform. Simply bundle up the entire output directory and place it within the context of your web server. All path names should be relative and case sensitive.

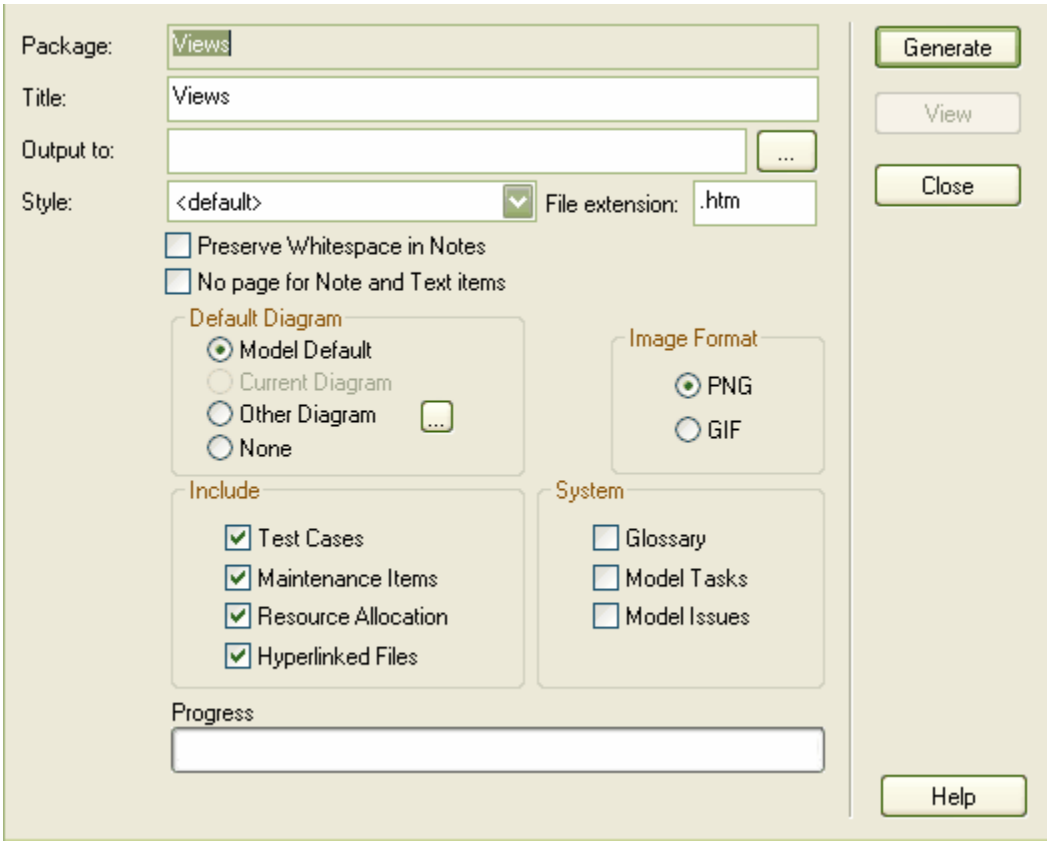
Quick Start

To generate an HTML report right now, follow the steps above on the *System Model* package of the *EAExample* project.

Note: *If you are using Microsoft Internet Explorer 7.0 or later, and you do not have it open, its security profile might block the report display. Click on the explanation banner at the top of the screen and select the* **Allow Blocked Content** *context menu option.*

14.2.2 The Generate HTML Report Dialog

The *Generate HTML Report* dialog is used to generate documentation about your model in HTML format. There are various settings to choose from to control the output, as described below.



Field	Description
Package	Displays the name of the package you are creating documentation for.
Title	Type the title for your HTML documentation; defaults to **Package**.
Output to	Type the directory path your documentation is saved to.
Style	Select a web style template 997 to apply to your documentation (optional).
File extension	Specify the file extension for your HTML documentation files; the default is **.htm**.
Preserve White space in Notes	Select the checkbox to preserve existing white space in your notes; deselect to remove white space.
No page for Note and Text items	Select the checkbox to omit the page for your notes and text items in the HTML report.
Default Diagram	Click on the radio button against the diagram the report should open to when the generated documentation is loaded.

Field	Description
Image Format	Click on the radio button for the the image file format to save your images in, either PNG or GIF.
Include	Select the checkbox for each area of your model to include in your report.
System	Select the checkbox for each section to generate in your report.

Click on the **Generate** button to generate the HTML report with the settings you have defined.

Click on the **View** button to display the report you have generated.

14.2.3 Web Style Templates

The *HTML and CSS Style Editor* enables you to edit the HTML associated with various sections of the HTML Report facility in Enterprise Architect. You would typically use this functionality to customize a report's look and feel for your company or client.

To create or edit web style templates, follow the steps below:

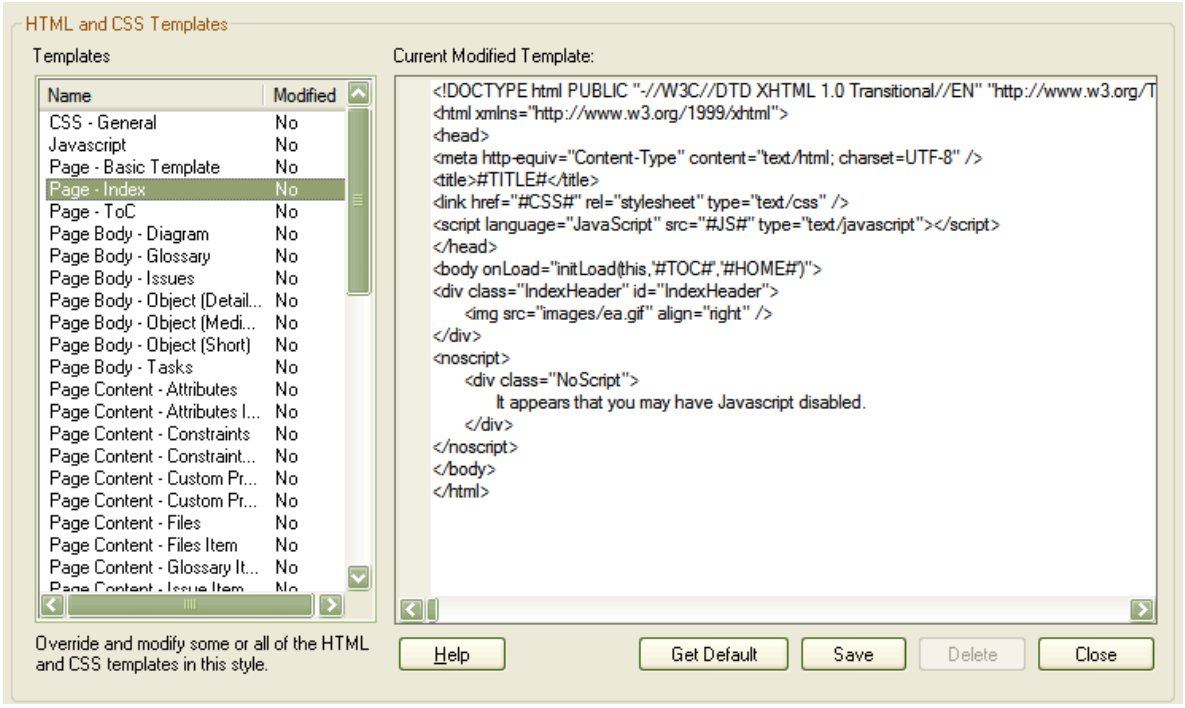
1. In the *Resources* window, expand the *Templates* folder.
2. To edit an existing template, expand the *Web Style Templates* folder and either double-click on the template name, or right-click and select the **Modify HTML Style Template** option from the context menu. The *HTML and CSS Style Editor* displays. See below for further details.
3. To create a new template, right-click on the *Web Style Templates* folder and select **Create HTML Template** from the context menu. Enter a name for the new template when prompted to do so. The *HTML and CSS Style Editor* displays. See below for further details.

   Tip: *To delete a template, right-click on it and select* **Delete HTML Template** *from the context menu.*

The *HTML and CSS Style Editor* (shown below) contains a list of all available HTML fragments for modification and customization.

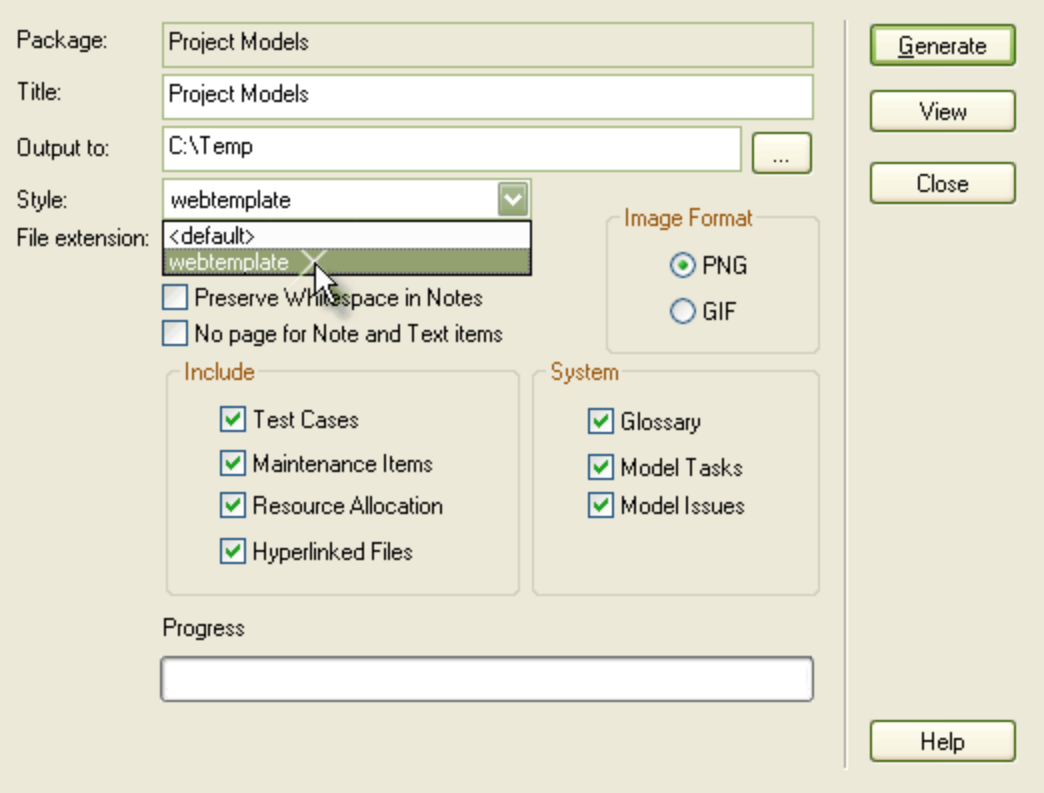
Each fragment typically contains HTML plus one or more special tag names that Enterprise Architect replaces with information during generation. Currently you cannot alter the content within the tag names, but you can omit a complete tag by removing it, or alter its basic display properties in the surrounding HTML.

Special tag names are delimited by # characters - eg. *#NOTES#*



- **Get Default** retrieves the default Enterprise Architect template for the currently selected template item in the left hand list
- **Save** saves your version of the template for this style only
- **Delete** removes your modified version of the template, which causes Enterprise Architect to use the default template during report generation.

To select a template during generation, use the **Style** drop list on the *Generate HTML Report* dialog. Once a style is selected, Enterprise Architect applies that to the current report. Select <default> for the inbuilt style.



Note: *Each time Enterprise Architect generates the web report it overwrites these files, so you must back up your modified versions and copy them back in after every update.*

14.3 Virtual Documents

You can create *virtual documents* in Enterprise Architect, by setting up a document object (a *Class* element of stereotype *Model Document*) and linking packages into the document, in whatever order or combination is most appropriate to your requirements. For example, you could create a document that includes a Sequence diagram package and Code Engineering packages (these packages are included in the Enterprise Architect example project file 461).

To create a virtual document, you must Create a document object 1000, Add Packages to Your Document Object 1000, and then Generate the Document 1003.

You can include any combination of packages, and add 1000 or delete 1002 packages as required. You can also Rearrange the Package Order 1001 within the documentation.

The document obtains its contents dynamically, that is, you don't have to update the document if you make a change to one of the packages included in it.

Tip: *You can create as many document objects as required, for as many combinations of packages as required. You can include the same package in multiple objects.*

14.3.1 Create a Document Object

To create a virtual document you must create a document object. Follow the steps below:

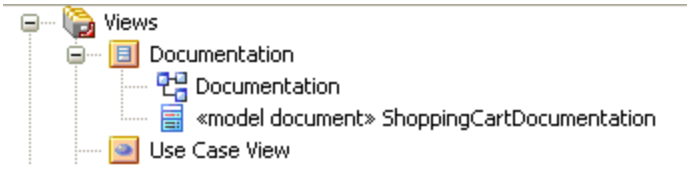
1. Create a new Class diagram.
2. From the Enterprise Architect UML *Toolbox*, drag the *Class* icon onto the diagram to create a new Class. Give the Class an appropriate name: for example, if the documentation is relevant to the shopping cart components of a model, you could call it *ShoppingCartDocumentation*.
3. In the **Stereotype** field of the Class *Properties* dialog, type or select **Model Document**.

   Note: *This is crucial to the virtual documentation process. The stereotype must be* **Model Document** *in order for the process to work correctly.*
4. Click on the **OK** button to finish the document object.

Notice the small icon on the top right-hand corner of your Class, which indicates that this is a document object.

Tip: *Resize your ShoppingCartDocumentation element as required for neatness.*

Your document object appears in the *Project Browser* window as shown below:

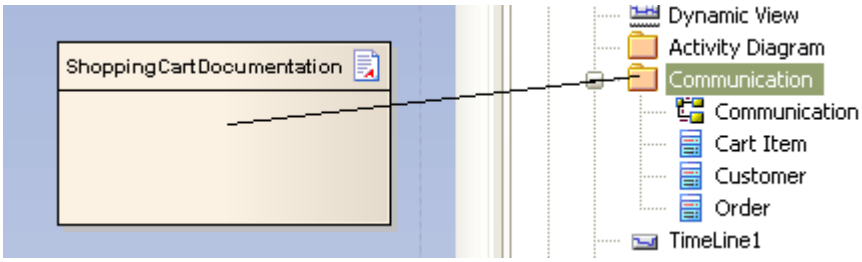


The next step is to add packages to your document 1000.

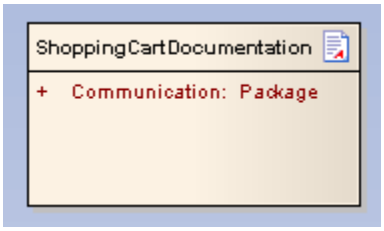
14.3.2 Add Packages to Your Document Object

To add packages to your document object, follow the steps below. As the example document object is called *ShoppingCartDocumentation*, the steps explain how to add shopping cart-related packages to the object.

1. Keeping the Documentation diagram open, find a package in the *Project Browser* window to add to the documentation. For example, a Communication package in a Dynamic view.
2. Drag and drop the package from the *Project Browser* window onto the document object as shown below:



3. The title of the package displays in the document object, as shown below:



4. This means that the Communication package is included in the document when you generate it 1003. Using the above method, You can add as many packages from as many different views as required.

The next step is to generate your document 1003. You can also rearrange 1001 or delete packages 1002 if required.

14.3.3 Rearrange the Package Order

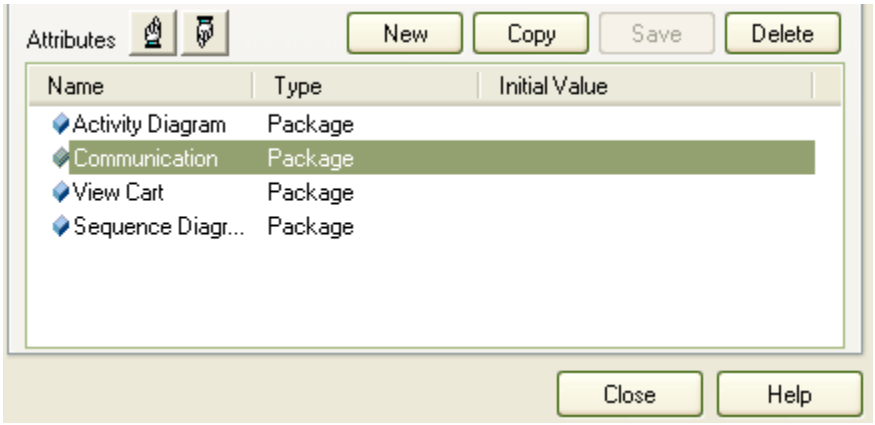
If you have more than one package in your document object, you can rearrange the order.

This example includes four packages:

- Communication Package
- Activity Diagram Package
- View Cart Package
- Sequence Diagram Package

To rearrange the order of packages in a document object, follow the steps below:

1. Right-click on the document object and select the **Attributes** option from the context menu. The *Attributes* dialog displays.
2. On the *Attributes* list, click on a package to move and click on the Up or Down (hand) buttons to change the order in which the packages are included in the documentation.



3. When you are satisfied with the order of your packages, click on the **Close** button.

See Also

- Delete a package from your document object 1002
- Generate the Document 1003

14.3.4 Delete a Package from Your Document Object

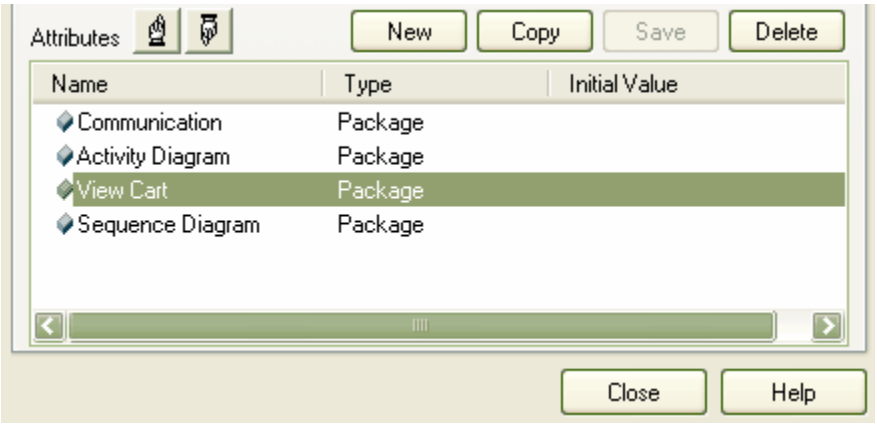
You can delete a package from your document object.

This example includes four packages:

- Communication Package
- Activity Diagram Package
- View Cart Package
- Sequence Diagram Package

To delete a package from a document object, follow the steps below:

1. Right-click on the document object and select the **Attributes** context menu option. The *Attributes* dialog displays.
2. On the *Attributes* list, click on the package to delete.



3. Click on the **Delete** button to remove the package from the document.

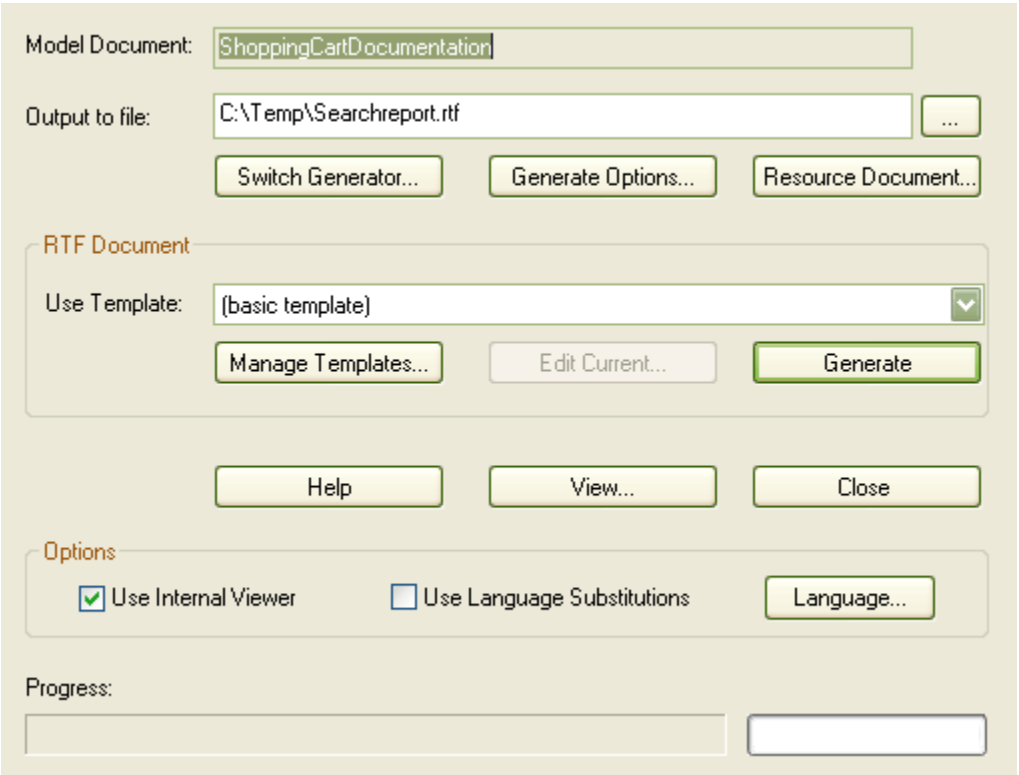
See Also

- Rearrange the Package Order 1001
- Generate the Document 1003

14.3.5 Generate the Document

To generate the documentation listed in the document object, follow the steps below:

1. Click on the document object element on the Documentation diagram.
2. Select the **Element | Rich Text Format (RTF) Report** menu option. The *Generate RTF Documentation* dialog displays.



3. Set the options for this as required. See The RTF Report Dialog 939 and related topics for further information on these settings.
4. Click on the **Generate** button to create the documentation.
5. Click on the **View** button to view the documentation.

See Also

- Rearrange the Package Order 1001
- Delete a Package from Your Document Object 1002

Part 15

15 The UML Dictionary

The Unified Modeling Language (UML)

Enterprise Architect's modeling platform is based on the Unified Modeling Language (UML), a standard that defines rules and notations for specifying business and software systems. The notation supplies a rich set of graphic elements for modeling object oriented systems, and the rules state how those elements can be connected and used. UML is not a tool for creating software systems; instead, it is a visual language for communicating, modeling, specifying and defining systems.

UML is not a prescriptive process for creating software systems; it does not supply a method or process, simply the language. You can therefore use UML in a variety of ways to specify and develop your software engineering project. This language is designed to be flexible, extendable and comprehensive, yet generic enough to serve as a foundation for all system modeling requirements. With its specification, there is a wide range of elements characterized by the kinds of diagrams they serve, and the attributes they provide. All can be further specified by using stereotypes, tags and profiles. Enterprise Architect supports many different kinds of UML elements (as well as some custom extensions). Together with the links and connectors between elements, these form the basis of the model.

Wide Range of Applications

Although initially conceived as a language for software development, UML can be used to model a wide range of real world domains. For example, UML can be used to model many real world processes (in business, science, industry, education and elsewhere), organizational hierarchies, deployment maps and much more. Enterprise Architect also provides additional custom diagrams and elements, to address further modeling interests. This topic is intended to provide an introduction to Enterprise Architect's diagrams, elements and connectors, and its modeling process. It also illustrates its alignment, when applicable, to the Unified Modeling Language.

Extending UML for New Domains

Using UML Profiles 407, UML Patterns 425, Grammars, Data types, Constraints and other extensions, UML and Enterprise Architect can be tailored to address a particular modeling Domain not explicitly covered in the original UML specification. Enterprise Architect makes extending the UML simple and straightforward and, best of all, the extension mechanism is still part of the UML Specification.

Find Out More

UML is a standard specified by the Object Management Group. Further information, including the full UML 2.1.1 documentation, can be found on the OMG website at http://www.omg.org.

Recommended Reading:

In addition to the UML Specification available from the OMG, two books that provide excellent introductions to UML are:

- *Schaum's Outlines: UML* by Bennet, Skelton and Lunn. Published by McGraw Hill. ISBN 0-07-709673-8
- *Developing Software with UML* by Bern Oestereich. Published by Addison Wesley. ISBN 0-201-36826-5

See Also

- UML Diagrams 1007
- UML Elements 1078
- UML Connections 1180
- Modeling with Enterprise Architect 230

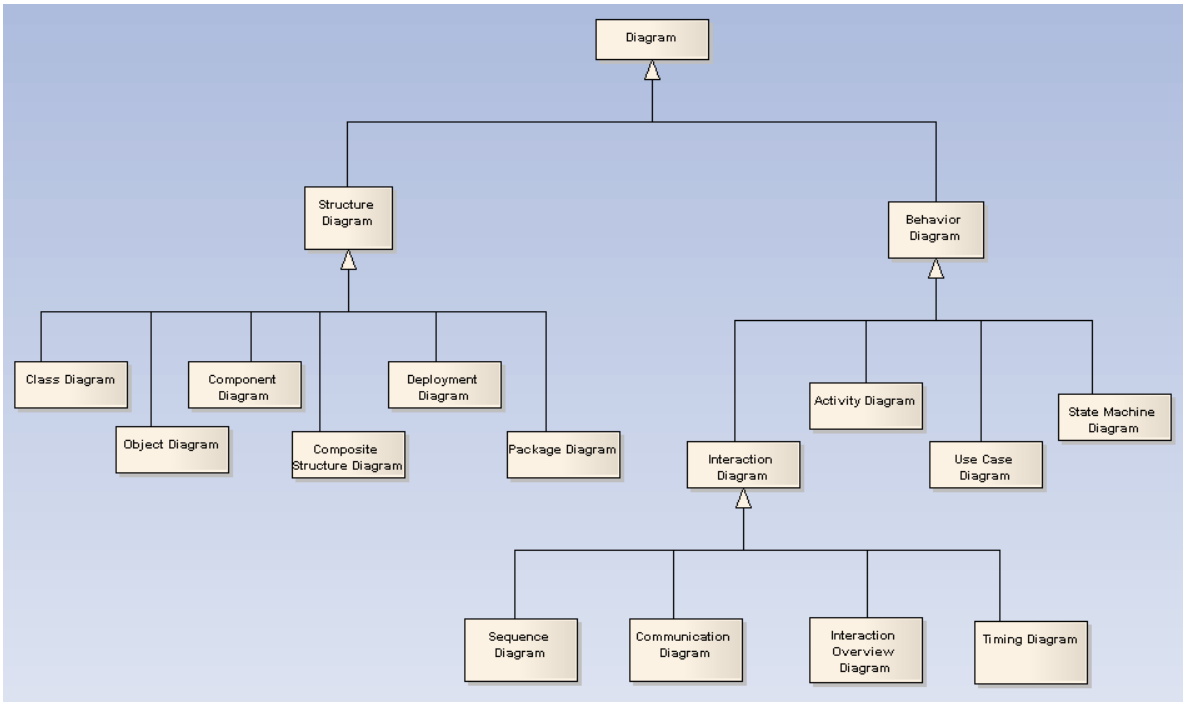
15.1 UML Diagrams

Types of Diagram

There are two major groupings of UML diagrams: *Structural* diagrams, which show a static view of the model; and *Behavioral* diagrams, which show a dynamic view of the model. For more information on building these diagrams, click on the following links:

- Structural Diagrams 1057
  - Class Diagrams 1060
  - Object Diagrams 1062
  - Component Diagrams 1066
  - Composite Structure Diagrams 1063
  - Deployment Diagrams 1068
  - Package Diagrams 1058
- Behavioral Diagrams 1008
  - Interaction Diagrams 1024
    - Sequence Diagrams 1042
    - Communication Diagrams 1052
    - Interaction Overview Diagrams 1055
    - Timing Diagrams 1025
  - Activity Diagrams 1009
  - Use Case Diagrams 1011
  - State Machine Diagrams 1013

The figure below shows the taxonomy of the 13 UML diagrams, as defined by the Object Development Group's UML 2.1 specification. Enterprise Architect provides additional diagram types that extend 1008 the core UML diagrams for business process modeling, formal requirements specifications and other domain-specific models. It also supports diagram types specific to MDG Technologies 430 such as MindMapping.



See *UML Superstructure Specification, v2.1.1, figure A.5, p. 680*.

Extended Diagrams

Enterprise Architect provides the following Extended diagrams:

- Analysis 1069 diagrams
- Custom 1071 diagrams
- Requirements 1073 diagrams
- Maintenance 1074 diagrams
- User Interface 1075 diagrams
- Database 1077 diagrams
- Robustness 1078 diagrams.

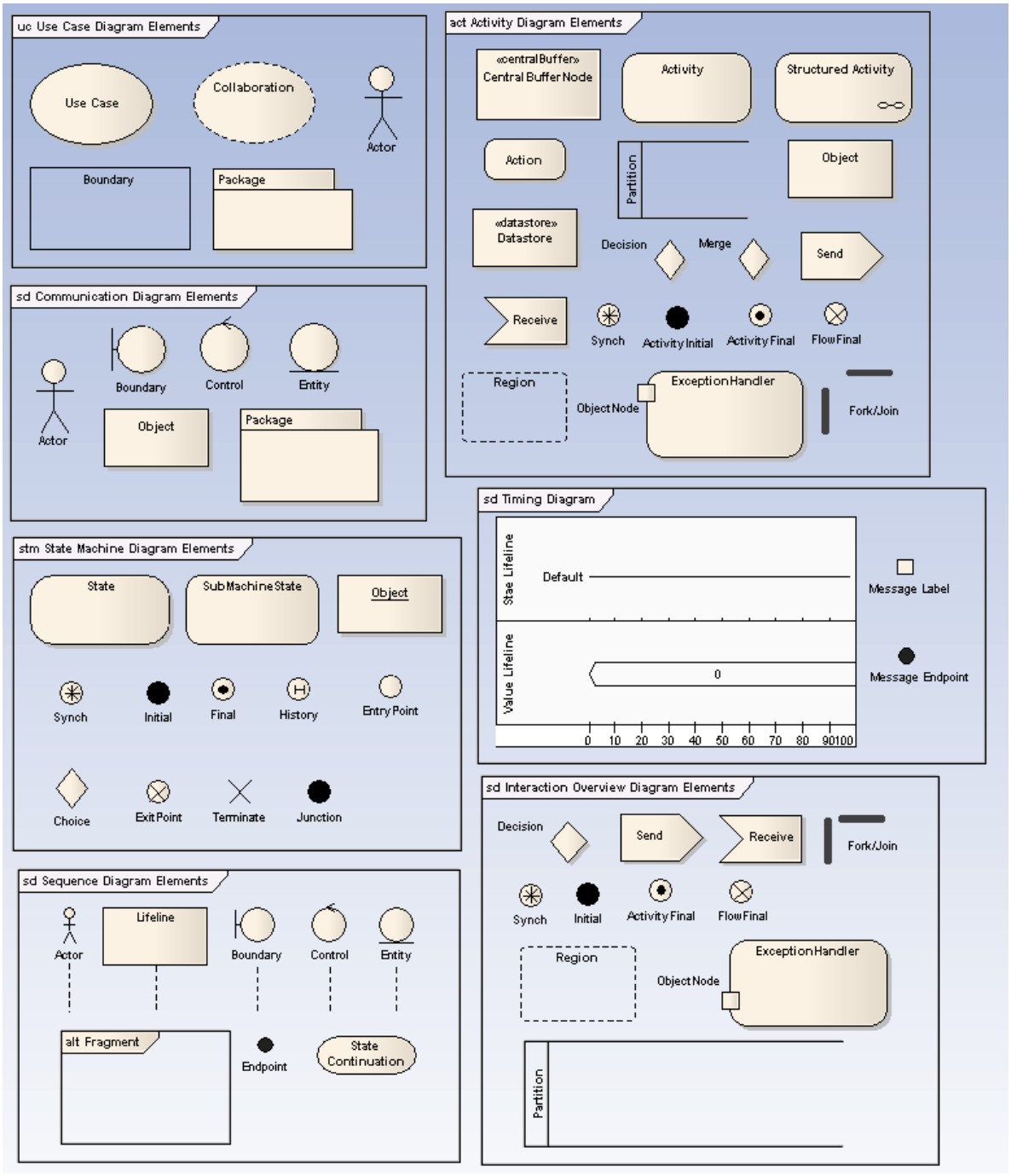
Work with Diagrams

Diagrams are developed in the main workspace in which you create and connect model elements. You create them by right-clicking a package and selecting the **New Diagram** context menu option, or load them by double-clicking their diagram icon in the *Project Browser* window. For full details on how to work with diagrams, see Diagram Tasks 236.

15.1.1 Behavioral Diagrams

Behavioral diagrams depict the behavioral features of a system or business process. Behavioral diagrams include:

- Activity diagrams 1009
- Use Case diagrams 1011
- State Machine diagrams 1013
- Timing diagrams 1025
- Sequence diagrams 1042
- Communication diagrams 1052
- Interaction Overview diagrams 1055



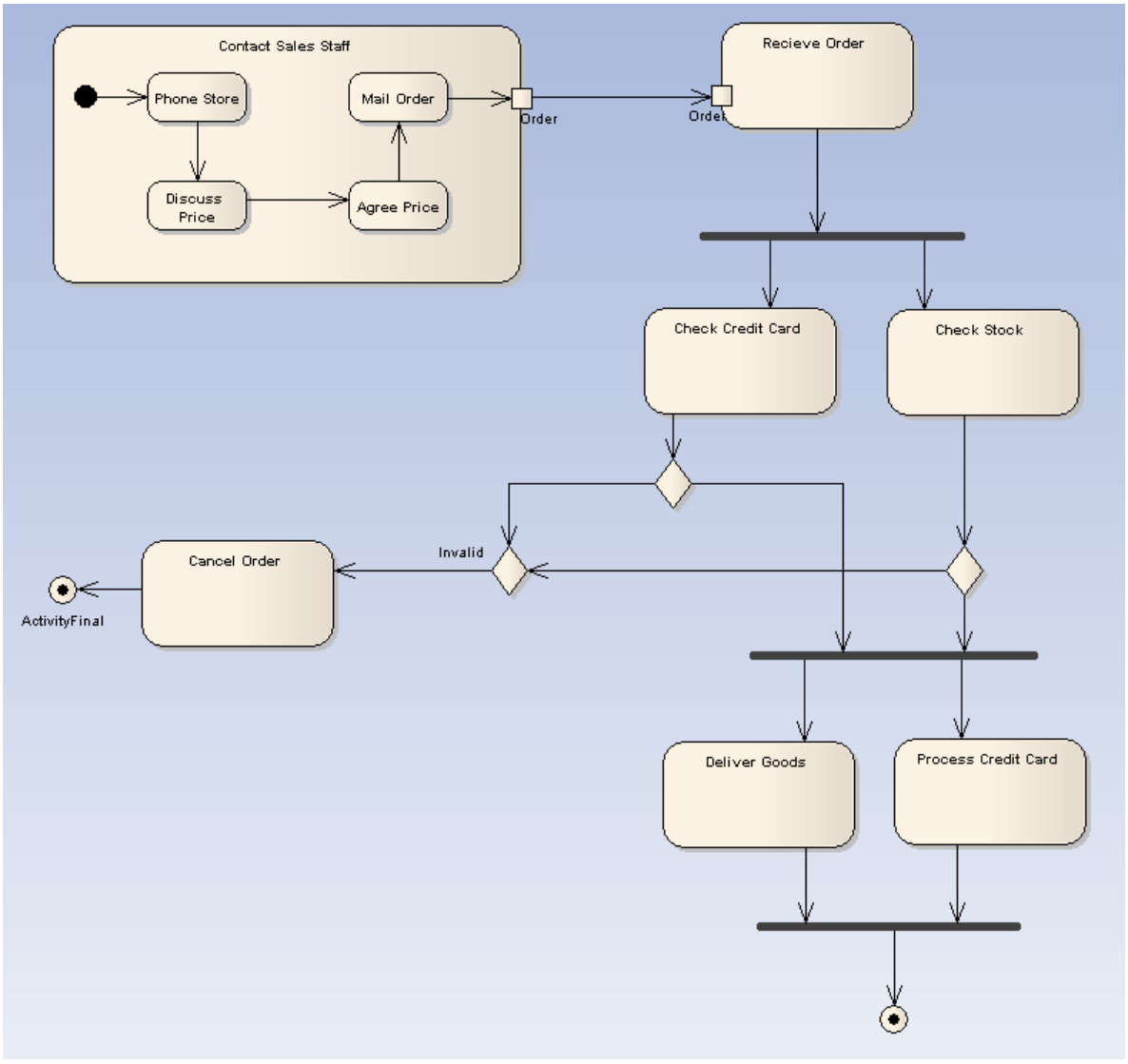
15.1.1.1 Activity Diagram

Activity diagrams are used to model the behaviors of a system, and the way in which these behaviors are related in an overall flow of the system. The logical paths a process follows, based on various conditions, concurrent processing, data access, interruptions and other logical path distinctions, are all used to construct a process, system or procedure.

Note: *You can create Analysis diagrams 1065 (Simplified Activity), containing the elements most useful for business process modeling, using the New Diagram 237 dialog.*

Example Diagram

The diagram below illustrates some of the features of Activity diagrams, including Activities, Actions, Start Nodes, End Nodes and Decision points.



Toolbox Elements and Connectors

Select Activity diagram elements and connectors from the Activity pages 110 of the Enterprise Architect UML *Toolbox*.

Tip: *Click on the elements and connectors below for more information.*

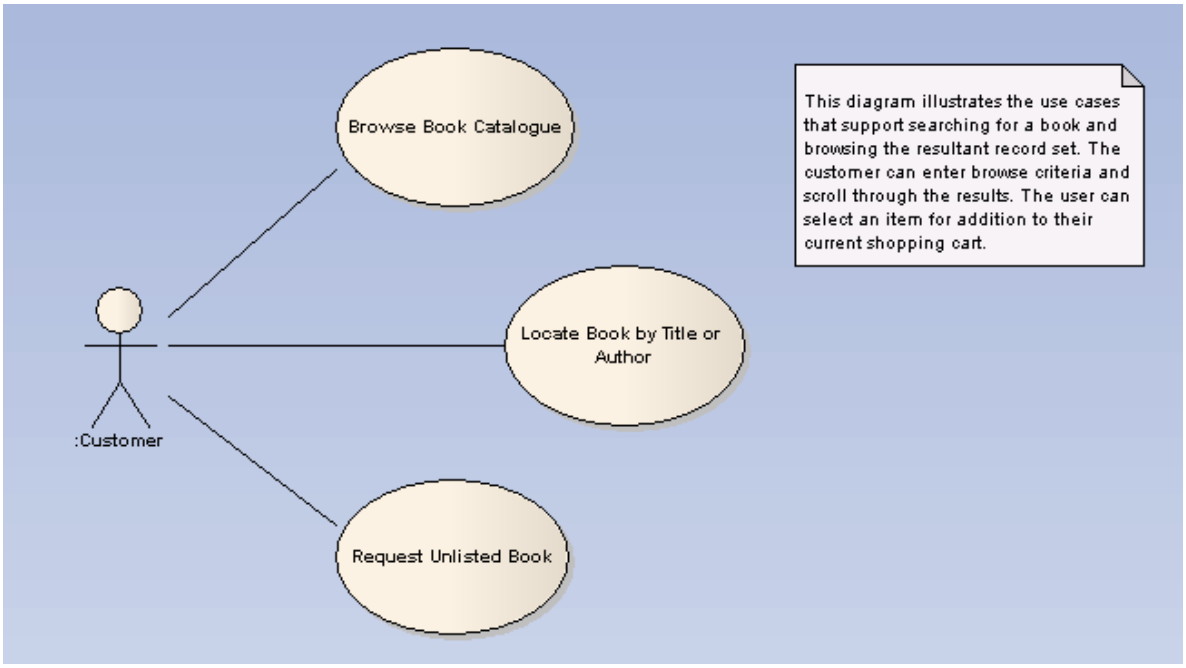
Activity Diagram Elements	Activity Diagram Connectors
Activity	Fork/Join
Structured Activity	Fork/Join
Action	Control Flow
Partition	Object Flow
Object	Interrupt Flow
Central Buffer Node	
Datastore	
Decision	
Merge	
Send	
Receive	
Synch	
Initial	
Final	
Flow Final	
Region	
Exception	

15.1.1.2 Use Case Diagram

A *Use Case* diagram captures Use Cases and relationships among Actors and the subject (system). It describes the functional requirements of the system, the manner in which outside things (Actors) interact at the system boundary, and the response of the system.

Example Diagram

The diagram below illustrates some features of Use Case diagrams:



Toolbox Elements and Connectors

Select Use Case diagram elements and connectors from the Use Case pages 105 of the Enterprise Architect UML *Toolbox*.

Tip: *Click on the elements and connectors below for more information.*

Use Case Diagram Elements	Use Case Diagram Connectors
Actor	Use
Use Case	Associate
Collaboration	Generalize
Boundary	Include
Package	Extend
	Realize
	Invokes
	Precedes

See Also

- Use Case Extension Points 1159

- Use Rectangle Notation 1160

15.1.1.3 State Machine Diagram

Note: *State Machine diagrams were formerly known as State diagrams.*

A *State Machine* diagram illustrates how an element (often a Class) can move between states, classifying its behavior according to transition triggers and constraining guards. Other aspects of State Machine diagrams further depict and explain movement and behavior. State Machine representations in UML are based on the *Harel State Chart Notation* (see the *OMG UML Superstructure Specification 2.1.1*, *section 15.1, p. 521*), and therefore are sometimes referred to as *State Charts*.

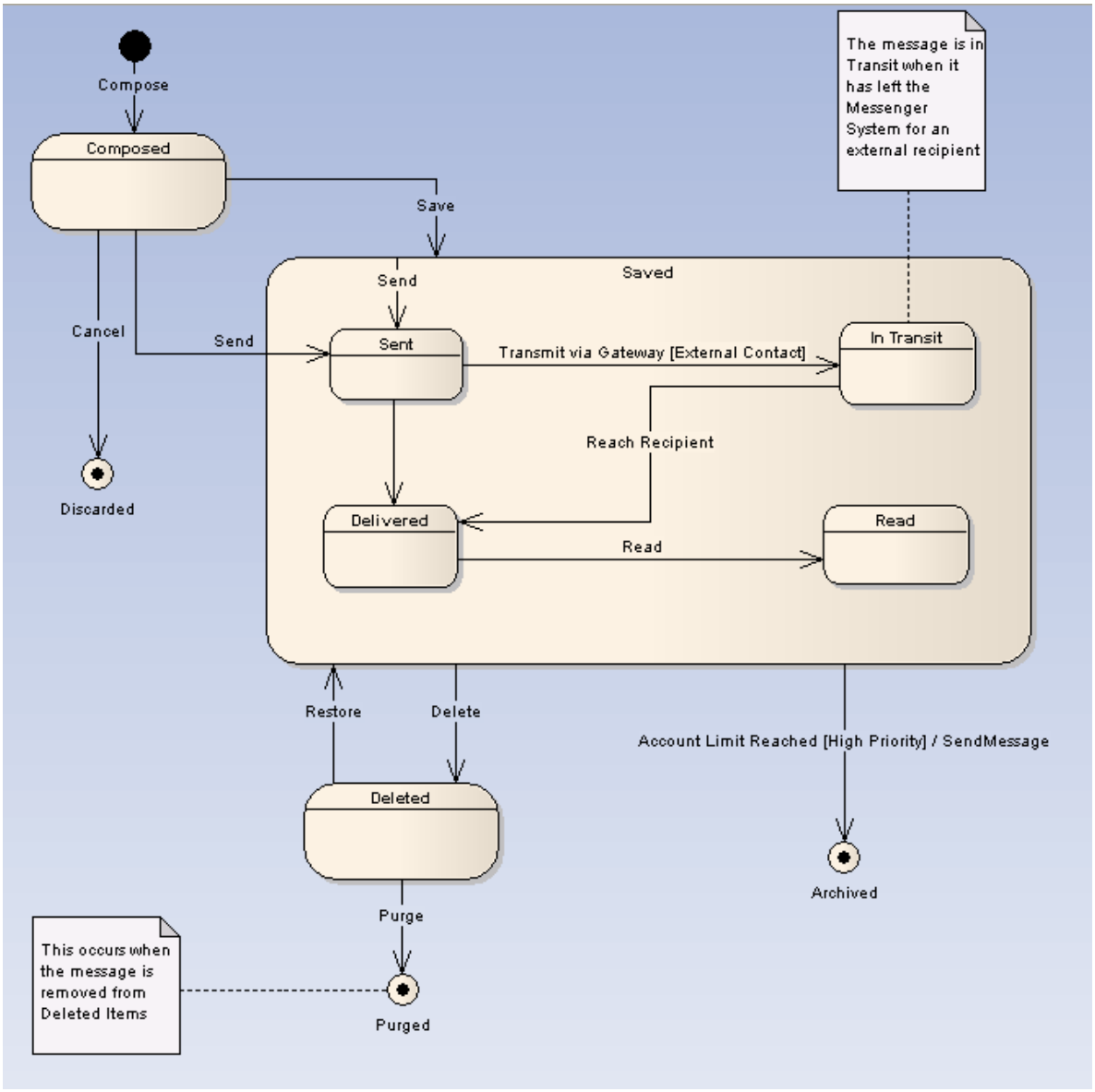
You can display a State Machine as a diagram (as below) or as a *table* 1017 in one of three relationship formats. In all formats, you use the same Enterprise Architect UML *Toolbox* elements and connectors 110.

To select the display format, follow the steps below:

1. Right-click on the diagram background to display the context menu.
2. Select the **Statechart Editor** option.
3. Select the appropriate display option:
   - **Diagram**
   - **Table (State-Next State)**
   - **Table (State-Trigger)**
   - **Table (Trigger-State)**

Example Diagram

The diagram below illustrates some features of State Machine diagrams. The *Saved* state is a *Composite* 1147 State, and enclosed states are *sub-states* 1147. Initial and final pseudo-states 1016 indicate the entry to and exit from the State Machine. Composite States and sub-states are both State elements, a Composite State being an expanded State element that encloses other State elements, which are then referred to as sub-states.



Toolbox Elements and Connectors

Select State Machine diagram elements and connectors from the State pages 110 of the Enterprise Architect UML *Toolbox*.

Tip: *Click on the elements and connectors below for more information.*

State Machine Diagram Elements	State Machine Diagram Connectors
State	Fork/Join
State Machine	Fork/Join

State Machine Diagram Elements	State Machine Diagram Connectors
Initial	Transition
Final	Object Flow
History	
Synch	
Object	
Choice	
Junction	
Entry	
Exit	
Terminate	

See Also

- Regions 1015

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, Section 15.3.12, p. 560*) states:

A state machine owns one or more regions, which in turn own vertices and transitions.

The behaviored classifier context owning a state machine defines which signal and call triggers are defined for the state machine, and which attributes and operations are available in activities of the state machine. Signal triggers and call triggers for the state machine are defined according to the receptions and operations of this classifier.

As a kind of behavior, a state machine may have an associated behavioral feature (specification) and be the method of this behavioral feature. In this case the state machine specifies the behavior of this behavioral feature. The parameters of the state machine in this case match the parameters of the behavioral feature and provide the means for accessing (within the state machine) the behavioral feature parameters.

A state machine without a context classifier may use triggers that are independent of receptions or operations of a classifier, i.e. either just signal triggers or call triggers based upon operation template parameters of the (parameterized) state machine.

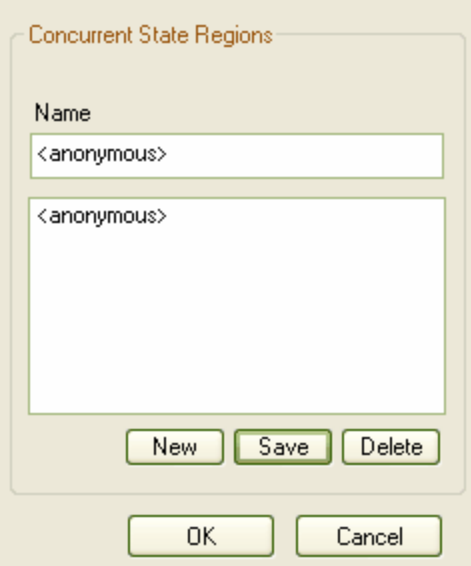
15.1.1.3.1 Regions

Regions can be created in Composite States 1147 or State Machines 1146 on a State Machine diagram 1013. Regions indicate concurrency, such that a single State is active in each region. Multiple transitions can occur from a single event dispatch, so long as similarly triggered transitions are divided by Regions.

To create a Region in a Composite State, follow the steps below:

1. Right-click on a State, and select the **Advanced | Define Concurrent Substates** menu option. The

State Regions dialog displays.



2. Construct the Regions of a State, which can be named or anonymous.
3. Click on the **OK** button.

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 544*) states:

A region is an orthogonal part of either a composite state or a state machine. It contains states and transitions.

15.1.1.3.2 Pseudo-States

Pseudo-states are a UML 2.1.1 abstraction for various types of transient vertices used in State Machine 1013 diagrams. Pseudo-states are used to express complex transition paths. The following types of pseudo-state are available:

- Initial 1126
- Entry Point 1113
- Exit Point 1117
- Choice 1094
- Junction 1129
- History 1124
- Terminate 1157
- Final 1118
- Fork 1122
- Join 1123

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 536*) states:

A pseudostate is an abstraction that encompasses different types of transient vertices in the state machine graph... Pseudostates are typically used to connect multiple transitions into more complex state transitions paths. For example, by combining a transition entering a fork pseudostate with a set of transitions exiting the fork pseudostate, we get a compound transition that leads to a set of orthogonal target states.

15.1.1.4 State Machine Table

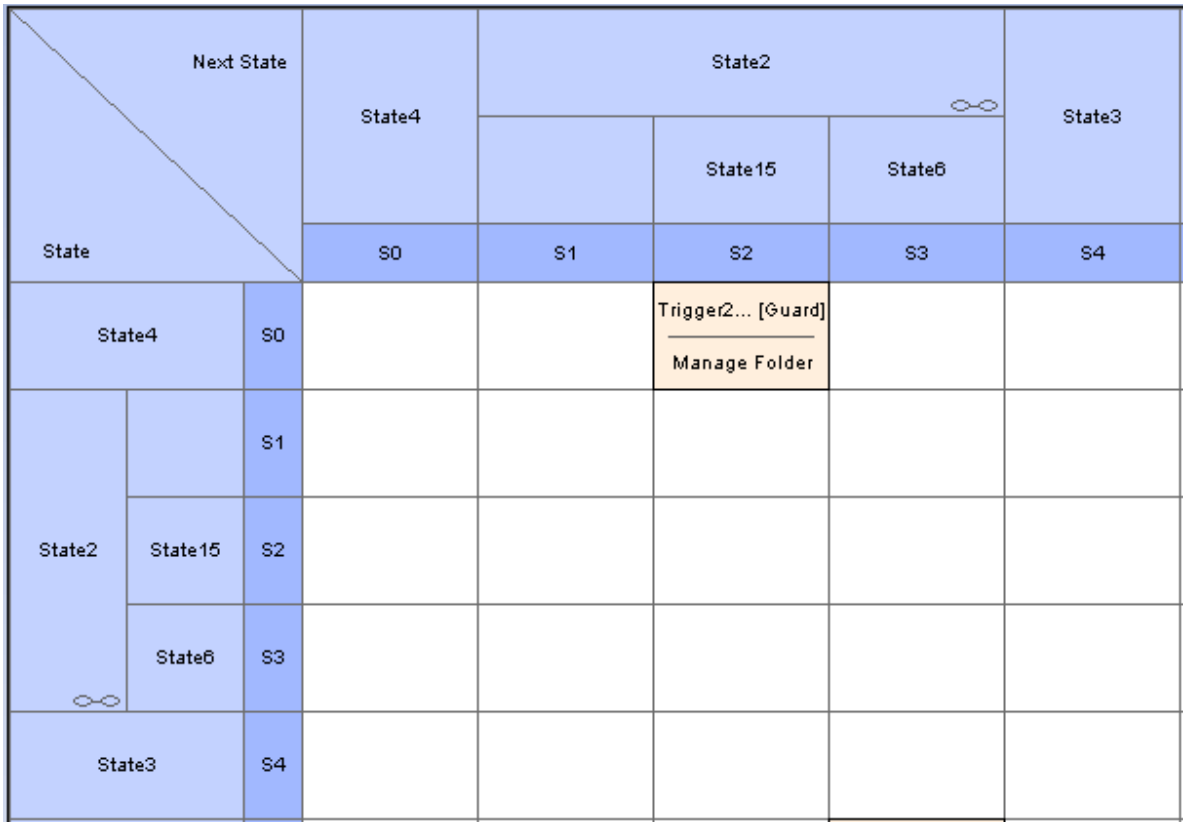
A *State Machine table* is one of two variants of a State Machine (the other is the *State Machine diagram)* 1013. It displays the information of the State Machine in table form, and is a method of specifying the discrete behavior of a finite state-transition system; that is, what state the State Machine moves to and the conditions under which the transition takes place.

You can display the state transition as one of two different relationships:

- **State - Trigger**: The rows indicate the current states and the columns indicate trigger events (or the other way around if you prefer, in a **Trigger - State** format). The cell at the intersection of a row and column identifies the target state in the transition if the trigger occurs, and the condition (or guard) of the transition.

State \ Event			Event2	Event3	Event4	Event1	<None>
			E0	E1	E2	E3	E4
Initial		S0					S1
State1		S1				S2	
State2		S2	S6				
State2	SubState1	S3		S4			
State2	SubState2	S4			[Cond] / S5		
State2	SubState3	S5		[guard] / S4			
State3		S6					S7
Final		S7					

- **State - Next State:** The rows and columns both indicate states, and the cell at the intersection of a row and column indicates the event that triggers a transition from the current (row) state to the next (column) state, the condition (or guard) of the event, and the effect of the transition.



Select Format

You can display a State Machine as a diagram or table, and as a table in one of three relationship formats.

To select the display format, follow the steps below:

1. Right-click on the diagram background to display the context menu.
2. Select the **Statechart Editor** option.
3. Select the appropriate display option:
   - **Diagram**
   - **Table (State-Next State)**
   - **Table (State-Trigger)**
   - **Table (Trigger-State)**

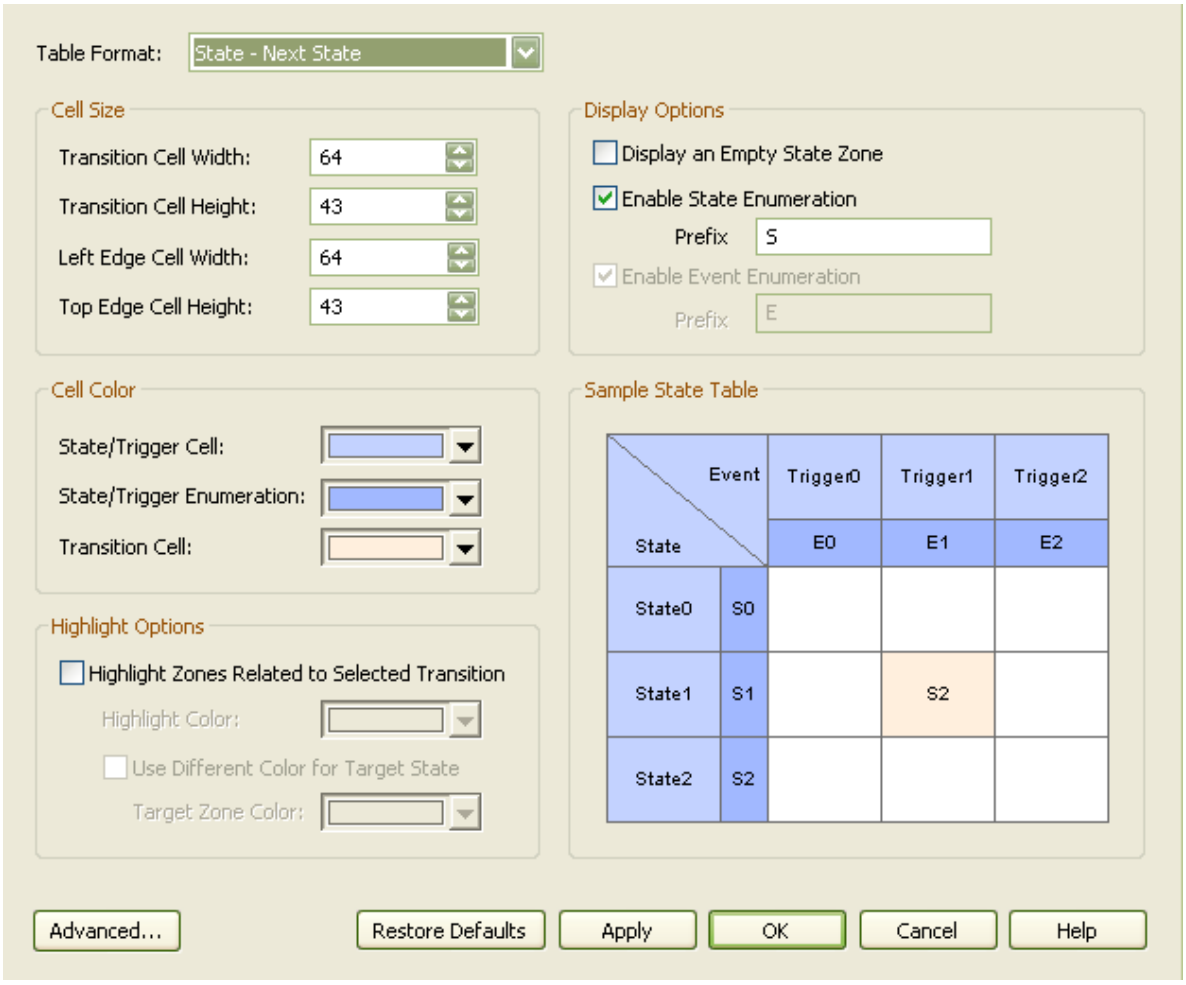
See Also

- State Table Diagram Options 1018
- State Table Diagram Operations 1021

15.1.1.4.1 State Machine Table Options

You can choose the *State Machine table* 1017 layout and set other options from the *State Machine Diagram: Options* dialog, which you display by either:

- Double-clicking on the State Machine table background or
- Right-clicking on the background and selecting the **State Table Options** context menu option.



Field	Description
Table Format	Click on the drop-down arrow and select the required table format: • **State - Trigger**: rows represent States, each state name in a left edge cell; columns represent Triggers, each trigger name in a column header cell; the intersection of a row and column identifies the Transition (if there is one); the Transition cell displays information about the next State and the condition (guard) of the Transition • **Trigger - State**: as above, except that rows represent triggers and columns represent states • **State - Next State**: both rows and columns represent states; intersection of row and column defines the transition (if there is one) from the row state to the column state.
Cell Size	
Transition Cell Width	Type or select the width of the transition cells (that is, the column width).
Transition Cell Height	Type or select the height of the transition cells (that is, the row height).
Left Edge Cell Width	Type or select the width of the left edge (row title) cells.

Field	Description
Top Edge Cell Height	Type or select the height of the top edge (column title) cells.
Cell Color	
State/Trigger Cell	Click on the drop-down arrow and select the color of the row and column title cells.
State/Trigger Enumeration	Click on the drop-down arrow and select the color of the enumeration (row/ column numbering) cells. ***Note:*** *You must select at least one of the* **Enable State Enumeration** *and* **Enable Event Enumeration** *checkboxes to set this color.*
Transition Cell	Click on the drop-down arrow and select the color of the transition cells (in the main body of the table).
Highlight Options	
Highlight Zones Related to Selected Transition	Select this checkbox to highlight the cells for all elements involved in a selected transition - the initial state, the target state, and the trigger.
Highlight Color	Click on the drop-down arrow and select the color of the highlight.
Use Different Color for Target State	Select this checkbox to highlight the cell for the target element in a transition in a different color to the cell for the source element.
Target Zone Color	Click on the drop-down arrow and select the color of the highlight.
Display Options	
Display an Empty State Zone	Select the checkbox to add an empty row (and, on a *State - Next State* table, an empty column) to the end of the table. The title cell contains an ellipsis (**...**). You can click twice (not double-click) on the ellipsis to edit it and identify a new state. In this case, another empty state zone is automatically added.
Enable State Enumeration	Select this checkbox to add a cell to each state title cell, to number the state. Numbering starts at 0.
Prefix	If required, type a prefix for the state number or delete the default **S** to have no prefix.
Enable Event Enumeration	Select this checkbox to add a cell to each event or trigger title cell, to number the event. Numbering starts at 0.
Prefix	If required, type a prefix for the event number or delete the default **E** to have no prefix.
Sample State Table	Displays a preview of the table format as you define it.

Button	Description
Advanced	Click on this button to define diagram options. The *State Machine Diagram Properties* 267 dialog displays.
Restore Defaults	Click on this button to reapply the State Table diagram default values.
Apply	Click on this button to apply changed options to the State Table diagram.

See Also

- State Machine Table Operations 1021

15.1.1.4.2 State Machine Table Operations - Overview

Overview

As a *State Machine table* 1017 is a variant of a UML *State Machine diagram*, most of the operations for manipulating the data are the same as for State Machine diagrams. These include operations to:

- Create new items by drag-and-dropping a specified object from the Enterprise Architect UML *Toolbox* to the current diagram
- Delete an item
- Apply to the diagram elements in the *Project Browser* window
- Display or change the properties of the State, Trigger or Transition
- Apply to the diagram, such as **Lock Diagram**, **Zoom**, and *in place editing* of the element.

The operations specific to State Machine tables are described in the following topics:

- Change Position of State Machine Table 1021
- Change Size of State Machine Table 1021
- Insert New State (and Substate) 1022
- Insert Trigger 1022
- Insert/Change Transition 1023
- Reposition State/Trigger Cells 1023
- Locate State, Trigger and Transition in State Machine Diagram 1023
- State Machine Table Conventions 1024

See Also

- State Machine Table Options 1018

15.1.1.4.2.1 Change State Machine Table Position

If necessary, you can move the State Machine table around in the *Diagram View.* To change the position of the State Machine table, follow the steps below:

1. Press **[Ctrl]+[A]** or double click on the top left cell to select the whole State Machine table.
2. Drag and drop the State Machine table to the required position. Alternatively, use **[Shift]+[→]**, **[←]**, **[↑]** or **[↓]** to move the State Machine table.

15.1.1.4.2.2 Change State Machine Table Size

There are three ways to change the size of the State Machine table:

1. Change the cell size on the *State Machine Diagram: Options* 1018 dialog.
2. Press **[Ctrl]+[A]** or double click on the top left cell to select the whole State Machine table, then press **[Ctrl]+[→]**, **[←]**, **[↑]** or **[↓]** to change the size.
3. Select the State Machine table, then drag the shape handles to change the size.

15.1.1.4.2.3 Insert New State

You can insert a new State in the State Machine table, using one of following methods:

- In the top left cell in the State Machine table, move the cursor to the word **State** to display a **+** at the end of the word; click on the **+** to create a new State
- Right-click in the top left cell in the State Machine table to display the context menu, and select the **Add State** menu option
- Right-click on an existing State cell in the State Machine table to display the context menu, and select the
  - **Insert New State Before** option to insert a new State before the current State, or
  - **Insert New State After** option to insert a new State after the current State
- Click on an existing State cell in the State Machine table, and press **[Insert]** to create and insert a new State above the selected State
- In the Enterprise Architect UML *Toolbox*, on the *State Elements* page, click on an element and then click on:
  - the diagram background to add a new State to the end of the table, or
  - an existing State cell to add the new State just above it.

Note: *From the State Elements page of the Enterprise Architect UML Toolbox you can insert State, Initial, Final, Entry, Exit and Terminate elements.*

Add a Substate

To add a Substate to a selected State, follow the steps below:

1. Right-click on the required State cell in the State Machine table. The context menu displays.
2. Select the **Add Substate** menu option. Enterprise Architect adds the Substate to the State.

Note: *If the selected State does not allow a Substate, then the* **Add Substate** *menu option is grayed out.*

You can also drag one existing State over another. If the second State allows Substates, the dragged State then becomes its Substate.

Similarly, you can change the parent State of a Substate by dragging the Substate from the original parent State to a different State.

Remove Parent Relation of a Substate

To remove the parent relation of a Substate and make it a separate State, follow the steps below:

1. Right-click on the Substate in the State Machine table. The context menu displays.
2. Select the **Remove Parent Relation** menu option. The Substate cell becomes a State cell.

You can also drag and drop the Substate onto the top left cell of the State Machine table.The dragged Substate again becomes a State cell.

15.1.1.4.2.4 Insert Trigger

If the State Machine table format is either *State-Trigger* or *Trigger-State*, you can use one of the following methods to insert a new Trigger:

- In the top left cell in the State Machine table, move the cursor to the word **Event** to display a **+** at the end of the word; click on the **+** to create a new Trigger
- In the top left cell in the State Machine table, right-click to display the context menu and select the **Add Trigger** menu option to create a new Trigger
- Select an existing Trigger in the State Machine table, then press **[Insert]** to insert a new Trigger before the existing Trigger
- Click on an existing Trigger in the State Machine table, right-click to display the context menu and select either the:

- **Insert New Trigger Before** option to insert a new Trigger before the current Trigger, or
- **Insert New Trigger After** option to insert a new Trigger after the current Trigger.

15.1.1.4.2.5 Insert/ChangeTransition

You can insert a new Transition using one of the following methods:

- Right-click on the cell in which to create a Transition, to display the context menu
  - If the State Machine table format is *State-Trigger* or *Trigger-State*, the context menu lists the States you can choose as the target of the Transition; click on the required State name to create the Transition
  - If the State Machine table format is *State-Next State*, click on the **Insert Transition** menu option to create the Transition.
- In the *State Relationships* page of the Enterprise Architect UML *Toolbox*, select the *Transition* element, then click on the cell in the State Machine table in which to create the Transition. Double-click on the Transition to define it in the *Transition Properties* dialog.

Change the Transition

As for the State Chart 1013 diagram, to change the properties of a Transition double-click the Transition cell and edit the details on the *Transition Properties* dialog.

Change Transition States

You can change the source and target of the Transition by right-clicking the Transition and selecting the **Advanced | Set Source and Target** context menu option.

Alternatively, you can change the Transition source, target or Trigger by clicking on the Transition and dragging it to a different cell.

If the State Machine table format is either **State-Trigger** or **Trigger-State**, you can change the target state of a transition by:

1. Highlighting the target state name in the Transition cell and clicking on it to display a list of the states in the table.
2. Clicking on the preferred target state name.

Highlight States and Trigger Related to Transition

You can select options to highlight the source State, target State and Trigger cells associated with a Transition, using the *Highlight Options* panel on the *State Machine Diagram Options* 1018 dialog. When you click on the Transition cell its associated State and Trigger cells are highlighted.

Alternatively, click on the Transition cell and press and hold **[L]**.

15.1.1.4.2.6 Reposition State or Trigger Cells

You can change the position of a selected State or Trigger cell in one of the following ways:

- Right-click on the State or Trigger title cell and select the appropriate **Order | Move xxx** context menu option
- Click on the cell and press **[Shift]+[→]**, **[←]**, **[↑]** or **[↓]**.

15.1.1.4.2.7 Locate Cell in State Machine Diagram

On the State Machine table you can select a State or Trigger element and locate it in a State Machine diagram, by selecting the **Find | Locate in State Chart** context menu option. Enterprise Architect switches to the State Machine diagram and highlights the selected element. You can locate a Transition relationship in a similar way, by selecting the **Locate in State Chart** context menu option.

Note: *A Trigger on a State Machine table might or might not exist on the corresponding State Machine diagram. If the Trigger does not exist on the State Machine diagram, the* **Locate in State Chart** *option is disabled.*

Conversely, on the State Machine diagram, you can select a State or Trigger element and locate it on the corresponding State Machine table, by selecting the **Find | Locate in State Table** context menu option. Enterprise Architect switches to the State Machine table and highlights the selected element. You can locate a Transition relationship in a similar way, by selecting the **Locate in State Table** context menu option.

15.1.1.4.2.8 State Machine Table Conventions

Trigger

- Deleting a Trigger removes it completely from the model, therefore you cannot UNDO a Trigger deletion
- There is a <*None*> column at the end of the **Event** heading row. This is for Transitions that have no Trigger information.

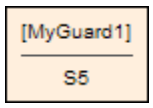
State

From the Enterprise Architect UML *Toolbox* you can insert the following *State* element types only (although the State Machine table might pick up and display other types, such as *Submachine State*):

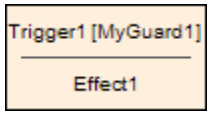
- State
- Initial
- Final
- Entry
- Exit
- Terminate.

Transition

The Transition cell displays its properties in one of two ways, depending on the State Machine table format. If the State Machine table format is *State - Trigger* or *Trigger - State*, the Transition cell displays the *Guard* and *Target* as shown below:



If the State Machine table format is *State - Next State*, then the Transition cell displays the *Trigger*, *Guard* and *Effect* as shown below:



The State Machine table enables you to edit the *Guard* and *Effect* in place. If the *Guard* or *Effect* is empty for your selected Transition cell, the cell displays an ellipsis [**...**] instead. Click twice (not double-click) on the ellipsis to type in the *Guard* and *Effect* names.

15.1.1.5 Interaction Diagrams

An interaction is a generalization for a type of interaction diagram. Interaction diagrams can be any of the following:

- Timing Diagrams 1025

- Sequence Diagrams 1042
- Interaction Overview Diagrams 1055
- Communication Diagrams 1052

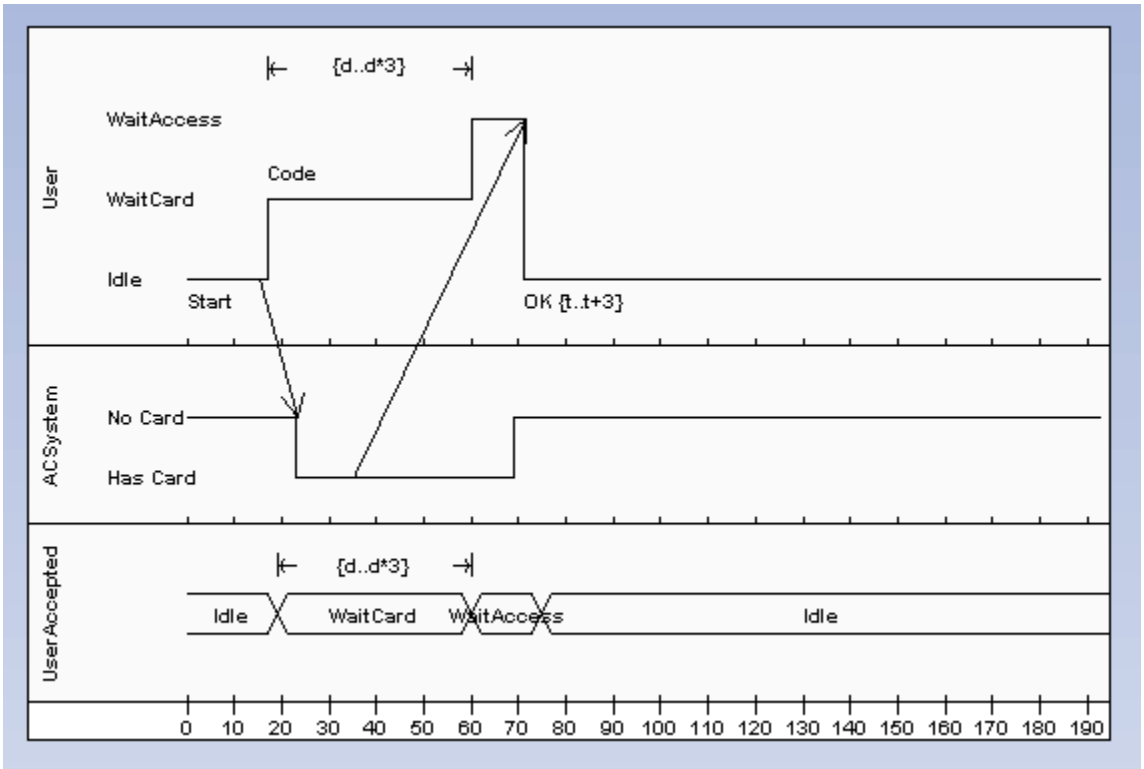
15.1.1.5.1 Timing Diagram

A *Timing diagram* defines the behavior of different objects within a time-scale. It provides a visual representation of objects changing state and interacting over time.

You can use Timing diagrams to define hardware-driven or embedded software components; for example, those used in a fuel injection system or a microwave controller. You can also use Timing diagrams to specify time-driven business processes.

Example Diagram

An example of a Timing diagram is shown below:



(See OMG *UML Superstructure Specification, v2.1.1, p. 454, figures 14.30 and 14.31*).

Toolbox Elements and Message

Select Timing diagram elements and connectors from the Timing pages 109 of the Enterprise Architect UML *Toolbox*.

Tip: *Click on the elements and message below for more information.*

Timing Diagram Elements	Timing Diagram Message
State Lifeline	Message
Value Lifeline	
Message Label	
Message Endpoint	
Diagram Gate	

See Also

- Create a Timing Diagram 1026
- Set a Time Range 1027
- Edit a Timing Diagram 1027
- Time Intervals 1036
- Message (Timing Diagram) 1208
- State Lifeline 1149
- Value Lifeline 1161

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 517*) states:

Timing Diagrams are used to show interactions when a primary purpose of the diagram is to reason about time. Timing diagrams focus on conditions changing within and among Lifelines along a linear time axis.

Timing diagrams describe behavior of both individual classifiers and interactions of classifiers, focusing attention on time of occurrence of events causing changes in the modeled conditions of the Lifelines.

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 519*) also states:

The primary purpose of the timing diagram is to show the change in state or condition of a lifeline (representing a Classifier Instance or Classifier Role) over linear time. The most common usage is to show the change in state of an object over time in response to accepted events or stimuli. The received events are annotated as shown when it is desirable to show the event causing the change in condition or state.

15.1.1.5.1.1 Create a Timing Diagram

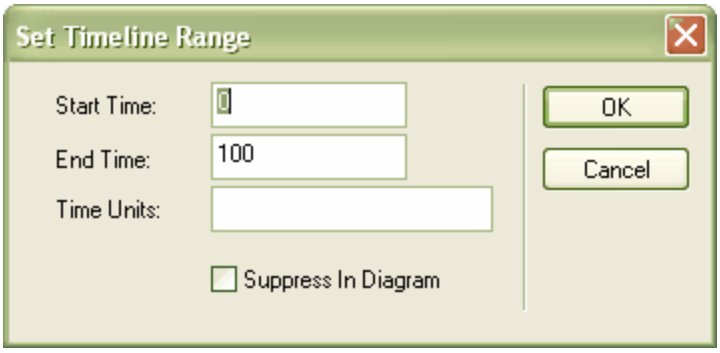
To create a Timing diagram, follow the steps below:

1. Right-click on a package in the *Project Browser* window. The context menu displays.
2. Select the **Add | Add Diagram** menu option. The *New Diagram* dialog displays.
3. In the *Select From* panel, select **UML Behavioral**.
4. In the *Diagram Types* panel, select **Timing**.
5. Click on the **OK** button. The *Diagram* view displays, on which you create the Timing elements for the diagram. See Set a Time Range 1027 and Edit a Timing Diagram 1027.

15.1.1.5.1.2 Set a Time Range

Before adding Lifeline elements to your Timing diagram, set a time range. To do this, follow the steps below:

1. Right-click on the diagram. The context menu displays.
2. Select the **Set Timeline Range** option. The *Set Timeline Range* dialog displays.



3. In the **Start Time** and **End Time** fields, type the numeric values for the start and end points of the timeline; for example, set the range **0** to **100**.

   Note: *The start time must be less than the end time.*

4. In the **Time Units** field, type the unit in which the time is measured; for example, **seconds** or **minutes**.
5. If you do not want to show the time range on the diagram, select the **Suppress In Diagram** checkbox.
6. Click on the **OK** button. If you have not suppressed it, the time range displays underneath the Lifeline elements that you create on the diagram.

15.1.1.5.1.3 Edit a Timing Diagram

On a Timing Diagram, you can add *State Lifeline* elements and *Value Lifeline* elements. You can maintain the *states* and *transitions* on these Lifeline elements either on the diagram itself or via the *Configure Timeline* dialog. See the following topics:

- Add and Edit a State Lifeline Element 1027
  - Edit States in a State Lifeline Element 1028
  - Edit Transitions in a State Lifeline Element 1029
- Add and Edit a Value Lifeline Element 1031
  - Add States in a Value Lifeline Element 1031
  - Edit Transitions in a Value Lifeline Element 1031
- *Configure Timeline* 1032 dialog - 1032 *States* 1032 Tab 1032
- *Configure Timeline* 1034 dialog - 1034 *Transitions* 1034 Tab 1034

From the Enterprise Architect UML *Toolbox* drag a *State Lifeline* element onto your diagram. The element displays on the diagram.

To define the name of the State Lifeline, follow the steps below:

1. Right-click on the element. The context menu displays.
2. Select the **Other Properties** option. The *Timeline <name>* dialog displays, showing the *General* tab.
3. Overtype the **Name** field.
4. Click on the **Apply** button and the **OK** button.

Sizing and Scale

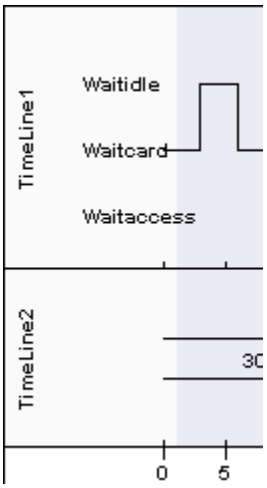
In the top left corner of a selected Lifeline element are the left and right *quick sizing buttons* ( ). These buttons increase or decrease the width of the Lifeline element, which in turn controls the scale width of each time unit. By increasing the width of the element you increase the resolution when adding transitions, which makes them easier to edit.

Note: *In order to edit the State Lifeline element, you must click on it to select it.*

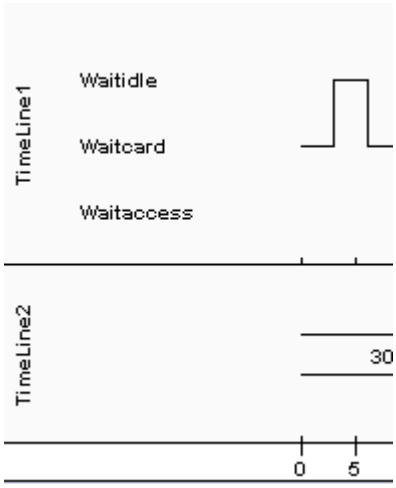
Set Timeline Start Position

You might require more space at the start of your timelines; for example, to use long state names. To insert this space in all the timelines on a diagram, follow the steps below:

1. Right-click on the diagram background to display the context menu.
2. Select the **Set Timeline Start Position** menu option. The *Set Timeline Start Position* dialog displays.
3. The **Value 80 to 300** field defaults to **80** as the minimum distance in pixels between the start of the timeline element and the start of the timeline itself. Type a new value up to 300 pixels and click on the **OK** button to increase the space at the start of the timeline, as shown below.



80 Pixels



150 Pixels

See Also

- Edit States in a State Lifeline Element 1028
- Edit Transitions in a State Lifeline Element 1029
- State Lifeline 1149

Add States

1. Click on the *State Lifeline* element. The **New State** button ( ) displays at the bottom left of the element.
2. Click on the **New State** button. The *New State* dialog displays.

3. In the **State** field, type the name of the state.
4. Click on the **OK** button.

   Note: *You must add at least two states; for example,* ***On*** *and* ***Off****.*

5. As you add states, increase the height of the element by dragging a handle-box ( ) on the edge of the element.

Note: *You can also add states using the States tab of the Configure Timeline dialog. Add either:*

- *Discrete states to the Timeline as described in Add a New State 1033, or*
- *A continuous range of numeric states as described in Numeric Range Generator 1034.*

Edit States

1. Click on the State Lifeline element and click on the required state. The *Edit State* dialog displays.
2. In the **State** field, change the name as required.
3. Click on the **OK** button.
4. If necessary, change the order of the states by clicking on the up or down arrows (and) beside each state name.

Note: *You can also edit the states using the States 1032 tab of the Configure Timeline dialog.*

Delete States

1. Click on the State Lifeline element.
2. Hold down **[Ctrl]** and move the cursor over the state name. The cursor changes form ( ).
3. Click the mouse button. The state name is deleted.

Add and Move Transitions

After you have added states, you can add transitions via the diagram. As you move the cursor over the timeline, the cursor changes to one of three shapes:

- The *move* cursor ( ) displays when it is directly over the timeline. Hold down the mouse button and drag the line to move the timeline to a state above or below the current position. You can move the transition more than one state up or down, if necessary.
- The *new transition up* cursor ( ) displays when it is just below the timeline, and there is another state above the line. Press and hold **[Alt]** and click to create a new transition to the state above the line. To push the transition up more than one state, then move the cursor onto the line and drag it up. The transition is for one interval unit; to make it longer, see *Change Transition Time* below.

  If you do not hold **[Alt]**, the whole timeline from the transition onwards moves up.
- The *new transition down* cursor ( ) displays when it is just above the transition line, and there is another state below the line. Press and hold **[Alt]** and click to create a new transition to the state below the line. To push the transition down more than one state, then move the cursor onto the line and drag it down. The transition is for one interval unit; to make it longer, see *Change Transition Time* below.

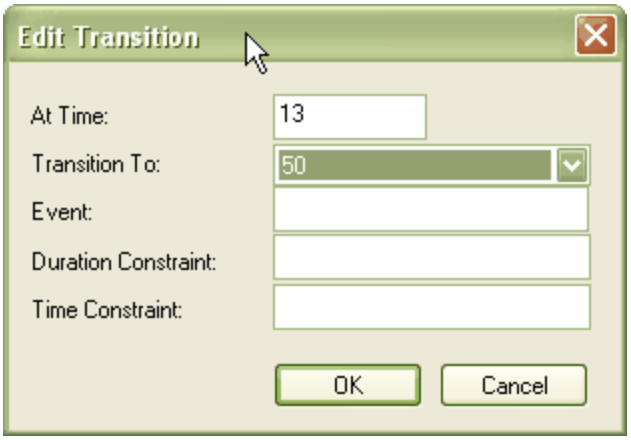
  If you do not hold **[Alt]**, the whole timeline from the transition onwards moves down.

Edit Transitions

Follow the steps below:

1. Click directly on the appropriate transition line, after the transition begins. Alternatively, right-click on the transition line to display the context menu, and select the **Edit** menu option.

   The *Edit Transition* dialog displays. The fields in this dialog are all optional.



2. In the **At Time** field, type the point on the timescale at which the transition occurs.
3. In the **Transition To** field, type the name of the state to which the transition occurs.
4. In the **Event** field, type the name of the event that the transition represents; this displays on the Timeline element just above the transition line.
5. In the **Duration Constraint** field, type any constraint on the duration of the transition; this displays on the Timeline element, along the top of the element over the transition.
6. In the **Time Constraint** field, type any constraint on the start of the transition. This displays on the Timeline element at the start of the transition.
7. Click on the **OK** button.

Note: *Once* **Event**, **Duration Constraint** *or* **Time Constraint** *are displayed on the diagram, you can edit them directly by clicking on them to display their specific dialog. You can also delete them by pressing and holding* **[Ctrl]** *as you click on them; the cursor changes form (↯) when you press* **[Ctrl]**.

Note: *You can also edit transitions using the Transitions 1034 tab of the Configure Timeline dialog.*

Change the Transition Time

Move the cursor over one or other of the vertical transition lines and drag the line left or right to change the time of the transition. While on the line, the cursor shape changes to the horizontal movement cursor (↔).

Merge Transitions

If necessary, you can 'push' a transition to merge it with the next or previous transition point on any Lifeline element on the diagram.

Position the cursor off the appropriate side of the transition line; the cursor changes form (|← or →|). Click the mouse button. The system locates the nearest transition in the required direction, on any element on the diagram, and merges the current transition with that transition.

Delete Transitions

Transitions are automatically deleted when you move the transition to the same state as the previous transition state, and release the cursor.

Alternatively, right-click on the transition line to display the context menu, and select the **Delete** menu option.

From the Enterprise Architect UML *Toolbox* drag a *Value Lifeline* element onto your diagram. The element displays on the diagram.

To edit the Value Lifeline name, follow the steps below:

1. Right-click on the element. The context menu displays.
2. Select the **Other Properties** option. The *Timeline <name>* dialog displays, showing the *General* tab.
3. Overtype the **Name** field.
4. Click on the **Apply** button and the **OK** button.

Sizing and Scale

In the top left corner of a selected Lifeline element are the left and right *quick sizing* buttons (). These buttons increase or decrease the width of the Lifeline element, which in turn controls the scale width of each time unit. By increasing the width of the element you increase the resolution when adding transitions, which makes them easier to edit.

Note: *In order to edit the Value Lifeline element, you must click on it to select it.*

See Also

- Add States in a Value Lifeline Element 1031
- Edit Transitions in a Value Lifeline Element 1031
- Value Lifeline 1161

This is similar to adding states to a State Lifeline 1028 element.

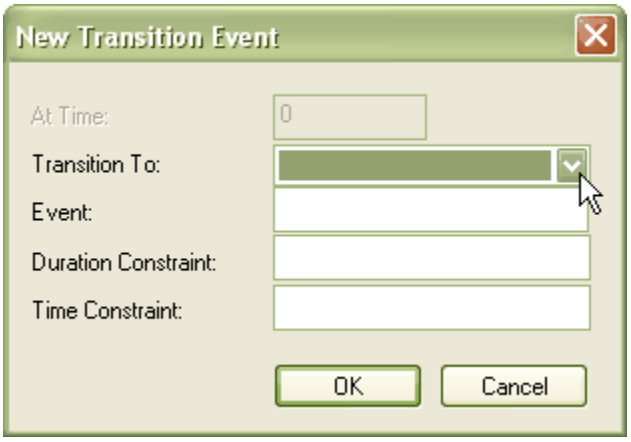
Note: *For a Value Lifeline, only the first state displays on the diagram. The other states are added to a list to access when creating transitions; they only display on the Lifeline element as you create transitions to those states.*

Note: *You can only edit or delete states in a Value Lifeline element using the States 1032 tab of the Configure Timeline dialog.*

Add Transitions

After you have added states to the Value Lifeline element, you can add transitions via the diagram. To do this, follow the steps below:

1. Move the cursor above the transition line. The cursor changes form ().
2. Click the mouse button. The *New Transition Event* dialog displays.



3. In the **Transition To** field, click on the drop-down arrow and select a state from the list of available states; this displays on the Lifeline element within the transition box. The remaining fields on the dialog are optional.
4. In the **Event** field, type the name of the event that the transition represents; this displays on the Lifeline element just below and at the start of the transition line.
5. In the **Duration Constraint** field, type any constraint on the duration of the transition; this displays on the Lifeline element, along the top of the element over the transition.
6. In the **Time Constraint** field, type any constraint on the start of the transition. This displays on the Lifeline element at the start of the transition, just after the Event name.
7. Click on the **OK** button to create the new transition.

Edit Transitions

To edit a transition, follow the steps below:

1. Click on the state name in the transition. Alternatively, right-click on the state name to display the context menu, and select the **Edit** menu option.

   The *Edit Transition* dialog displays; this is the same as the *New Transition Event* dialog, except that the **At Time** field is enabled.
2. If necessary, overtype the **At Time** field to define a different start point.

   Note: *You cannot change the* **At Time** *field for the first state in the timeline; this is always* **0**.
3. Edit the remaining fields as necessary.
4. Click on the **OK** button to save the changes.

Change the Transition Time

To change the start or end time of a transition, click on the start or end point of the transition and drag it to the new position. While on the line, the cursor shape changes to the horizontal movement cursor ( ).

Delete Transitions

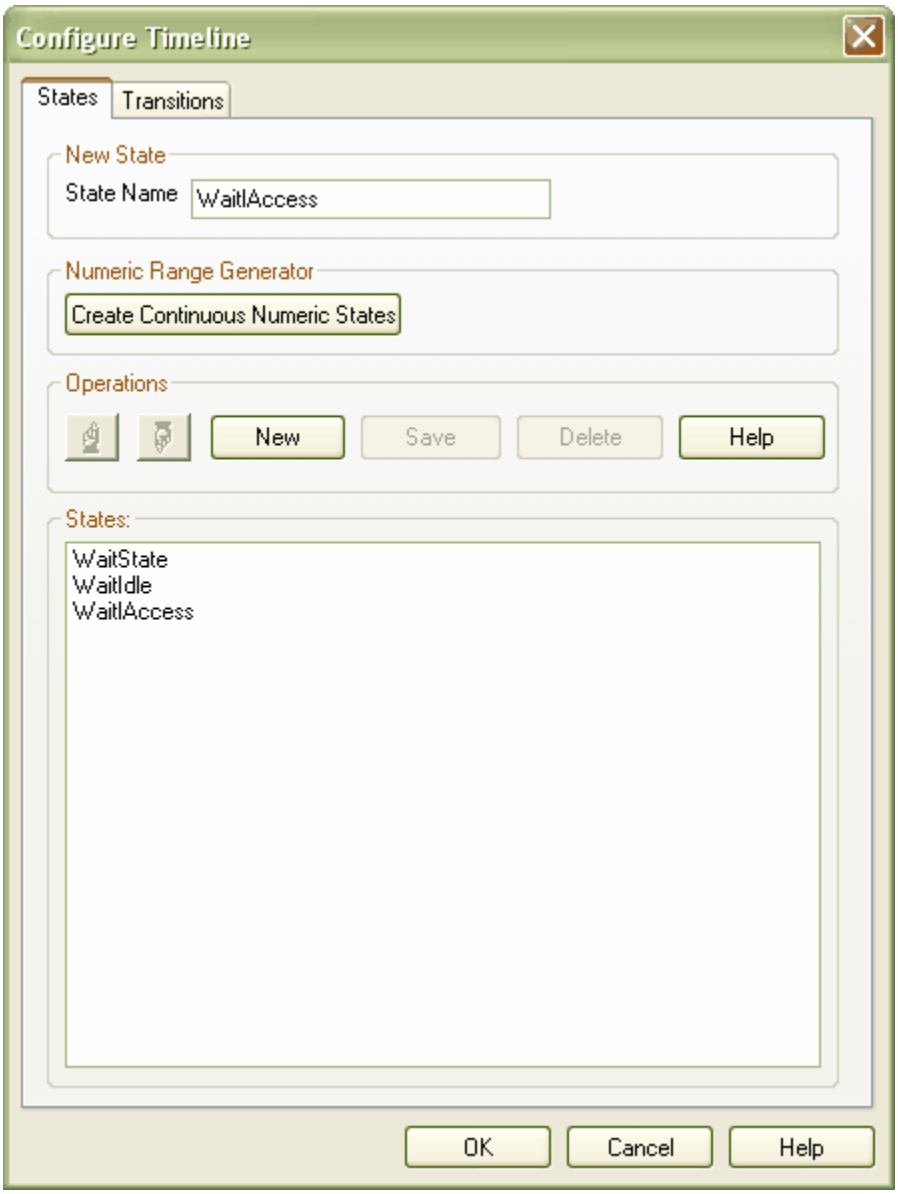
To delete a transition, press and hold **[Ctrl]** and click on the transition state name. While you hold **[Ctrl]** on the transition state name, the cursor changes form ( ).

Alternatively, right-click on the state name to display the context menu, and select the **Delete** menu option.

You can also manage states and transitions using the *States* tab of the *Configure Timeline* dialog. To display this, either:

- Double-click on the Lifeline element

- Right click on the Lifeline element and, from the context menu, select the **Properties** option, or
- On a Value Lifeline, click on the **Edit States** button ( ).



The *Configure Timeline* dialog defaults to the *States* tab.

All states currently defined for the Lifeline element are listed in the *States* panel.

Add a New State:

1. In the **State Name** field, type the name of the first new state in the Lifeline element; for example, **WaitState**.
2. Click on the **Save** button. The state is added to the *States* panel and (for a State Lifeline Element) to the diagram.
3. Click on the **New** button.
4. In the **State Name** field, type the name of the next state in the Lifeline element.

5. Repeat steps 2 to 5 until you have added all required states (you must add at least three to the Lifeline element).
6. When you have added all the required states, click on the **OK** button to close the *Configure Timeline* dialog.

Edit an Existing State:

1. Click on the state in the *States:* list.
2. In the **State Name** field, change the name of the state.
3. Click on the **Save** button.

Delete an Existing State:

1. Click on the state in the *States:* list.
2. Click on the **Delete** button.

Change the Order of States:

1. Click on the state in the *States:* list.
2. Click on the  or  buttons to move the state up or down the sequence.

Numeric Range Generator

You can also use the *Configure Timeline* dialog to create a range of states having numeric values to be applied to the Timeline.

IMPORTANT: *This operation deletes all existing states and transitions for the Timeline element.*

1. Display the *Configure Timeline* dialog.
2. Click on the **Create Continuous Numeric States** button. The *Numeric Range Generator* dialog displays.
3. In the **High Value** and **Low Value** fields, type the upper and lower values of the range.
4. In the **Step Value** field, type the increase interval.

   Note: *Nonsense values do not parse;* **Low Value** *must be less than* **High Value**, *and* **Step Value** *must be a positive value smaller than the total range.*

5. In the **Units** field, type the name of the measurement unit; for example, **minutes**.
6. Click on the **OK** button. Enterprise Architect displays a warning that existing states and transitions will be deleted.
7. Click on the **Yes** button. The *Configure Timeline* dialog redisplays, with the defined range of states listed in the *States* panel.
8. Click on the **OK** button. For a:
   - Value Lifeline, the first state is shown on the Timeline for the full time range of the Timeline.
   - State Lifeline, the range of states is displayed as the y-axis of the Timeline.

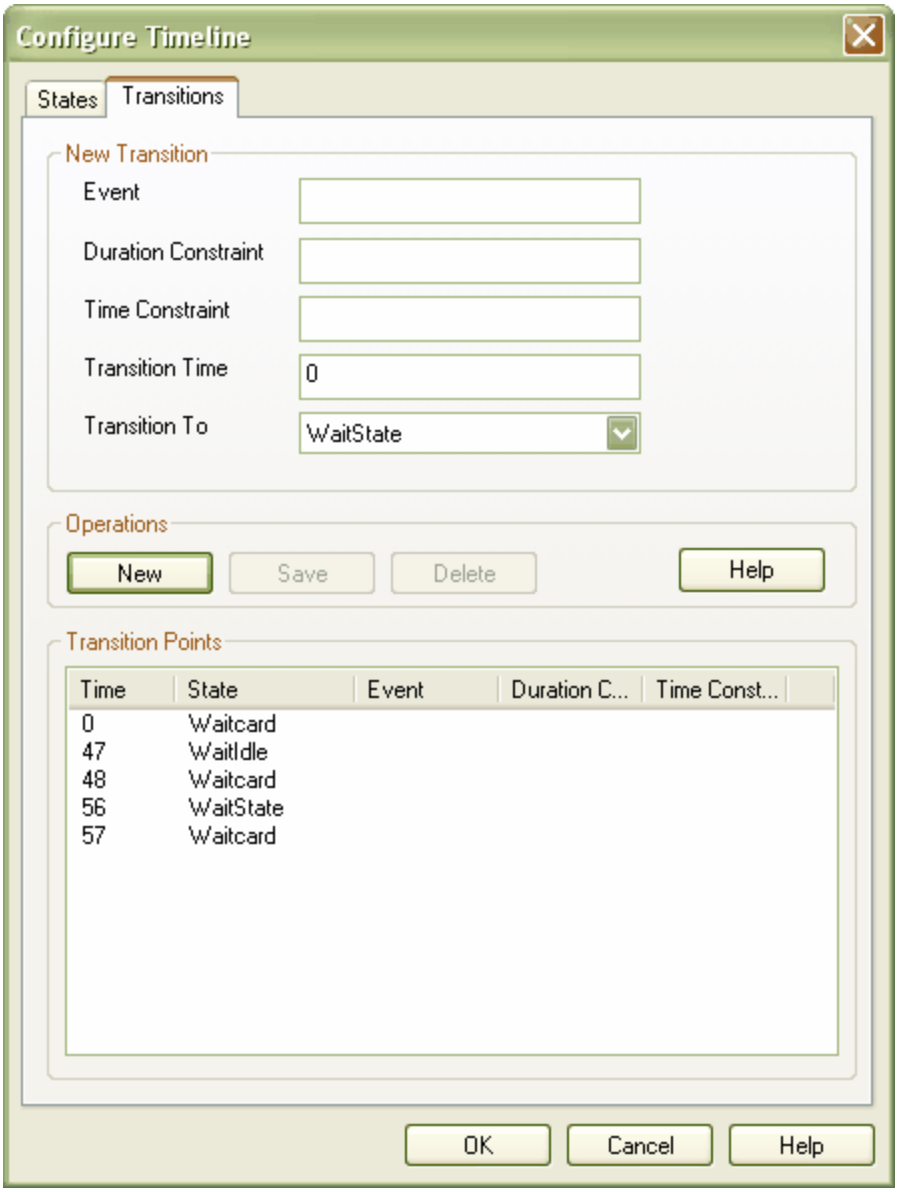
See Also

- Edit a Timing Diagram 1027
- Configure Timeline Dialog - Transitions Tab 1034

You can also manage states and transitions using the *Transitions* tab of the *Configure Timeline* dialog. To display this, either:

- Double-click on the Lifeline element
- Right click on the Lifeline element and, from the context menu, select the **Properties** option, or
- On a Value Lifeline, click on the **Edit States** button ( ).

The *Configure Timeline* dialog defaults to the *States* tab. Click on the *Transitions* tab.



All transitions defined for the Timeline element are listed in the *Transition Points* panel.

Add a New Transition

1. Click on the **New** button
2. In the *New Transition* panel, type the details of the transition.
3. Click on the **Save** button.

Edit a Transition

1. Click on a transition in the list.
2. In the *Edit Transition* panel, edit the fields for the transition as required.
3. Click on the **Save** button.

Delete a Transition

1. Click on a transition in the list.
2. Click on the **Delete** button. The transition is removed from the dialog and the Lifeline.
3. Click on the **OK** button.

See Also

- Edit a Timing Diagram 1027
- Configure Timeline Dialog - States Tab 1032

15.1.1.5.1.4 Time Intervals

You create and manage Time Intervals using the *Interval Bar* (the pale line along the top of each selected Lifeline element). Time Intervals enable you to perform various operations on transitions, such as copy and paste. They also enable you to compress sections of the timeline so that they are not visible.

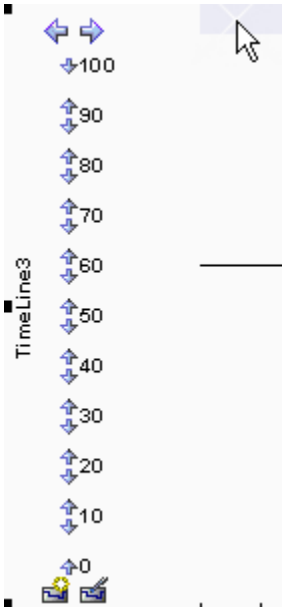
Each Time Interval displays across all Timeline elements down to the last element on the diagram.

Create Time Intervals

To create a Time Interval, follow one of the three sets of steps below:

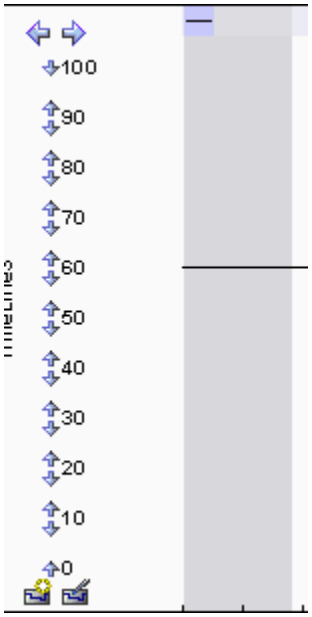
Interval Bar - Context Menu

1. Right-click on the Interval Bar at approximately the point at which to start or finish the Time Interval.



The context menu displays.

2. Select the **Create Time Interval** option. The Time Interval displays down all the timeline elements, as a narrow pale band with a blue compression box at the top.



3. Move the cursor to the edge of the Time Interval in the Interval Bar so that the cursor changes to the drag form ( ) and drag the edge to the correct start or end point.

Interval Bar - [Shift] key

1. Move the cursor over the Interval Bar and press **[Shift]**. The cursor changes shape ( ).
2. Click to create the Time Interval.
3. Move the cursor to the edge of the Time Interval in the Interval Bar so that the cursor changes to the drag form ( ) and drag the edge to the correct start or end point.

Timeline - Context menu

1. Right-click on the timeline just after a transition. The context menu displays.
2. Click on the **Select** menu option. Enterprise Architect creates a Time Interval covering the period from the selected transition up to the next transition.

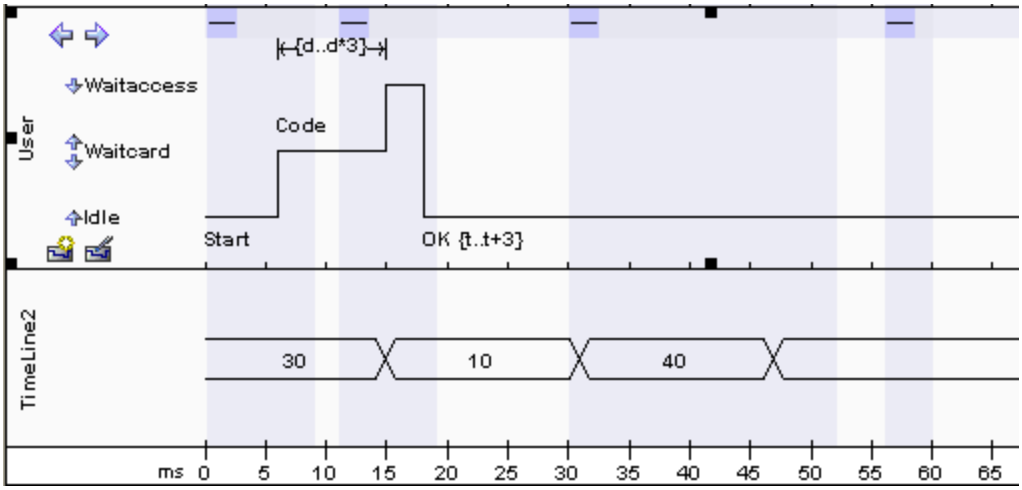
Note: *If there are other Time Intervals in this period, Enterprise Architect replaces them with the single Time Interval for the transition state. You should consider this when creating the Time Interval, as it extends across the other Timeline Elements in the diagram.*

Note: *A value of this method is that it creates a Time Interval for a period in which no transitions occur, which could be lengthy. You can then compress this Time Interval (see below) to hide the period of inactivity. See also* Compress Timeline 1041.

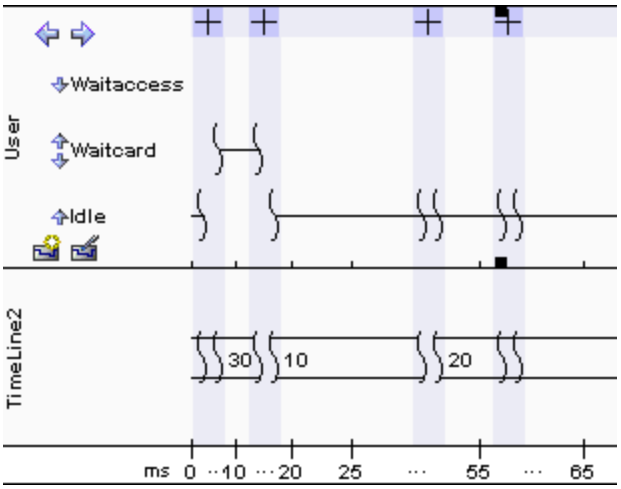
Compress Time Intervals

You can compress Time Intervals to conserve space on long timelines.

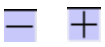
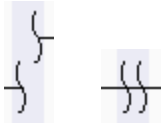
Uncompressed Time Intervals



Compressed Time Intervals



Notice:

Item	Description
	The compression toggle boxes: • is expanded, click on this to compress the selected time interval • is compressed, click on this to expand the selected time interval again.
	The compressed sections of the timelines themselves, in all elements. If there is space between the paired symbols, there are transitions within the compressed section. If the timeline continues through the paired symbols there are no transitions in the compressed section.
25 ... 55	The compressed sections in the time range underneath the elements.

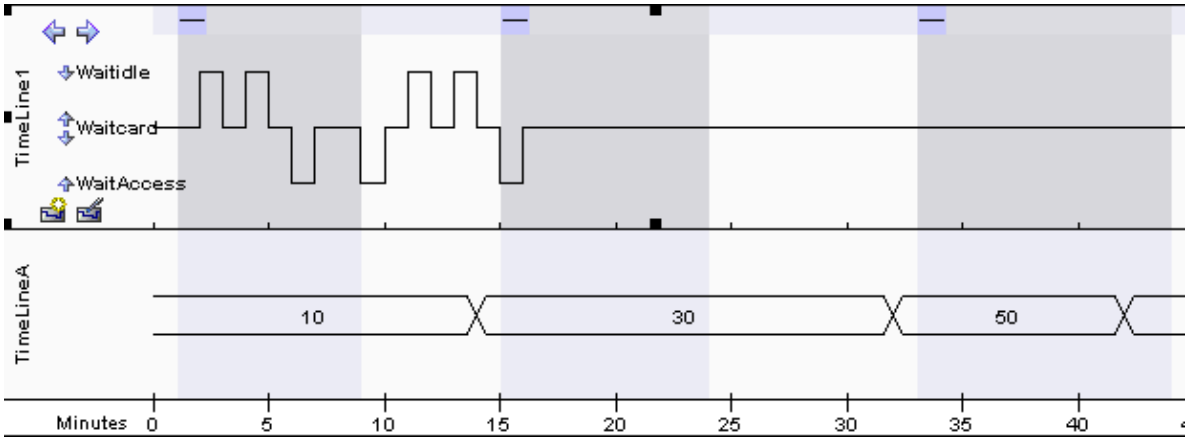
You can also compress and expand Time Intervals using context menu options; see Time Interval Operations on Transitions 1040.

Select Time Intervals

- To select a Time Interval across all elements on the diagram, click on the Interval Bar within the Time Interval.
- To select a number of individual Time Intervals, press and hold **[Ctrl]** while clicking on the Interval Bar within each Time Interval.
- To select all Time Intervals in a range, click on the Interval Bar within the first Time Interval in the range, then press and hold **[Shift]** and click on the Interval Bar within the last Time Interval in the range. All Time Intervals between the two are selected.

After you have selected one or more Time Intervals, you can modify the selection in the following ways:

- To exclude Lifeline elements from the selection, press and hold **[Ctrl]** and click on any part of the selection within that element. In the diagram below, the Value Lifeline is excluded from selection.



  Repeat the step to toggle the selection and re-include the element. See also Toggle Interval Selection 1040.
- To select only one Lifeline element and exclude all others, press and hold **[Shift]** and click on any part of the selection within that element.

Note: *Selection is useful for cutting, copying and pasting transitions.*

Move and Resize Time Intervals

To move a Time Interval, move the cursor over the Interval bar within the Time Interval, hold down the mouse button and drag the interval left or right.

To resize a Time Interval, move the cursor over the Interval Bar at the start or end edge of the Time Interval, hold down the mouse button and move the edge left or right.

Note: *Time Intervals can meet, but cannot overlap.*

Delete Time Intervals

Select 1039 each Time Interval to be deleted and press **[Delete]**.

Note: *Deleting the Time Interval does not delete transitions within that interval.*

See Also

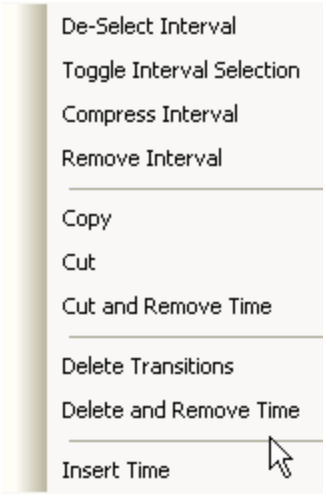
- Edit a Timing Diagram 1027
- Time Interval Operations on Transitions 1040.

You can operate on selected Time Intervals 1036, or all Time Intervals in the diagram.

Selected Intervals

Note: *The* **Copy**, **Cut** *and* **Delete** *operations act on all selected Time Intervals over the whole diagram, not just the current one.*

To select and update specific Time Intervals, right-click on the Interval Bar within an interval. The following context menu displays.



Menu Option	Description
Select Interval **Deselect Interval**	Selects the Time Interval or, if the interval is already selected, deselects it. You can select several Time Intervals in this way, accessing the menu separately on each interval.
Toggle Interval Selection	Switches the selection or deselection of the Time Interval within the selected Timeline element . You select or deselect a Time Interval across all Timeline Elements, but the Toggle option acts only on the element in which you access the menu. See also Select Time Intervals 1039.
Compress Interval	Compresses the Time Interval, and hides all transitions within that Time Interval. This is also useful for hiding long sections of inactivity on the time line. Also see Compress Timeline 1041, below.
Remove Interval	Deletes the Time Interval.
Copy	Copies the transitions for all selected Time Intervals.
Cut	Copies and deletes the selected transitions from the diagram.
Cut and Remove Time	Copies and deletes the transitions that lie in the selected Time Intervals from the diagram. This option also removes time from the timeline, the amount being the duration of the Time Interval. All transitions and Time Intervals to the right of the selected time interval are moved left.
Delete	Deletes the selected transitions from the diagram.

Menu Option	Description
Delete and Remove Time	Deletes the transitions that lie in the selected Time Intervals from the diagram. This option also removes time from the timeline, the amount being the duration of the Time Interval. All transitions and Time Intervals to the right of the current Time Interval are moved left.
Insert Time	Adds time to the timeline and moves all transitions and time intervals to the right. Also expands the duration of the current Time Interval.

Compress Timeline

The Compression toggle boxes and **Compress Interval** menu option operate on the Time Interval and compress the timeline and all transitions within the Interval. You have an alternative option that operates on the timeline and compresses a single transition state.

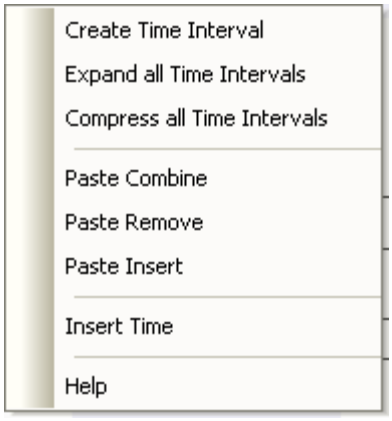
1. Right-click on the timeline (rather than the Interval Bar) just after a transition. The context menu displays.
2. Click on the **Compress** menu option. Enterprise Architect creates a new Time Interval covering the period from the selected transition up to the next transition, and then compresses that Time Interval.

Note: *If there are other Time Intervals in this period, Enterprise Architect replaces them with the single Time Interval for the transition state. You should consider this when creating and compressing the Time Interval, as it extends across the other Timeline Elements in the diagram.*

Note: *A value of this method is that it creates a Time Interval for a period in which no transitions occur, which could be lengthy, and then compresses this Time Interval to hide the period of inactivity.*

All Time Intervals in the Diagram

To create a new Time Interval or work across all Time Intervals in the diagram, right-click on the Interval Bar between Time Intervals. The following context menu displays.



Note: *The* **Paste** *menu options become active after transitions have been copied.*

Option	Description
Create Time Interval	Creates a single Time Interval 1036.
Expand all Time Intervals	Expands all Time Intervals over the whole diagram.
Compress all Time Intervals	Compresses all Time Intervals over the whole diagram.

Option	Description
Paste Combine	Pastes copied transitions over any existing transitions within the copied time frame. ***Note:*** *The diagram does not allow two consecutive transitions to the same state, and removes the second transition automatically.*
Paste Remove	Deletes all the transitions and then pastes the copied transition within the copied time frame.
Paste Insert	Inserts time, moving all transitions and Time Intervals to the right to make room to paste in the copied transitions.
Insert Time	Adds time to the timeline and moves all transitions and Time Intervals to the right. This option does not change the duration of any Time Interval.

Copy and Paste Transitions From One Timeline Element to Another

A special mode enables you to copy transitions from one Timeline element to another. Any states that don't exist in the Timeline element you are pasting to are created.

1. Press and hold **[Shift]** and select the Timeline element within a Time Interval to copy or cut.
2. Right-click on the Interval Bar (it doesn't matter which element you select). The context menu displays.
3. Copy or cut 1040 the transitions. You can also cut and remove time.
4. Select the timeline you want to paste transitions to and right-click on the Interval Bar. The context menu displays.
5. Select one of the paste operations. Note that states are created if they don't already exist in the timeline.

Note: *Any new states created might be in the wrong order. You can change the order via the diagram quick buttons* 1028.

Shift Transitions Left or Right

You can move transitions within a selected Time Interval or multiple selected Time Intervals.

1. Select all the Time Intervals containing the transitions to be shifted; See Select Time Intervals 1039.
2. Press and hold **[Shift]** and click on the Interval Bar (it doesn't matter which Timeline element you select) and move the transition left or right.

Note: *You cannot drag transitions over other transitions; the move stops when the moved transition collides with a stationary transition.*

Tip: *If having collision problems, use* **[Shift]+*select*** *to shift transitions for a single Timeline element.*

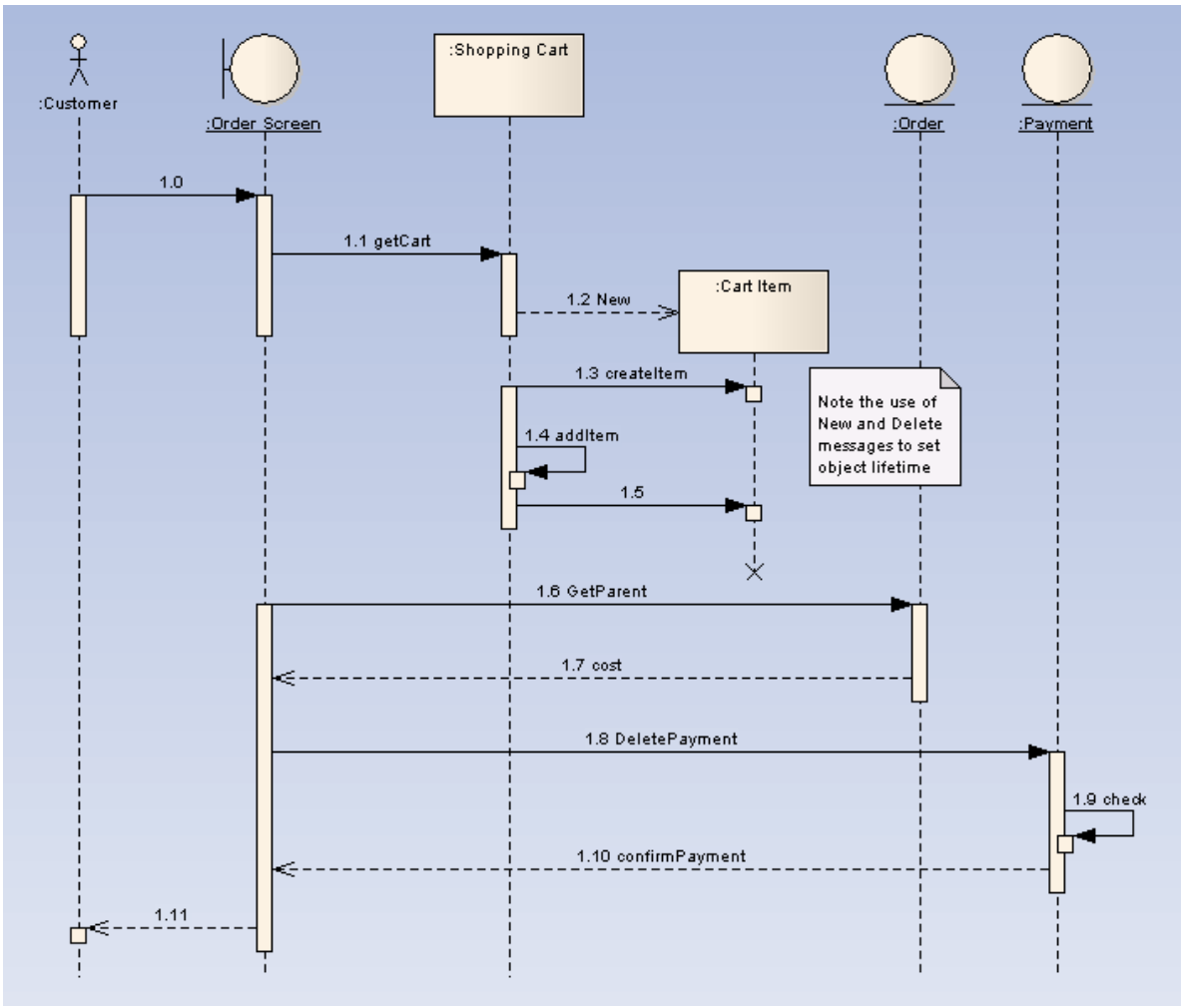
15.1.1.5.2 Sequence Diagram

A *Sequence* diagram is a structured representation of behavior as a series of sequential steps over time. It is used to depict work flow, message passing and how elements in general cooperate over time to achieve a result.

- Each sequence element 1046 is arranged in a horizontal sequence, with messages passing back and forward between elements.
- An Actor element can be used to represent the user initiating the flow of events.
- Stereotyped elements, such as Boundary 1164, Control 1167 and Entity 1168, can be used to illustrate screens, controllers and database items, respectively.
- Each element has a dashed stem called a lifeline, where that element exists and potentially takes part in the interactions.

Example Diagram

The following example Sequence diagram demonstrates several different elements:



Toolbox Elements and Connectors

Select Sequence diagram elements and connectors from the Interaction pages 108 of the Enterprise Architect UML *Toolbox*.

Tip: *Click on the elements and connectors below for more information.*

Sequence Diagram Elements	Sequence Diagram Connectors
Actor	Message
Lifeline	Self-Message
Boundary	Recursion

Sequence Diagram Elements	Sequence Diagram Connectors
Control	Call
Entity	
Fragment	
Endpoint	
Diagram Gate	
State/Continuation	

See Also

- Denote the Lifecycle of an Element 1044
- Layout of Sequence Diagrams 1045
- Sequence Element Activation 1047
- Lifeline Activation Levels 1049
- Message Label Visibility 1051
- Change the Top Margin 1051
- Change the Timing Details 1204

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 503*) states:

A sequence diagram describes an Interaction by focusing on the sequence of Messages that are exchanged, along with their corresponding OccurrenceSpecifications on the Lifelines.

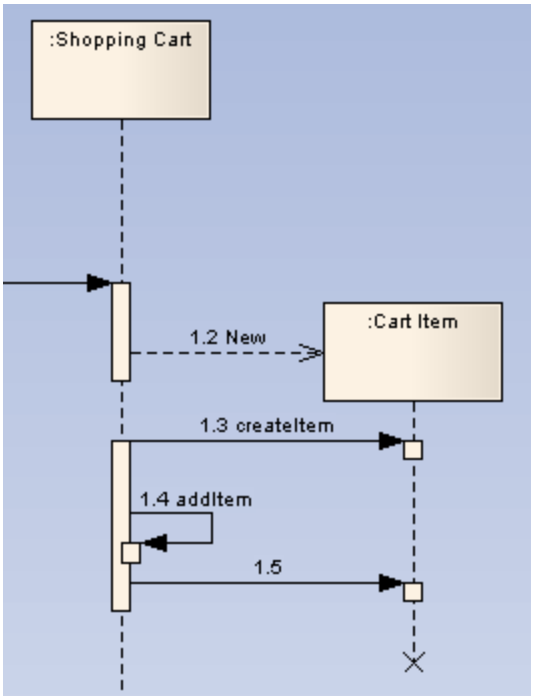
15.1.1.5.2.1 Denote Lifecycle of an Element

You can capture element lifetimes using messages that are denoted as *New* or *Delete* message types. To do this, follow the steps below:

1. Double-click on a message within a Sequence diagram to display the *Message Properties* dialog.
2. In the **Lifecycle** field, click on the drop-down arrow and select **New** or **Delete**.
3. Click on the **OK** button to save the changes.

The example below shows two elements that have specific creation and deletion times.

Note: *To show the termination* **X** *on the lifeline in the example below, you must switch on garbage collection:* **Tools | Options | Diagram | Sequence | Garbage Collect**.



See Also

- Layout of Sequence Diagrams 1045
- Sequence Element Activation 1047
- Lifeline Activation Levels 1049
- Sequence Elements 1046
- Sequence Diagram 1042
- Change 1046 the Top Margin 1051
- Change the Timing Details 1204

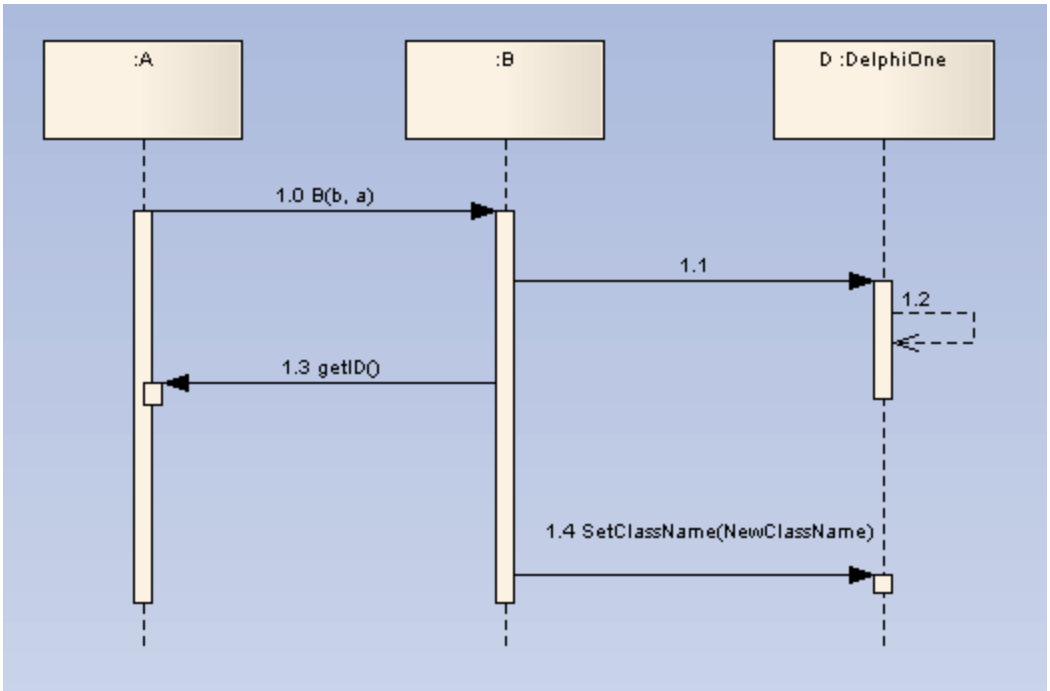
15.1.1.5.2.2 Layout of Sequence Diagrams

You can modify the vertical height of sequence messages to get an attractive and effective layout. To offset message positions, follow the steps below:

1. Select the appropriate message in a Sequence diagram.
2. Use the mouse to drag the message up or down as required.

As you drag a message up or down a lifeline, any messages or fragments below that message are shifted up or down the same amount. However, be aware that if you drag up or down past the next or previous message, Enterprise Architect interprets that as the requirement to swap positions, rather than simply offset a message position.

The example below shows an economical use of space in a Sequence diagram.



See Also

- Denote Lifecycle of an Element 1044
- Sequence Element Activation 1047
- Lifeline Activation Levels 1049
- Sequence Elements 1046
- Sequence Diagram 1042
- Message Label Visibility 1051

15.1.1.5.2.3 Sequence Elements

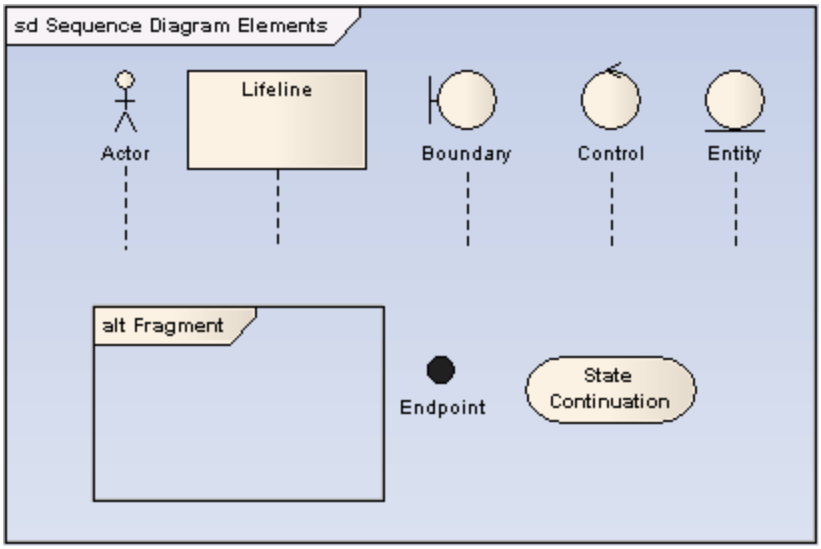
A Sequence diagram 1042 models a dynamic view of the interactions between model elements at runtime.

Sequence diagrams are commonly used as explanatory models for Use Case scenarios. By creating a Sequence diagram with an Actor and elements involved in the Use Case, you can model the sequence of steps the user and the system undertake to complete the required tasks. An element in a Sequence diagram is usually either an Actor (the stimulus that starts the interaction) or a collaborating element.

Note: *A Sequence diagram is often attached directly under the Use Case to which it refers. This helps keep elements together, both in the model and when documentation is produced. To do this, right-click the Use Case on the diagram and select* **Advanced | Composite Element**.

The example below shows some possible elements of Sequence diagrams and their stereotyped display.

- *Actor* - An instance of an actor at runtime.
- *Lifeline* - An Object element with the stereotype Lifeline.
- *Boundary* - Represents a user interface screen or input/output device
- *Entity* - A persistent element - typically implemented as a database table or element.
- *Control* - The active component that controls what work gets done, when and how.



Tip: *Use Sequence diagrams early in analysis to capture the flow of information and responsibility throughout the system. Messages between elements eventually become method calls in the Class model.*

See Also

- Denote Lifecycle of an Element 1044
- Layout of Sequence Diagrams 1045
- Sequence Element Activation 1047
- Lifeline Activation Levels 1049
- Sequence Diagram 1042
- Change the Top Margin 1051
- Change the Timing Details 1204

15.1.1.5.2.4 Sequence Element Activation

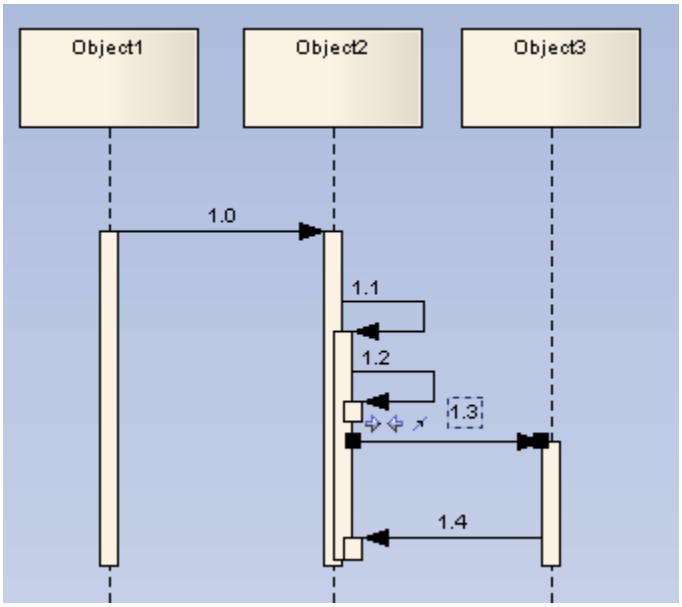
Sequence elements in a Sequence diagram 1042 have *Activation rectangles* drawn along their lifelines. These rectangles describe the time the element is active during the overall period of processing. This visual representation can be suppressed by right-clicking the Sequence diagram, and selecting the **Suppress Activations** menu option.

In general, Enterprise Architect calculates the period of activation for you, but in some cases you might want to fine tune the rectangle length. There are several context menu options on a sequence message that you can use to accomplish this. To access the following context menu, right-click on the message and select the **Activations** menu option.

- **Start New Message Group**: Starts off a new round of processing in the current diagram. This enables you to describe more than one processing scenario in a single diagram.
- **Extend Source Activation Down**: Forces an element to stay active beyond the normal processing period. This could be used to express an element that continues its own processing concurrently with other processes.
- **Extend Source Activation Up**: Forces an element's activation upwards.
- **End Source Activation**: Truncates the activation of the source element after the current message. This is useful for expressing an asynchronous message after which the source element becomes idle.
- **End Target Activation**: Ends a Forced Activation started by the **Extend Source Activation** options.

The **Raise Activation Level** and **Lower Activation Level** options display on the context menu only where their use is appropriate. For example, after a self-message the next message starts by default at a lower activation level but the **Raise Activation Level** command displays on the context menu to enable you to raise its level.

A more convenient way to change activation levels is directly on the diagram. Whenever appropriate, left and/or right arrows display on specific connectors. In the following diagram, see connector 1.3. Click on the arrow to raise or lower the activation level.



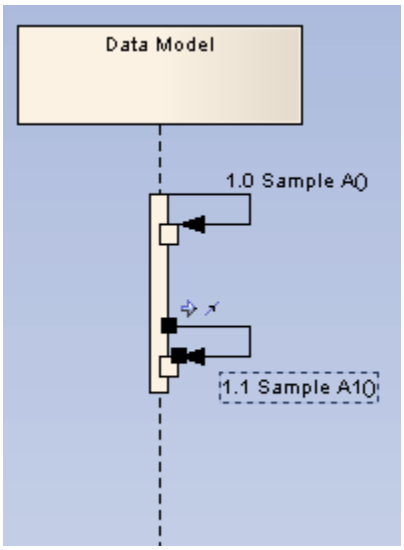
Note: *Program flow can more accurately be depicted with nested activation levels for callback messages.*

See Also

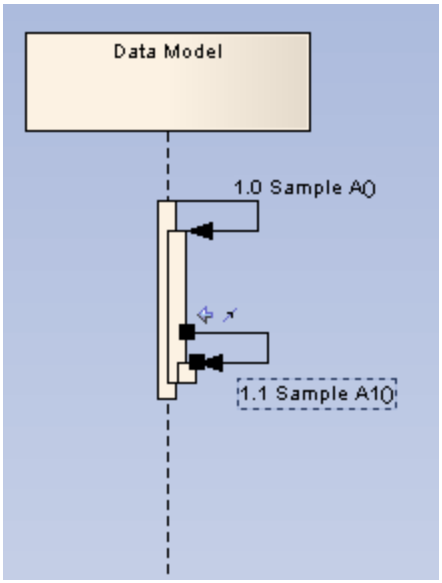
- Denote Lifecycle of an Element 1044
- Layout of Sequence Diagrams 1045
- Lifeline Activation Levels 1049
- Sequence Elements 1046
- Message Label Visibility 1051

15.1.1.5.2.5 Lifeline Activation Levels

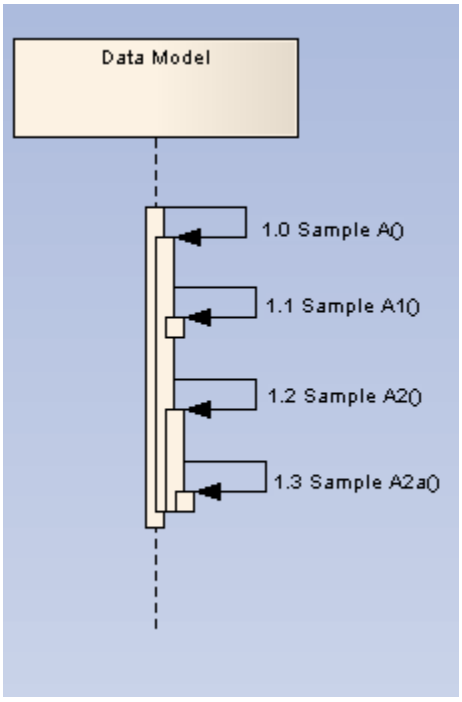
Complicated processing systems can be easily negotiated and reflected in Sequence diagrams, by adding activation layers on a single lifeline. For example, a Class invokes the method *Sample A*, which in turn calls *Sample A1*. To produce the arrangement in the diagram, select the **More tools | UML | Interaction** menu option, click on the **Self-message** icon in the *Interaction Relationships* panel and then click on the lifeline.



In order to raise the Activation level of *Sample A1*, click on the *raise arrow* of the selected connector. The lifeline now visually depicts that method *Sample A1* is called during the processing of *Sample A.*



In the example below, a few more self-messages have been added. The message *Sample A2a* is called from *Sample A2* which in turn is called from *Sample A* (not *Sample A1*). *Sample A1* is called from *Sample A*.



See Also

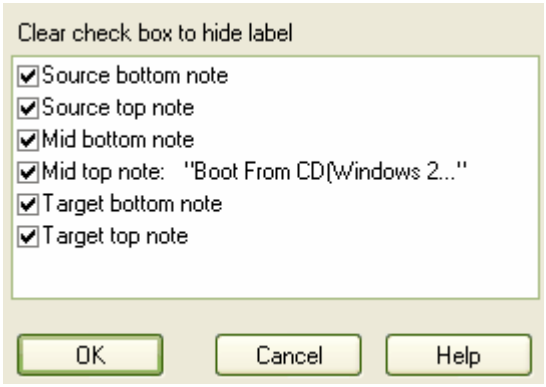
- Denote Lifecycle of an Element 1044
- Layout of Sequence Diagrams 1045
- Sequence Element Activation 1047
- Sequence Elements 1046
- Sequence Diagram 1042

- Message Label Visibility 1051

15.1.1.5.2.6 Sequence Message Label Visiblity

On Sequence messages, you can control label visibility using the message context menu. To hide and show the labels used in Sequence messages, follow the steps below:

1. Right-click on the message within the Sequence diagram. The message context menu displays.
2. Select the **Set Label Visibility** menu option. The *Label Visibility* dialog displays.



3. Select or clear the checkbox against each message label to display or hide, respectively.
4. Click on the **OK** button to save the settings.

See Also

- Denote Lifecycle of an Element 1044
- Layout of Sequence Diagrams 1045
- Sequence Element Activation 1047
- Lifeline Activation Levels 1049
- Sequence Diagram 1042
- Change the Top Margin 1051
- Change the Timing Details 1204

15.1.1.5.2.7 Change the Top Margin

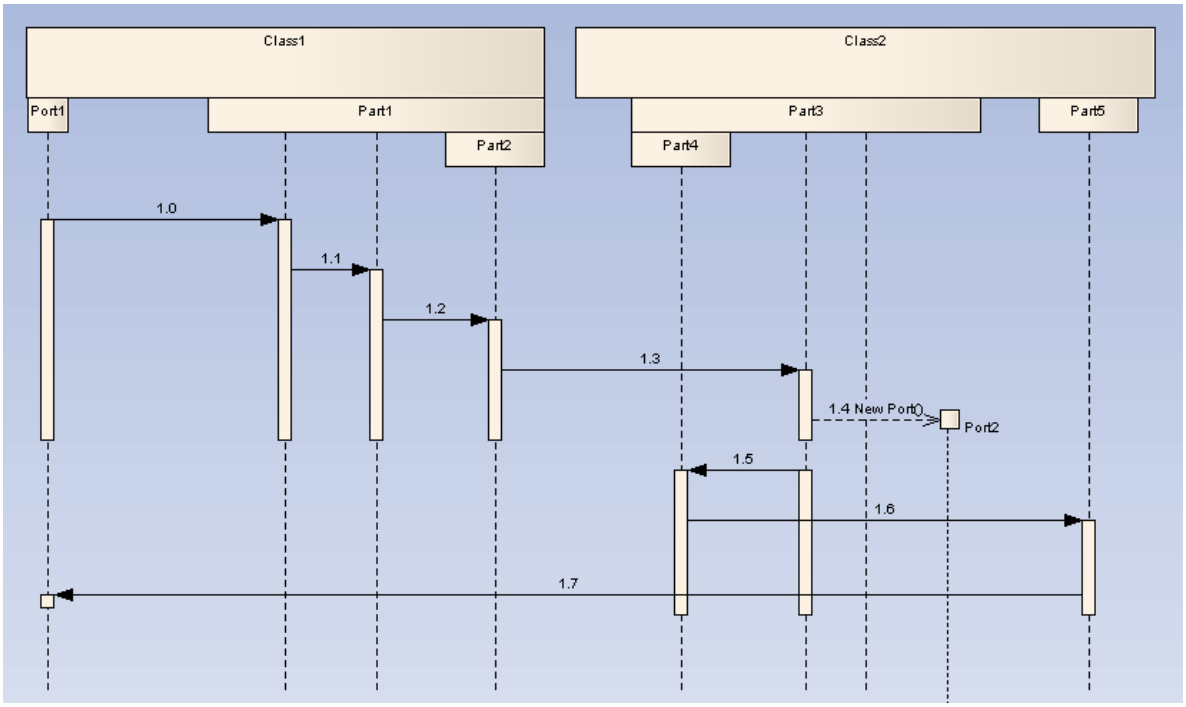
In order to change the top margin from the default 50 units, right-click on a Sequence diagram 1042 to display the context menu and select the **Set Top Margin** menu option. You can set the top margin to any value between 30 and 250 units.

See Also

- Denote Lifecycle of an Element 1044
- Layout of Sequence Diagrams 1045
- Sequence Element Activation 1047
- Lifeline Activation Levels 1049
- Change the Timing Details 1204

15.1.1.5.2.8 Inline Sequence Elements

It is possible to represent *Part* 1138 and *Port* 1139 elements on a Sequence diagram 1042. Child Parts and Ports appear as inline sequence elements under their parent Class sequence element.



1. Right-click on the sequence elements containing the child Ports or Parts, to display the context menu.
2. Select the **Embedded Elements | Embedded Elements** menu option.
3. Select the checkbox against each Part or Port to show, and click on the **Close** button.

15.1.1.5.3 Communication Diagram (formerly Collaboration Diagram)

A *Communication diagram* shows the interactions between elements at run-time in much the same manner as a Sequence diagram. However, Communication diagrams are used to visualize inter-object relationships, while Sequence diagrams are more effective at visualizing processing over time.

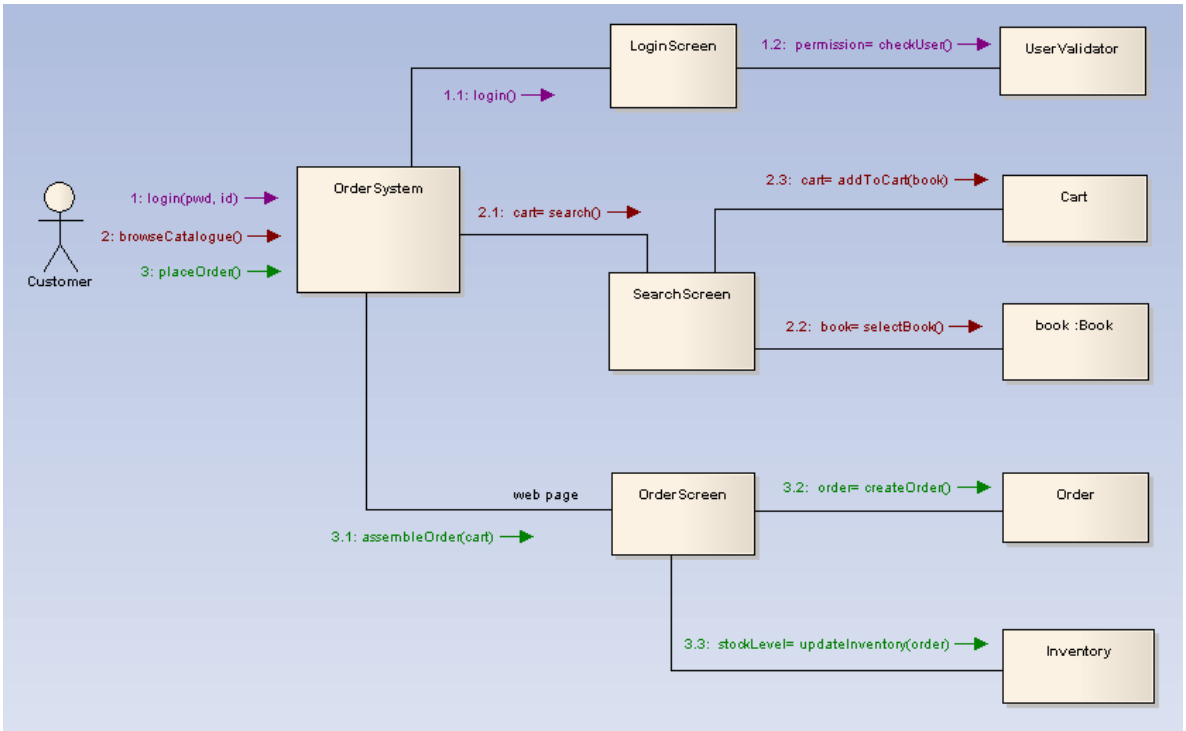
Communication diagrams employ ordered, labeled associations to illustrate processing. Numbering is important to indicate the order and nesting of processing. A numbering scheme could be:

1
1.1
1.1.1
1.1.2
1.2, and so on.

A new number segment begins for a new layer of processing, and would be equivalent to a method invocation.

Example Diagram

The example below illustrates a Communication diagram among cooperating object instances. Note the use of message levels to capture related flows.



Toolbox Elements and Connectors

Select Communication diagram elements and connectors from the Communication pages 108 of the Enterprise Architect UML *Toolbox*.

Tip: *Click on the elements and connectors below for more information.*

Communication Diagram Elements	Communication Diagram Connectors
Actor	Associate
Object	Nesting
Boundary	Realize
Control	
Entity	
Package	

See Also

- Messages for Communication Diagrams 1196
- Communication Diagrams in Color 1054

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 511*) states:

Communication Diagrams focus on the interaction between Lifelines where the architecture of the internal structure and how this corresponds with the message passing is central. The sequencing of Messages is given through a sequence numbering scheme.

Communication Diagrams correspond to simple Sequence Diagrams that use none of the structuring mechanisms such as InteractionUses and CombinedFragments. It is also assumed that message overtaking (i.e., the order of the receptions are different from the order of sending of a given set of messages) will not take place or is irrelevant.

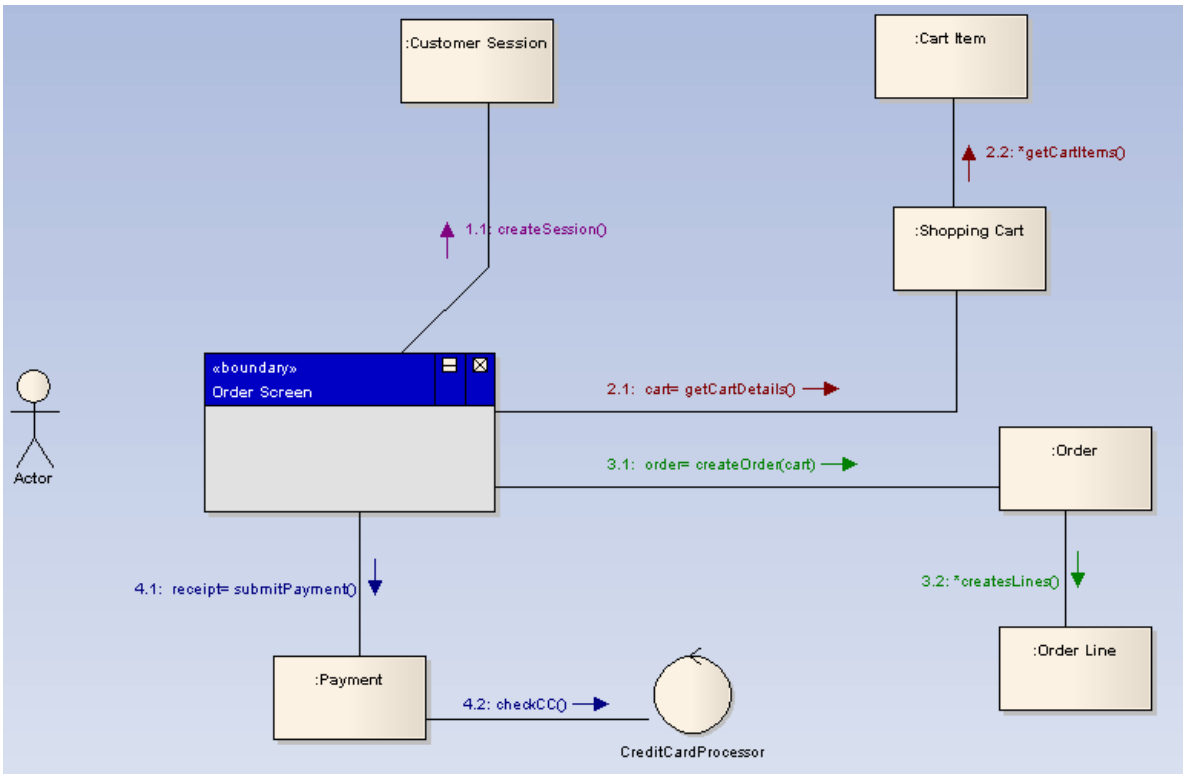
Note: *Communication diagrams were known as Collaboration diagrams in UML 1.4.*

15.1.1.5.3.1 Communication Diagrams in Color

Enterprise Architect enables you to highlight particular message flows in a Communication diagram 1052 using different colors for each message set.

To highlight the colors in a Communication diagram, follow the steps below:

1. Select the **Tools | Options | Communication Colors** menu option. The *Communication Message Coloring* page of the *Options* dialog displays.
2. Select the **Use Communication Color**checkbox.
3. Click on the drop-down arrow of each **Message n** field, and select the required color for each message group.
4. Click on the **Close** button. On your Communication diagram, each sequence group of messages displays in a different color as shown below.



Note: *Communication diagrams were known as Collaboration diagrams in UML 1.4.*

15.1.1.5.4 Interaction Overview Diagram

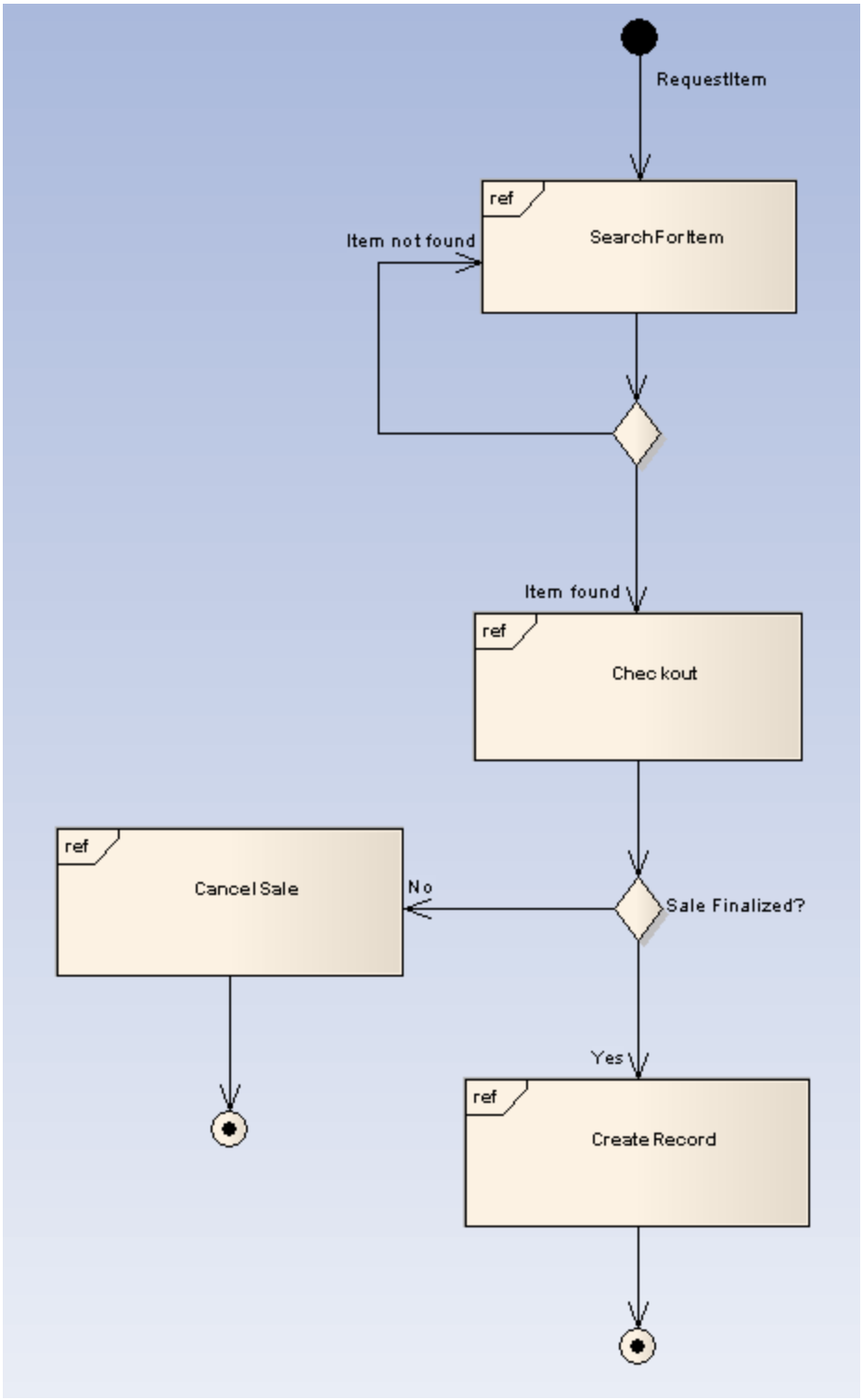
Interaction Overview diagrams visualize the cooperation between other interaction diagrams to illustrate a control flow serving an encompassing purpose. As Interaction Overview diagrams are a variant of Activity diagrams 1009, most of the diagram notation is the same, as is the process of constructing the diagram. Decision points, Forks, Joins, Start points and End points are the same. Instead of Activity 1088 elements, however, rectangular elements are used. There are two types of these elements:

- *Interaction* elements display an inline Interaction diagram 1024, which can be a Sequence diagram 1040, Communication diagram 1052, Timing diagram 1025, or Interaction Overview 1055 diagram
- *Interaction Occurrence* 1126 elements are references to an existing Interaction diagram: they are visually represented by a frame, with **ref** in the frame's title space; the diagram name is indicated in the frame contents.

To create an Interaction Occurrence, simply drag an Interaction diagram from the *Project Browser* window onto your Interaction Overview diagram. The **ref** frame displays, encapsulating an instance of the Interaction diagram.

Example Diagram

The following example depicts a sample sale process, shown in an Interaction Overview diagram, with sub-processes abstracted within Interaction Occurrences. The diagram appears very similar to an Activity diagram, and is conceptualized the same way; as the flow moves into an interaction, the respective interaction's process must be followed before the Interaction Overview's flow can advance.



Toolbox Elements and Connectors

Select Interaction Overview diagram elements and connectors from the Activity pages 110 of the Enterprise

Architect UML *Toolbox*.

Tip: *Click on the elements and connectors below for more information.*

Interaction Overview Diagram Elements	Interaction Overview Diagram Connectors
Partition	Fork/Join
Decision	Fork/Join
Send	Control Flow
Receive	Object Flow
Synch	Interrupt Flow
Initial	
Final	
Flow Final	
Region	
Exception	
Merge	

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 514*) states:

Interaction Overview Diagrams define Interactions (described in Chapter 14, "Interactions") through a variant of Activity Diagrams (described in Chapter 6, "Activities") in a way that promotes overview of the control flow.

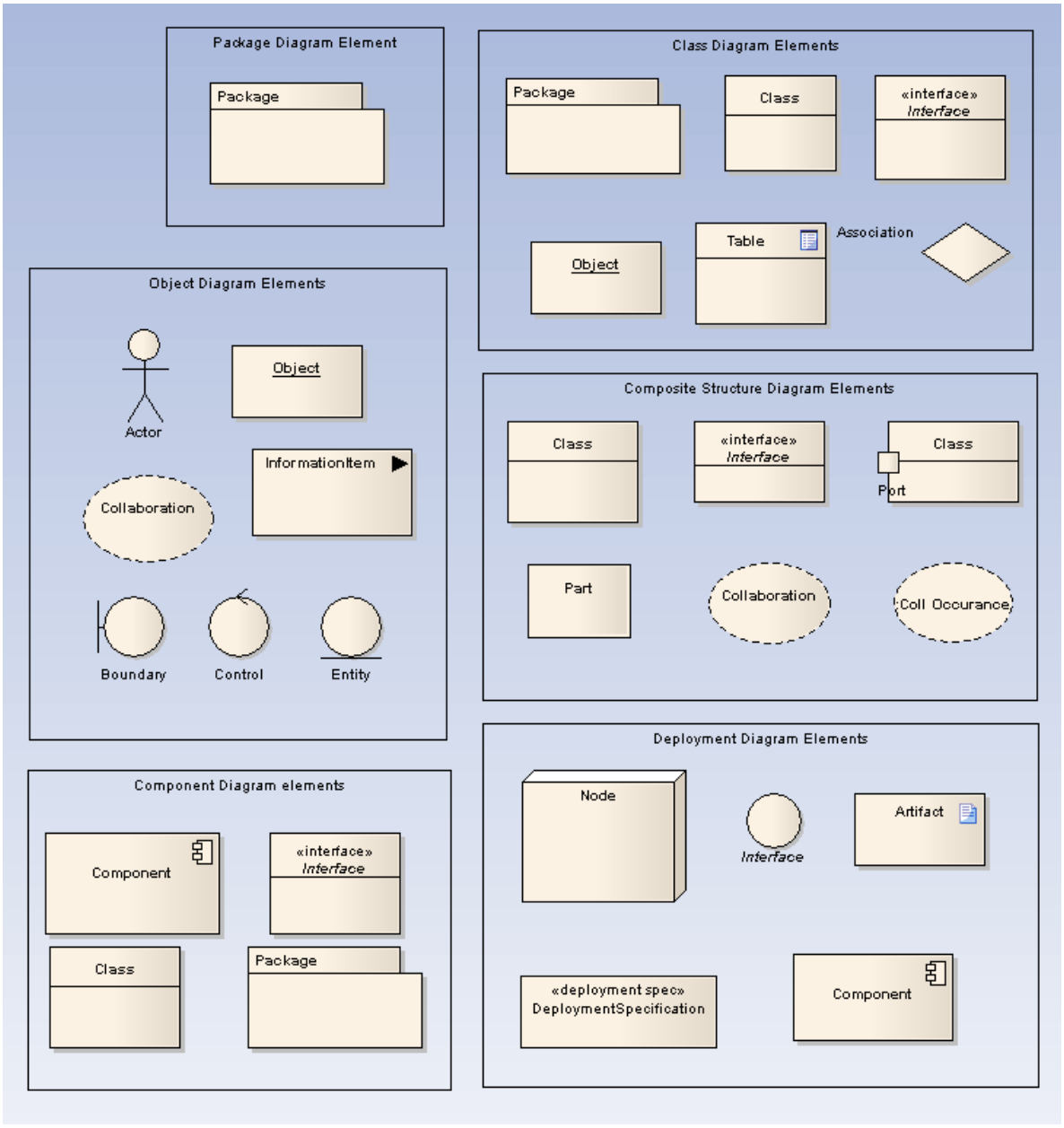
Interaction Overview Diagrams focus on the overview of the flow of control where the nodes are Interactions or InteractionUses. The Lifelines and the Messages do not appear at this overview level.

15.1.2 Structural Diagrams

Structural diagrams depict the structural elements composing a system or function. These diagrams reflect the static relationships of a structure, as do Class or Package diagrams, or run-time architectures such as Object or Composite Structure diagrams.

Structural diagrams include:

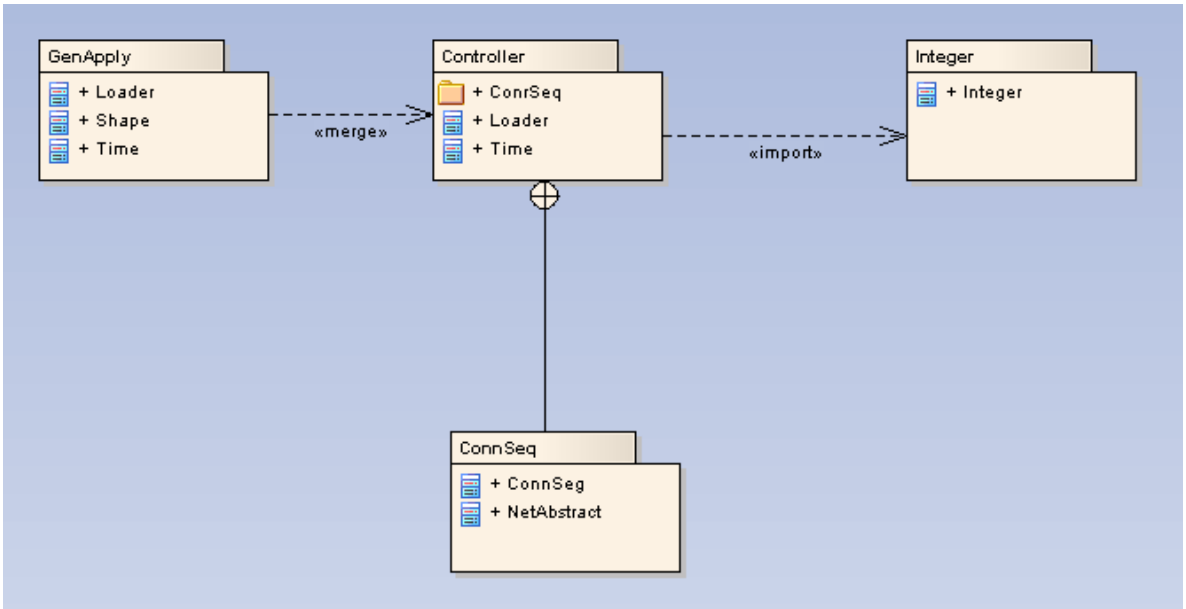
- Class diagrams 1060
- Composite Structure diagrams 1063
- Component diagrams 1066
- Deployment diagrams 1068
- Object diagrams 1062
- Package diagrams 1058



15.1.2.1 Package Diagram

Package diagrams depict the organization of model elements into packages and the dependencies amongst them, including package imports and package extensions. They also provide a visualization of the corresponding namespaces.

The following example demonstrates a basic Package diagram.



The nesting connector between *ConnSeq* and *Controller* reflects what the package contents reveal. Package contents can be listed by clicking on the diagram background to display the diagram's *Properties* dialog, selecting the *Elements* tab and selecting the Package Contents checkbox.

The <<*import*>> connector indicates that the elements within the target Integer package, which in this example is the single Class *Integer*, are imported into the package *Controller*. The *Controller*'s namespace gains access to the *Integer* Class; the *Integer* namespace is not affected.

The <<*merge*>> connector indicates that the package *Controller*'s elements are imported into *GenApply*, including *Controller*'s nested and imported contents. If an element already exists within *GenApply*, such as *Loader* and *Time*, these elements' definitions are expanded by those included in the package *Controller*. All elements added or updated by the merge are noted by a generalization relationship back to that package.

Note: *Private elements within a package cannot be imported or merged.*

Toolbox Elements and Connectors

Select Package diagram elements and connectors from the Class pages of the Enterprise Architect UML *Toolbox*.

Tip: *Click on the elements and connectors below for more information.*

Package Diagram Elements	Package Diagram Connectors
Package	Associate
Class	Generalize
Interface	Compose
Table	Aggregate
Enumeration	Association Class

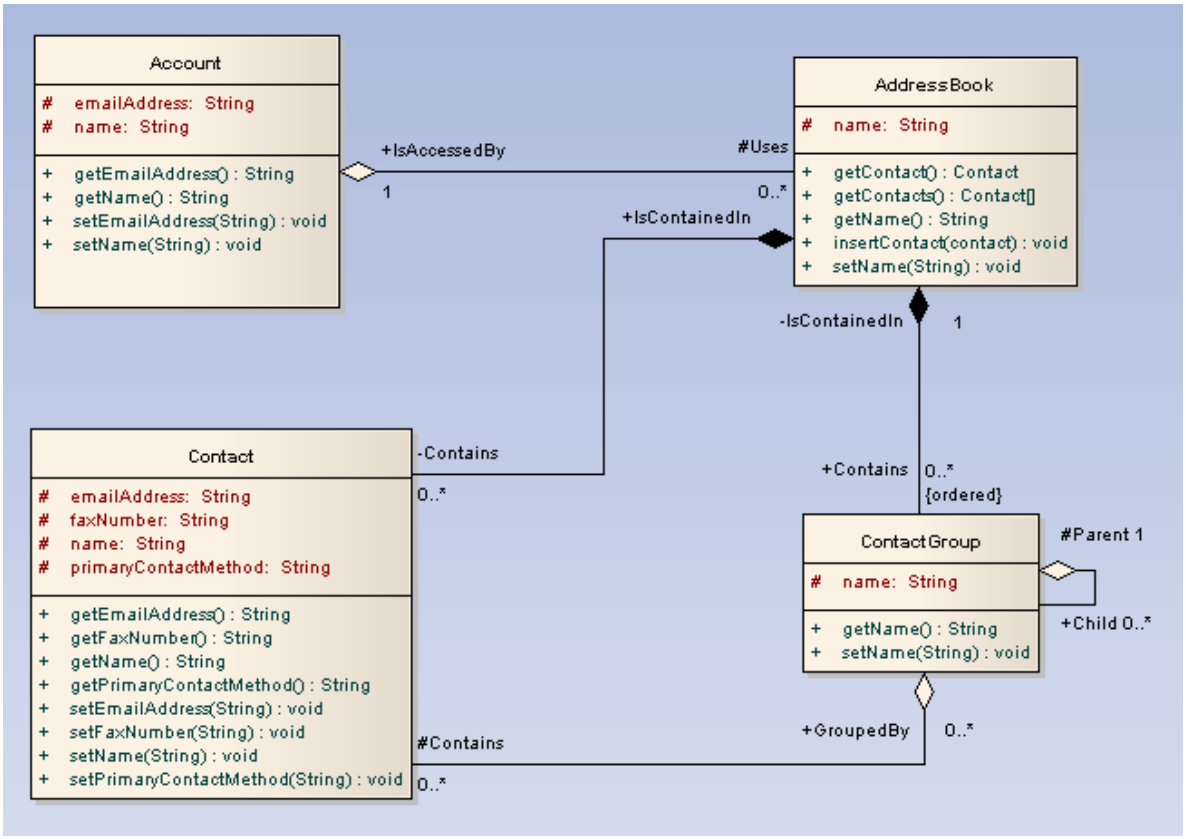
Package Diagram Elements	Package Diagram Connectors
Signal	Assembly
Association	Realize
	Nesting
	Package Merge
	Package Import

15.1.2.2 Class Diagram

The *Class* diagram captures the logical structure of the system; the Classes 1095 and things that make up the model. It is a static model, describing what exists and what attributes and behavior it has, rather than how something is done. Class diagrams are most useful to illustrate relationships between Classes and Interfaces. Generalizations, Aggregations and Associations are all valuable in reflecting inheritance, composition or usage, and connections, respectively.

Example Diagram

The pale Aggregation 1182 relationship indicates that the Class *Account* uses *AddressBook*, but does not necessarily contain *AddressBook*. The dark Composite Aggregation 1182 by the other connectors indicate ownership or containment by the target Classes (at the diamond end) of the source Classes.



Toolbox Elements and Connectors

Select Class diagram elements and connectors from the Class pages 105 of the Enterprise Architect UML *Toolbox*.

Tip: *Click on the elements and connectors below for more information.*

Class Diagram Elements	Class Diagram Connectors
Package	Associate
Class	Generalize
Interface	Compose
Table	Aggregate
Enumeration	Association Class
Signal	Assembly
Association	Realize

Class Diagram Elements	Class Diagram Connectors
	Nesting
	Package Merge
	Package Import

See Also

- Parameterized Classes (Templates) 1097
- Active Classes 1097

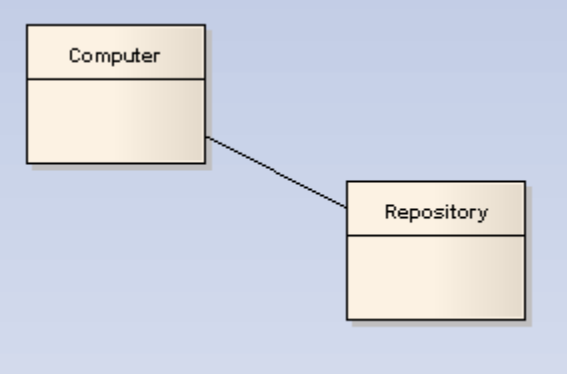
15.1.2.3 Object Diagram

An *Object diagram* is closely related to a *Class diagram* 1060, with the distinction that it depicts object instances of Classes and their relationships at a point in time. This might appear similar to a *Composite Structure* 1063 diagram, which also models run-time behavior; the difference is that Object diagrams exemplify the static Class diagrams, whereas Composite Structure diagrams reflect run-time architectures different from their static counterparts. Object diagrams do not reveal architectures varying from their corresponding Class diagrams, but reflect multiplicity and the roles instantiated Classes could serve. They are useful in understanding a complex Class diagram, by creating different cases in which the relationships and Classes are applied. An Object diagram can also be a kind of Communication diagram 1052, which also models the connections between objects, but additionally sequences events along each path.

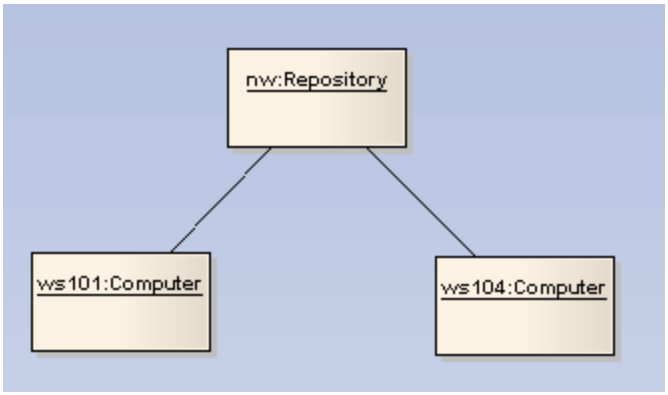
Note: *Communication diagrams were known as Collaboration diagrams in UML 1.4.*

Example Diagram

The following example first shows a simple Class diagram, with two Class 1095 elements connected.



The Classes above are instantiated below as Objects in an Object diagram. There are two instances of *Computer* in this model, which can prove useful for considering the relationships and interactions Classes play in practice, as Objects.



Toolbox Elements and Connectors

Select Object diagram elements and connectors from the Object pages 106 of the Enterprise Architect UML *Toolbox*.

Tip: *Click on the elements and connectors below for more information.*

Object Diagram Elements	Object Diagram Connectors
Actor	Information Flow
Object	Associate
Collaboration	Dependency
Information Item	
Boundary	
Control	
Entity	

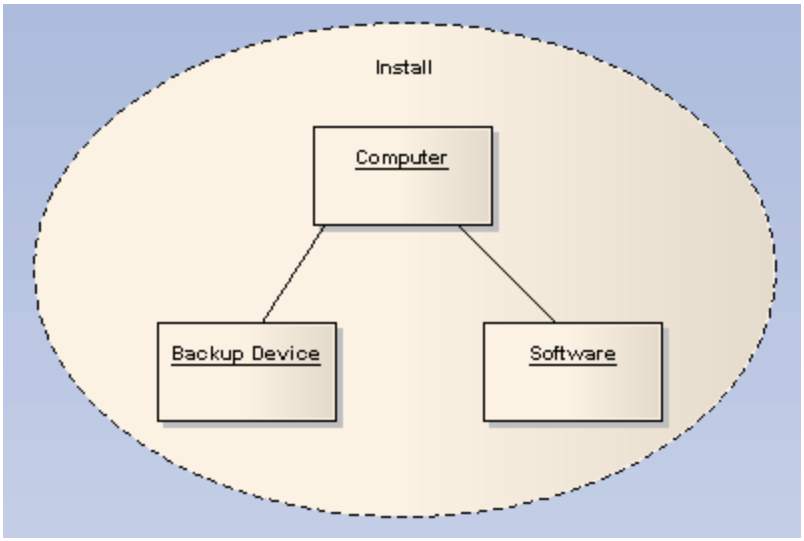
15.1.2.4 Composite Structure Diagram

A *Composite Structure* diagram reflects the internal collaboration of Classes 1095, Interfaces 1127 or Components 1107 to describe a functionality. Composite Structure diagrams are similar to *Class diagrams* 1060, except that they model a specific usage of the structure. Class diagrams model a static view of Class structures, including their attributes and behaviors. A Composite Structure diagram is used to express run-time architectures, usage patterns and the participating elements' relationships, which might not be reflected by static diagrams.

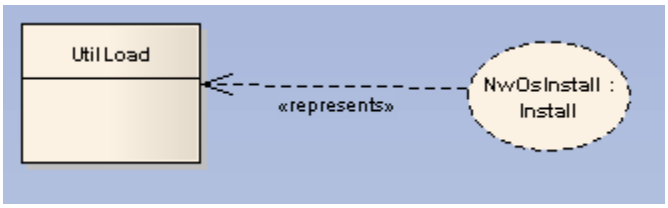
In a Composite Structure diagram, Classes are accessed as Parts 1138 or run-time instances fulfilling a particular role. These Parts can have multiplicity, if the role filled by the Class requires multiple instances. *Ports* 1139 defined by a Part's Class should be represented in the composite structure, maintaining that all connecting Parts provide the required interfaces specified by the Port. There is extensive flexibility, and an ensuing complexity, that come with modeling composite structures. To optimize your modeling, consider building Collaborations 1099 to represent reusable patterns responding to your design issues.

Example Diagram

The following diagram shows a Collaboration used in Composite Structure diagrams to model common patterns. This particular example shows a relationship for performing an installation.



The following diagram uses the *Install* Collaboration in a Collaboration Occurrence 1108, and applies it to the *UtilLoad* Class via a <<*represents*>> relationship. This indicates that the classifier UtilLoad uses the collaboration pattern within its implementation.



For further examples of Composite Structure diagrams, see the *Toolbox* elements listed below.

Toolbox Elements and Connectors

Select Composite Structure diagram elements and connectors from the Composite pages 107 of the Enterprise Architect UML *Toolbox*.

Tip: *Click on the elements and connectors below for more information.*

Composite Structure Diagram Elements	Composite Structure Diagram Connectors
Class	Connector
Interface	Assembly
Part	Role Binding
Port	Represents

Composite Structure Diagram Elements	Composite Structure Diagram Connectors
Collaboration	Occurrence
Expose Interface	Delegate

See Also

- Properties 1065

OMG UML Specification

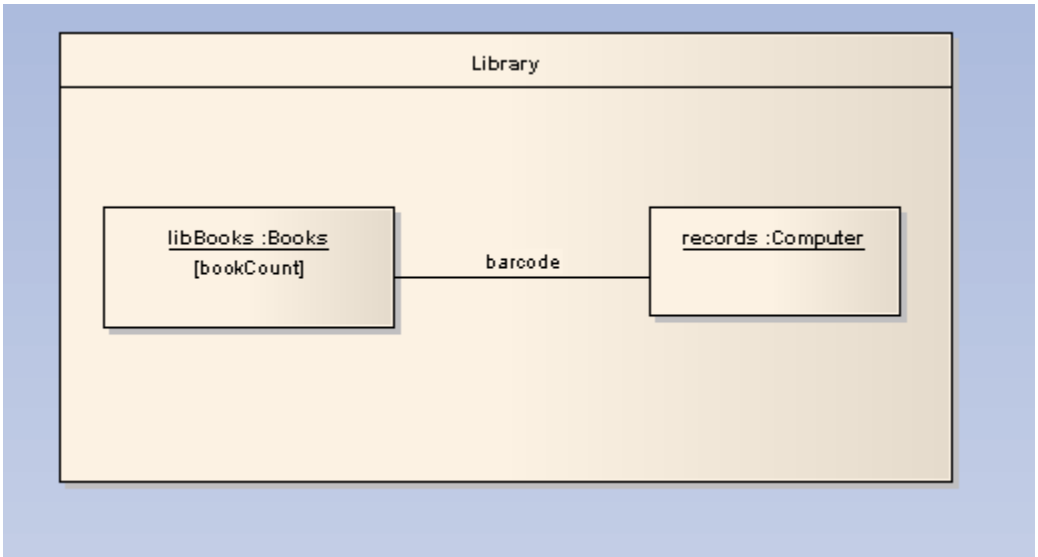
The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 193*) states:

A composite structure diagram depicts the internal structure of a classifier, as well as the use of a collaboration in a collaboration use.

15.1.2.4.1 Properties

A *property* is a nested structure within a classifier, which is usually a Class 1095 or an Interface 1127 on a Composite Structure diagram 1063. The contained structure reflects instances and relationships reflected within the containing classifier. Properties can have multiplicity.

To demonstrate properties, consider the following diagram, which demonstrates some properties of the *Library* Class.



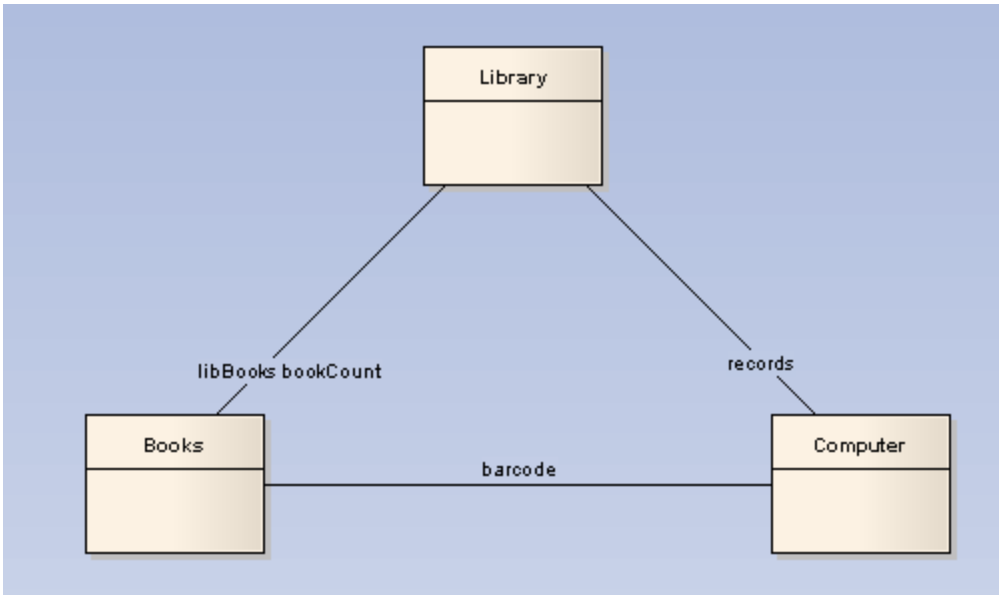
There are two *Parts* 1138, *libBooks* and *records*, which are instances corresponding to the Classes *Books* and *Computer* respectively. After dragging Parts from the Enterprise Architect UML *Toolbox* out to the workspace, right-click on a Part and select the **Advanced | Set Property Type** menu option to link to a classifier.

Note: *If Parts disappear when dragged onto the Class, adjust the Z-order of the Class (right-click on it and select the* **Z-Order** *menu option).*

The relationship between the two Parts is indicated by the connector, reflecting that communication between the Parts is via the *barcode*. This contained structure and its Parts are properties owned by the Library Class. To indicate a property that is not owned by composition to the containing classifier, use a box symbol with a dashed outline, indicating *association*. To do this, right-click on the Part and select the **Advanced | Custom**

Properties menu option. Set the **IsReference** option to **true**.

Properties can also be reflected using a normal composite structure (without containing it in a Class), with the appropriate connectors, parts and relationships indicated through connections to the Class. This alternative representation is shown below. However, this depiction fails to express the ownership immediately reflected by containing properties within a classifier.

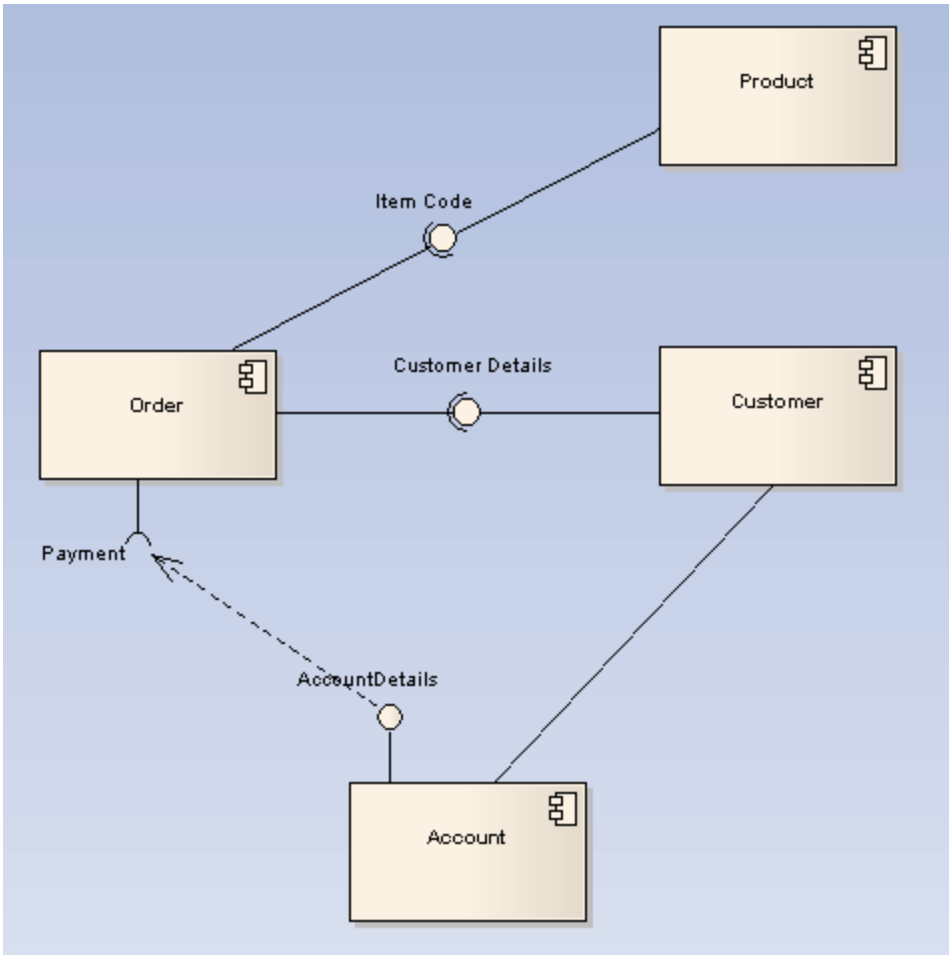


15.1.2.5 Component Diagram

A *Component* diagram illustrates the pieces of software, embedded controllers and such that make up a system, and their organization and dependencies . A Component diagram has a higher level of abstraction than a Class diagram 1060; usually a component is implemented by one or more Classes 1095 (or Objects 1134) at runtime. They are building blocks, built up so that eventually a component can encompass a large portion of a system.

Example Diagram

The diagram below demonstrates some components and their inter-relationships. *Assembly* 1182 connectors link the provided interfaces supplied by *Product* and *Customer* to the required interfaces specified by *Order*. A *Dependency* 1189 relationship maps a customer's associated account details to the required interface *Payment*, indicated by *Order*.



Toolbox Elements and Connectors

Select Component diagram elements and connectors from the Component pages 111 of the Enterprise Architect UML *Toolbox*.

Tip: *Click on the elements and connectors below for more information.*

Component Diagram Elements	Component Diagram Connectors
Package	Assembly
Component	Delegate
Class	Associate
Interface	Realize
Object	Generalize

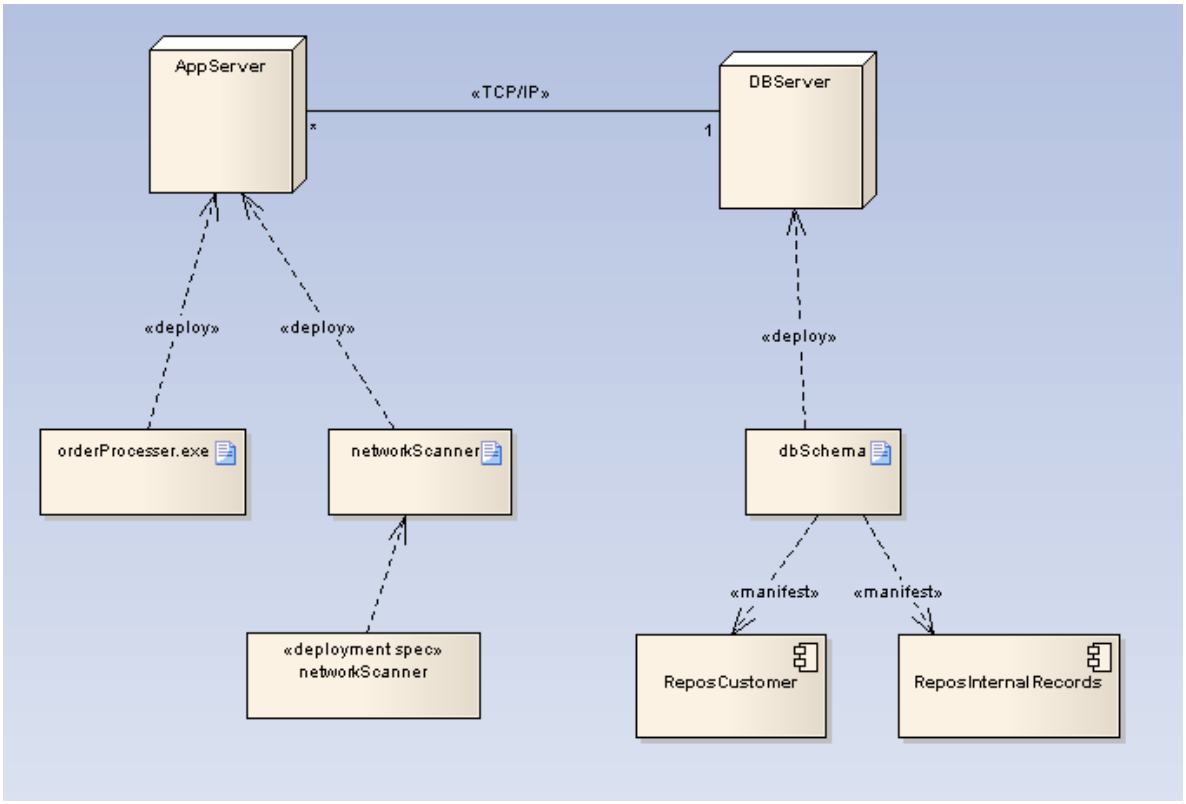
Port	
Expose Interface	
Artifact	
Document Artifact	

15.1.2.6 Deployment Diagram

A *Deployment diagram* shows how and where the system is to be deployed; that is, its execution architecture. Hardware devices, processors and software execution environments (system Artifacts 1093) are reflected as Nodes 1133, and the internal construction can be depicted by embedding or nesting Nodes. As Artifacts are allocated to Nodes to model the system's deployment, the allocation is guided by the use of deployment specifications.

Example Diagram

An example Deployment diagram is shown below. The two Nodes have a *TCP/IP* communication path indicated. Deployment 1190 relationships indicate the deployment of Artifacts. Furthermore, a *deployment spec* defines the process of deployment for the *networkScanner* Artifact. The *Manifestation* 1195 relationships reveal the physical implementation of components *ReposCustomer* and *ReposInternalRecords*.



Toolbox Elements and Connectors

Select Deployment diagram elements and connectors from the Deployment pages 112 of the Enterprise Architect UML *Toolbox*.

Tip: *Click on the elements and connectors below for more information.*

Deployment Diagram Elements	Deployment Diagram Connectors
Node	Associate
Device	Communication Path
Execution Environment	Association Class
Component	Generalize
Interface	Realize
Artifact	Deployment
Document Artifact	Manifest
Deployment Specification	Object Flow
Package	Nesting

15.1.3 Extended Diagrams

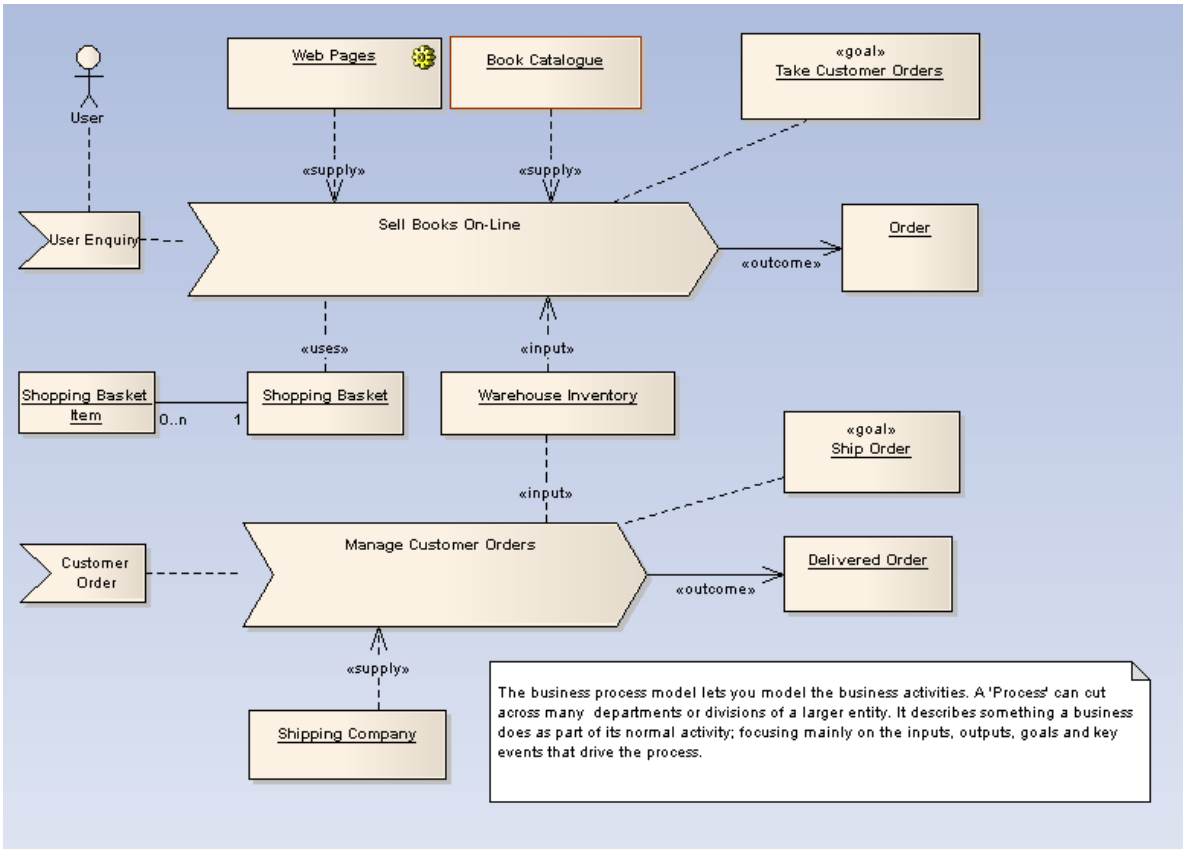
In addition to diagrams defined by the UML, Enterprise Architect provides some extended diagram platforms to model business processes or develop custom diagrams.

- Analysis Diagram 1069
- Custom Diagram 1071
- Requirements Diagram 1073
- Maintenance Diagram 1074
- User Interface Diagram 1075
- Database Schema 1077
- Robustness Diagram 1078

15.1.3.1 Analysis Diagram

An *Analysis diagram* is a simplified Activity diagram 1009, which is used to capture high level business processes and early models of system behavior and elements. It is less formal than some other diagrams, but provides a good means of capturing the essential business characteristics and requirements.

Enterprise Architect supports some of the *Eriksson-Penker Business Extensions* that facilitate business process modeling. The complete Eriksson-Penker Business Extensions UML Profile can also be loaded into Enterprise Architect and used to create detailed process models.



Toolbox Elements and Connectors

Select Analysis diagram elements and connectors from the *Analysis pages* 115 of the Enterprise Architect UML *Toolbox*.

Tip: *Click on the elements and connectors below for more information.*

Analysis Diagram Elements	Analysis Diagram Connectors
Actor	Information Flow
Object	Object Flow
Process	Associate
Collaboration	Realize
Send	Representation
Receive	
Information Item	

Analysis Diagram Elements	Analysis Diagram Connectors
	
	
	
	
	

See Also

- Business Modeling 451

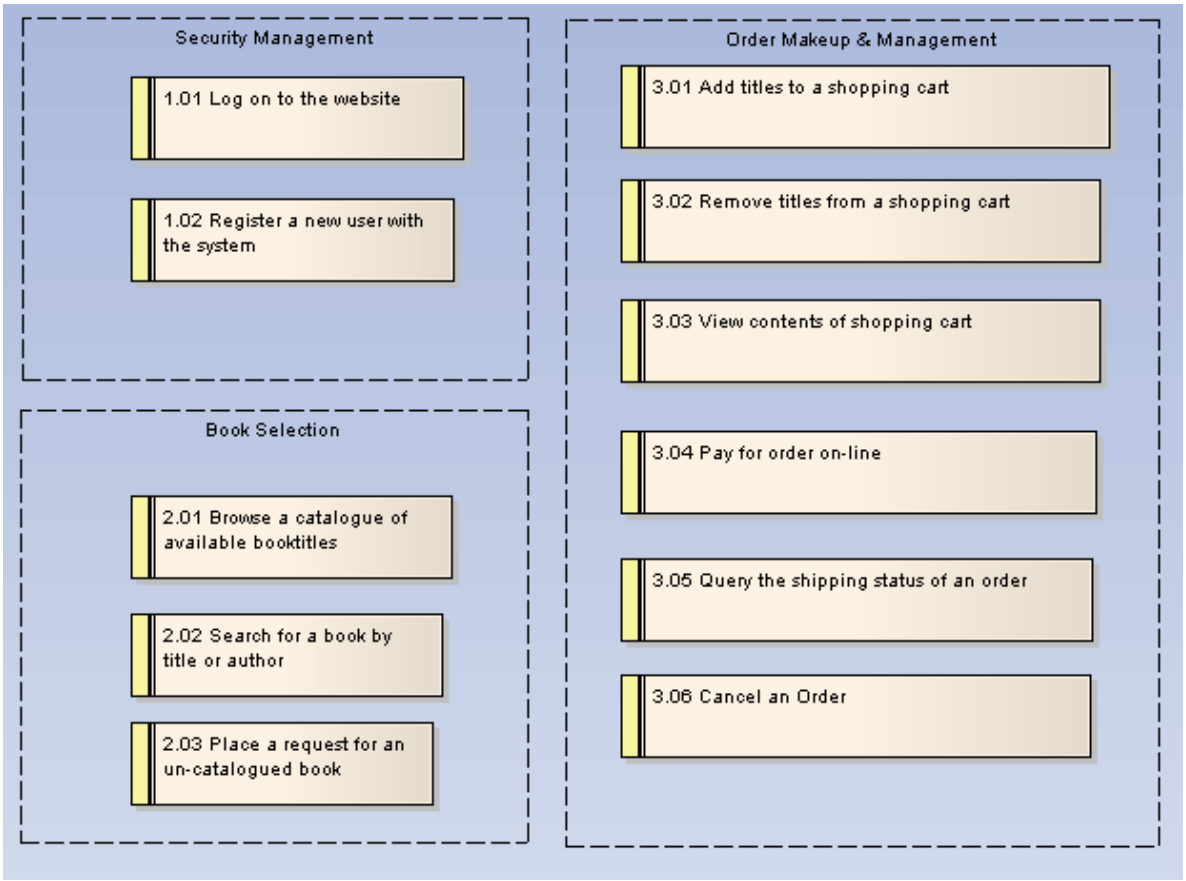
15.1.3.2 Custom Diagram

A *Custom* diagram is an extended Class diagram 1060 that is used to capture requirements, user interfaces or custom-design models.

The below example reflects a Requirements diagram 1073. *Requirement elements* 1174 can be linked back to Use Cases 1158 and Components 1107 in the system to illustrate how a particular system requirement is met. Change 700 and Defect (Issue) 699 elements look the same as Requirement elements and can be coded and managed in the same way.

Screen design is supported through a stereotyped Screen 1175 element and UI Controls 1176. Use this model to design high level system prototypes.

Custom models provide a few extensions to the UML model and enable some exploratory and non-rigorous experimentation with model elements and diagrams.



Toolbox Elements and Connectors

Select Custom diagram elements and connectors from the *Custom* 116 pages 116 of the Enterprise Architect UML *Toolbox*.

Tip: *Click on the elements and connectors below for more information.*

Custom Diagram Elements	Custom Diagram Connectors
Package	Associate
Requirement	Aggregate
Issue	Generalize
Change	Realize
Screen	Nesting
UI Control	

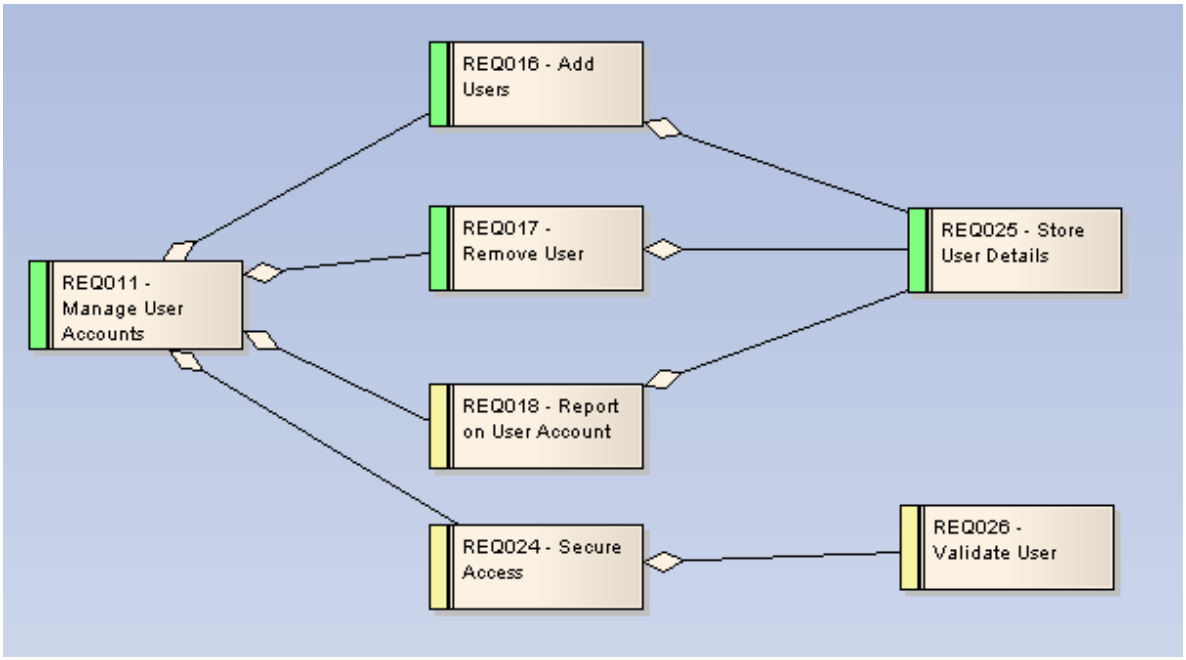
Custom Diagram Elements	Custom Diagram Connectors
Test Case	

15.1.3.3 Requirements Diagram

A *Requirements* diagram is a custom diagram used to describe a system's requirements or features as a visual model.

Requirements are defined using *Requirement elements* 1174 (*Custom* elements of type *Requirement*). To view the detailed description of a Requirement, double-click on the element to display its properties. Requirement elements can be linked back to Use Cases 1158 and Components 1107 in the system to illustrate how a particular system requirement is met.

Requirements models provide extensions to the UML model and enable traceability between specifications and design requirements, and the model elements that realize them.



Requirements can have relationships with other elements such as other Requirements and Use Cases. To view the traceability of a requirement, use the *Hierarchy* 168 window, which you access using the **View | Hierarchy** menu option (or press **[Ctrl]+[Shift]+[4]**).

Toolbox Elements and Connectors

Select Requirements diagram elements and connectors from the *Requirements pages* 117 of the Enterprise Architect UML *Toolbox*.

Tip: *Click on the elements and connectors below for more information.*

Requirements Diagram Elements	Requirements Diagram Connectors
Package	Aggregate

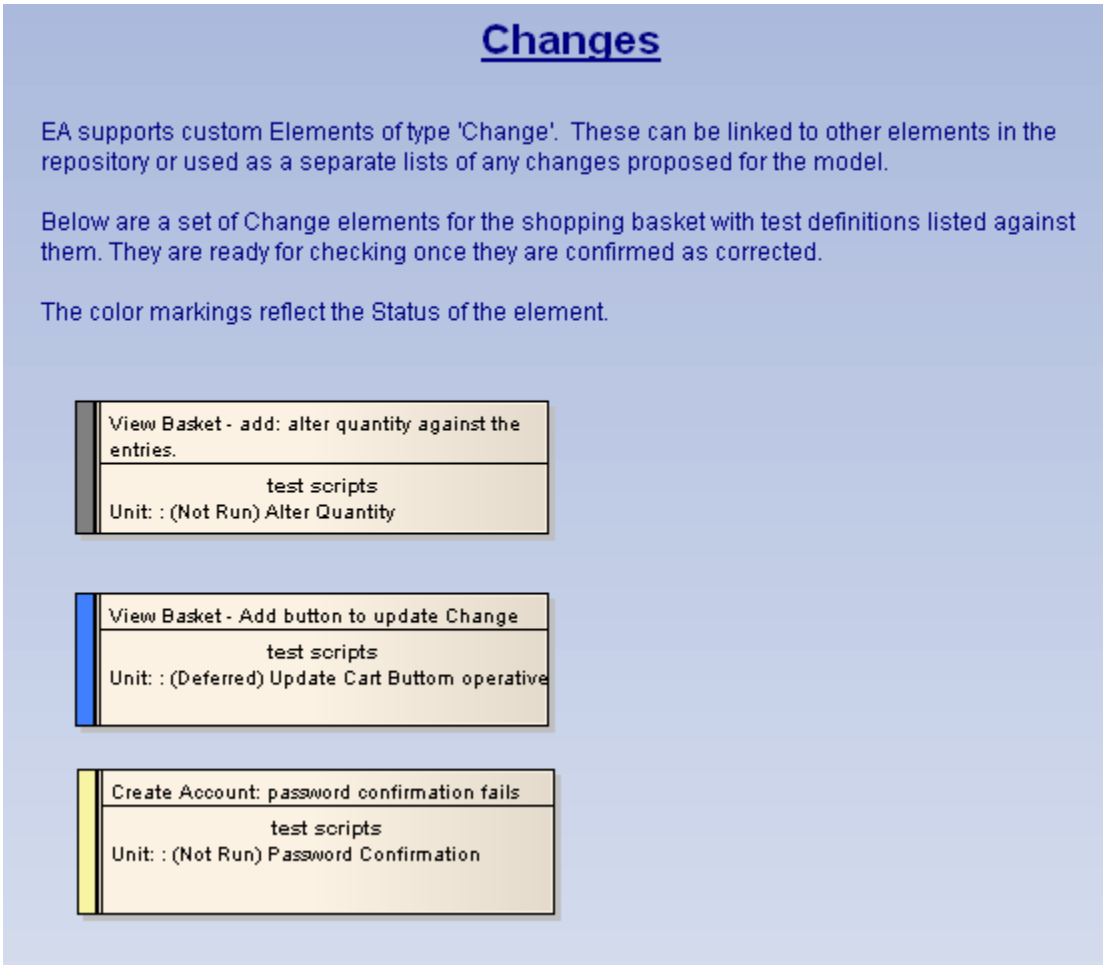
Requirements Diagram Elements	Requirements Diagram Connectors
Requirement	Inheritance
Feature	Associate
Object	Implements

15.1.3.4 Maintenance Diagram

A *Maintenance diagram* is a custom diagram used to describe change requests and issue items within a system model.

An example Maintenance diagram is shown below. *Change*, *Task* and *Issue* elements can be linked back to other model elements in the system to illustrate how they must be modified, fixed or updated.

Maintenance models provide extensions to the UML model and enable change management of change items, and of the model elements that require the changes to be made to them.



Toolbox Elements and Connectors

Select Maintenance diagram elements and connectors from the Maintenance pages 118 of the Enterprise Architect UML *Toolbox*.

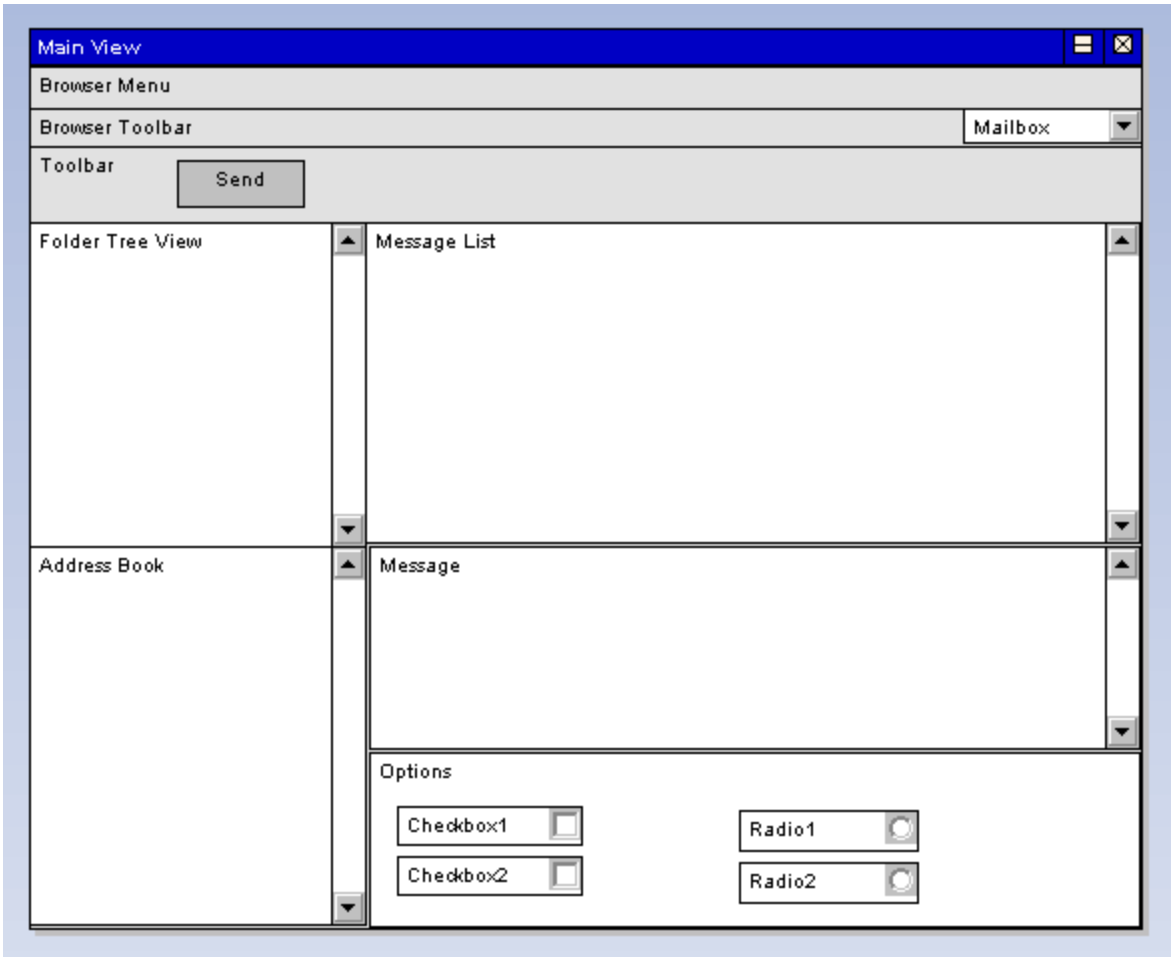
Tip: *Click on the elements and connectors below for more information.*

Maintenance Diagram Elements	Maintenance Diagram Connectors
Package	Aggregate
Issue	
Change	
Test Case	
Entity	

15.1.3.5 User Interface Diagram

User Interface Diagrams are custom diagrams used to visually mock-up a system's user interface using forms, controls and labels.

In the example *User Interface* diagram below, forms, controls and labels are arranged on the diagram to describe its appearance. *UI elements* 1176 can also be traced to other model elements linking the UI with the underlying implementation.



Toolbox Elements and Connectors

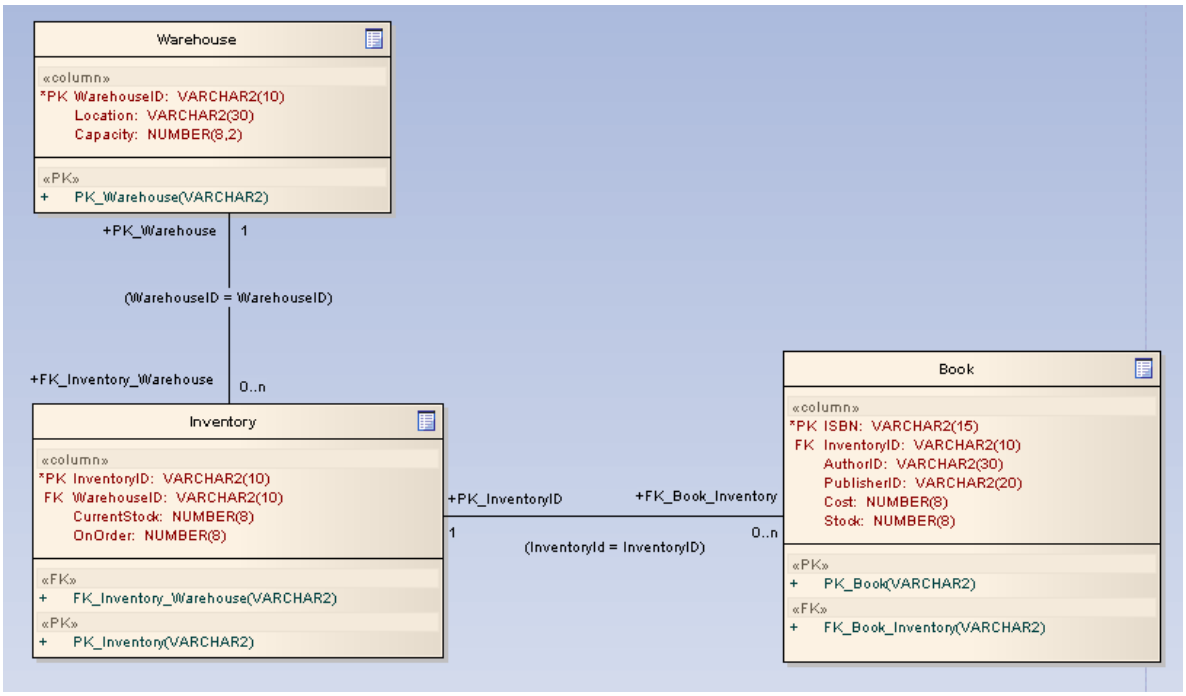
Select User Interface diagram elements and connectors from the User Interface pages 118 of the Enterprise Architect UML *Toolbox*.

Tip: *Click on the elements and connectors below for more information.*

Requirements Diagram Elements	Requirements Diagram Connectors
Package	Associate
Screen	Aggregate
UI Control	Generalize
Object	Realize

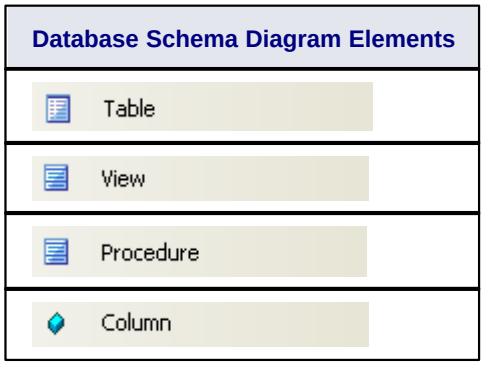
15.1.3.6 Database Schema

Below is an example Database Schema. For information on Database Modeling 836, click on the link.



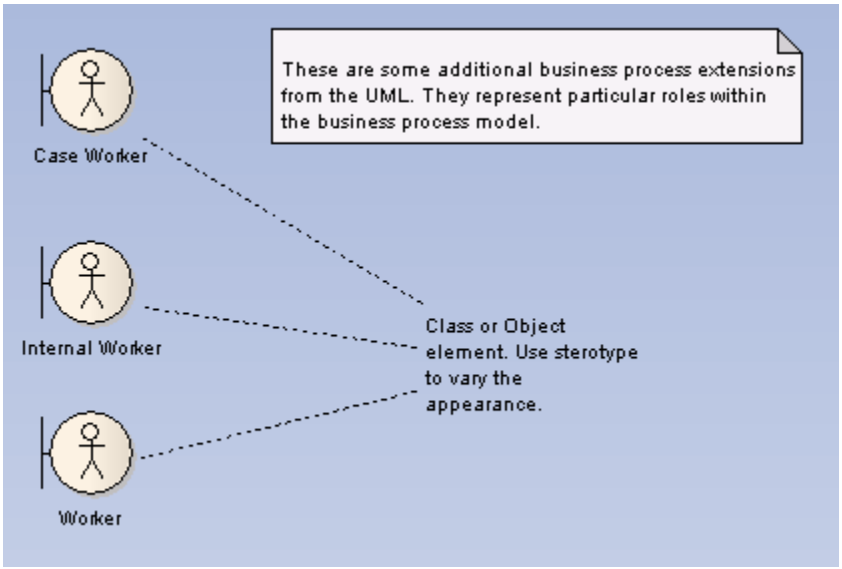
Toolbox Elements and Connectors

Select Database Schema diagram elements from the Data Modeling pages 122 of the Enterprise Architect UML *Toolbox*.



15.1.3.7 Robustness Diagram

Enterprise Architect supports business process modeling extensions from the UML business process model profile. Examples of these are below:



Robustness diagrams are simplified Communication 1052 diagrams. They are also used in the *Iconix Process*, which is described at www.sparxsystems.com/iconix/iconixsw.htm.

15.2 UML Elements

Models in the UML are constructed from elements. Each element has a different purpose, different rules and different notation. Model elements are used at different stages of the design process for different purposes. Elements include Classes 1095, Objects 1134, Interfaces 1127, Use Cases 1158, Components 1107 and Nodes 1133.

The features of Enterprise Architect cannot be fully utilized without a good understanding of UML:

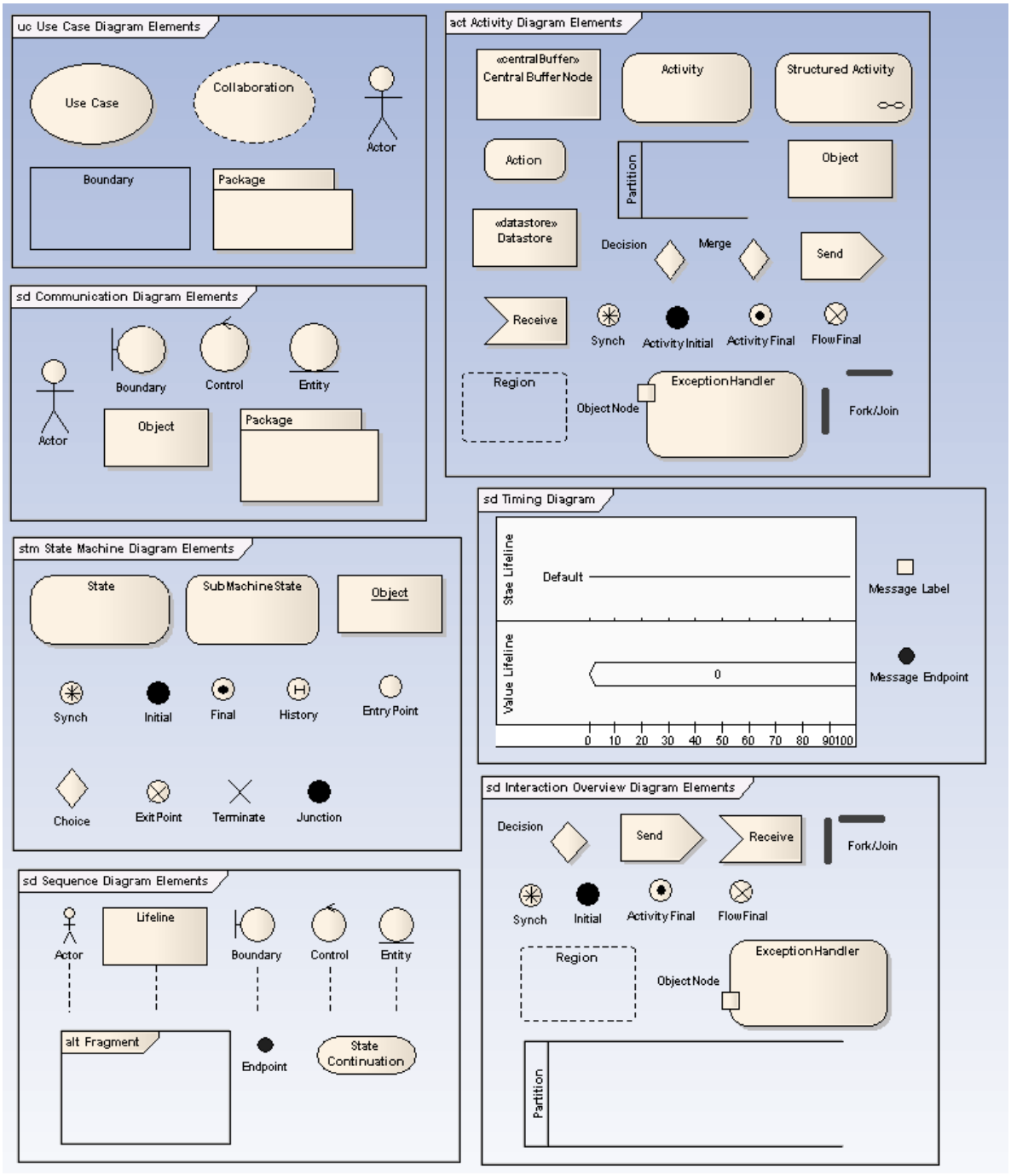
- During early analysis, Use Cases, Activities, Business Processes, Objects and Collaborations are used to capture the problem domain
- During elaboration, Sequence diagrams, Objects, Classes and State Machines are used to refine the system specification
- Components and Nodes are used to model larger parts of the system as well as the physical entities that are created and deployed into a production environment.

UML elements can be divided into two categories: those used on Behavioral Diagrams 1078 and those used on Structural Diagrams 1081. This basic set can be extended almost without limit using Stereotypes 417 and UML Profiles 407.

15.2.1 Behavioral Diagram Elements

The following figure illustrates the main UML elements that are used in *Behavioral Diagrams*. For more information on using these elements, click on a link:

- Action 1083, Activity 1088, Actor 1093
- Boundary 1156
- Choice 1094, Collaboration 1099, Combined Fragment 1101, Continuation 1150
- Datastore 1108, Decision 1108



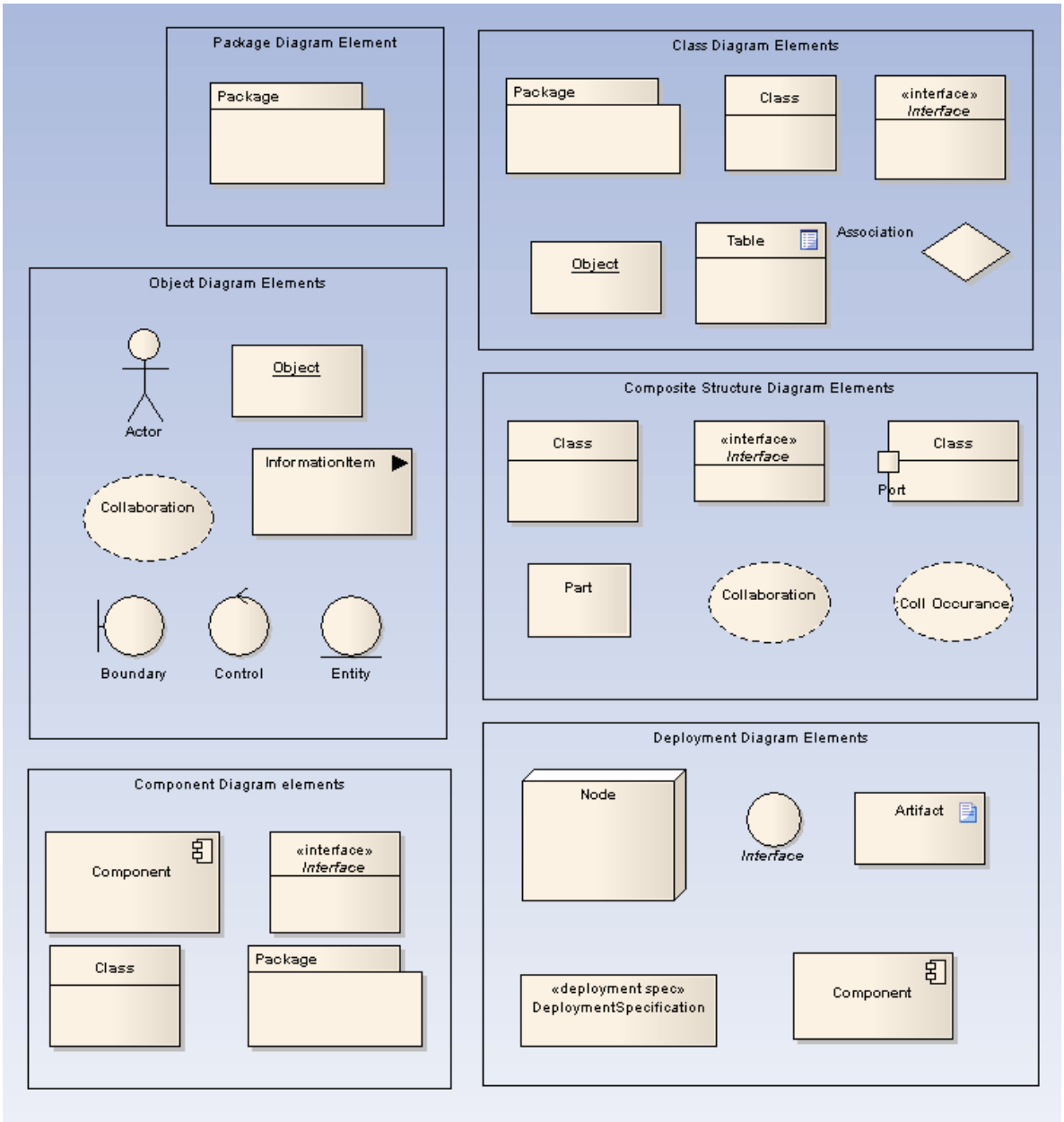
See Also

- Introduction to the UML Language 1006
- Introduction to UML Elements 1078
- Structural Diagram Elements 1081

15.2.2 Structural Diagram Elements

The following figure illustrates the main UML Elements that are used in *Structural Diagrams*. For more information on using these elements, click on a link:

- Artifact 1093
- Class 1095, Collaboration 1099, Collaboration Occurrence 1100, Component 1107
- Deployment Specification 1109
- Interface 1127
- Node 1133
- Object 1134
- Package 1137, Part 1138, Port 1139
- Qualifiers 1142



See Also

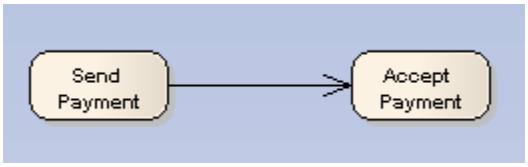
- Introduction to the UML Language 1006
- Introduction to UML Elements 1078
- Behavioral Diagram Elements 1078

15.2.3 Basic Elements

This topic provides an introduction to elements defined by UML, which together compose the backbone of modeling. Most conceivable modeling elements are stereotypes or extensions of the elements introduced in this topic.

15.2.3.1 Action

An *Action* element describes a basic process or transformation that occurs within a system. It is the basic functional unit within an Activity diagram 1009. Actions can be thought of as children of *Activities* 1088. Both represent processes, but Activities can contain multiple steps or decomposable processes, each of which can be embodied in an Action. An Action cannot be further broken down or decomposed.



Toolbox Icon

See Also

- Action Notation 1083
- Action Expansion Node 1085
- Activity Pre and Post Conditions 1087
- Action Pin 1086
- Activities 1088

OMG UML Specification

The OMG UML specification *(UML Superstructure Specification, v2.1.1, p. 241*) states:

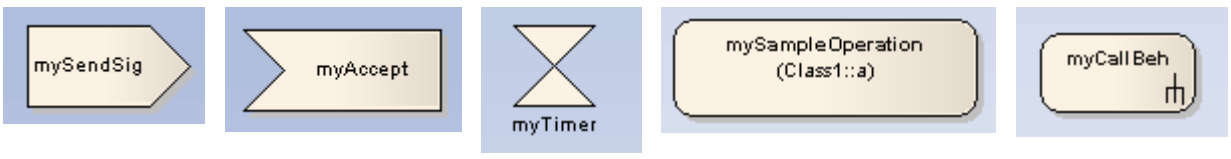
An action is a named element that is the fundamental unit of executable functionality. The execution of an action represents some transformation or processing in the modeled system, be it a computer system or otherwise.

The OMG UML specification *(UML Superstructure Specification, v2.1.1, p. 313*) also states:

An action may have sets of incoming and outgoing activity edges that specify control flow and data flow from and to other nodes. An action will not begin execution until all of its input conditions are satisfied. The completion of the execution of an action may enable the execution of a set of successor nodes and actions that take their inputs from the outputs of the action.

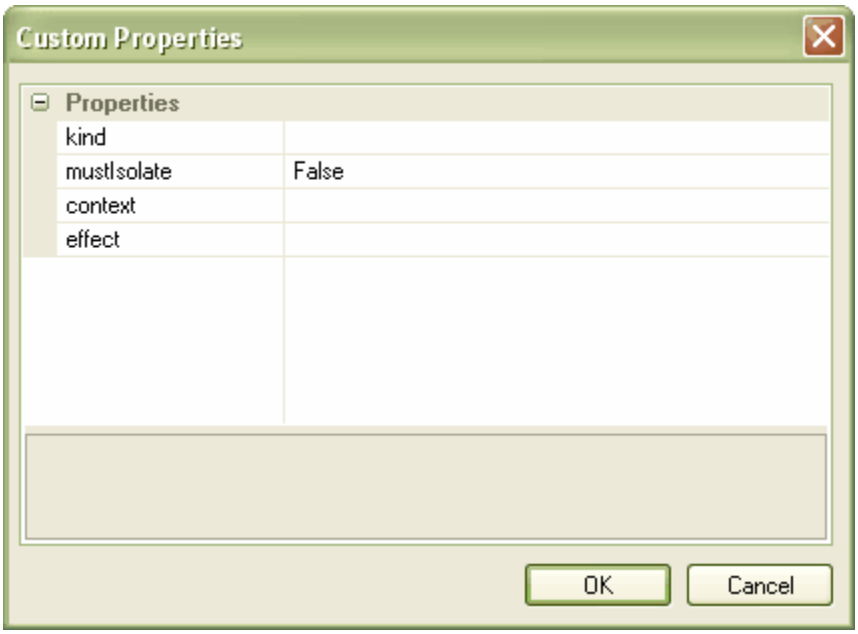
15.2.3.1.1 Action Notation

Some properties can be graphically depicted on an Action 1083 element, as shown below.



Action Notation Kind: SendSignal	Action Notation Kind: AcceptEvent	Action Notation Kind: AcceptEventTimer	Action Notation Kind: CallOperation	Action Notation Kind: CallBehavior

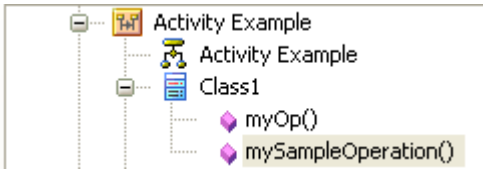
These properties can be defined by right-clicking on the Activity and selecting the **Advanced | Custom Properties** menu option, which displays the *Custom Properties* dialog. Set the Action type by selecting a value from the **Kind** drop-down list.



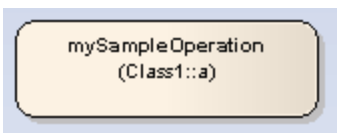
Class Operations in Activity Diagrams

Operations from Classes can be displayed on Activity diagrams as Actions. When an operation is shown as an Action, the notation of the Action displays the name of the Class that features the operation. To add an operation to an Activity diagram follow the steps below:

1. Open an Activity diagram.
2. From the *Project Browser* window open a Class and locate the operation to be added to the Activity diagram.
3. Drag the operation on to the diagram.

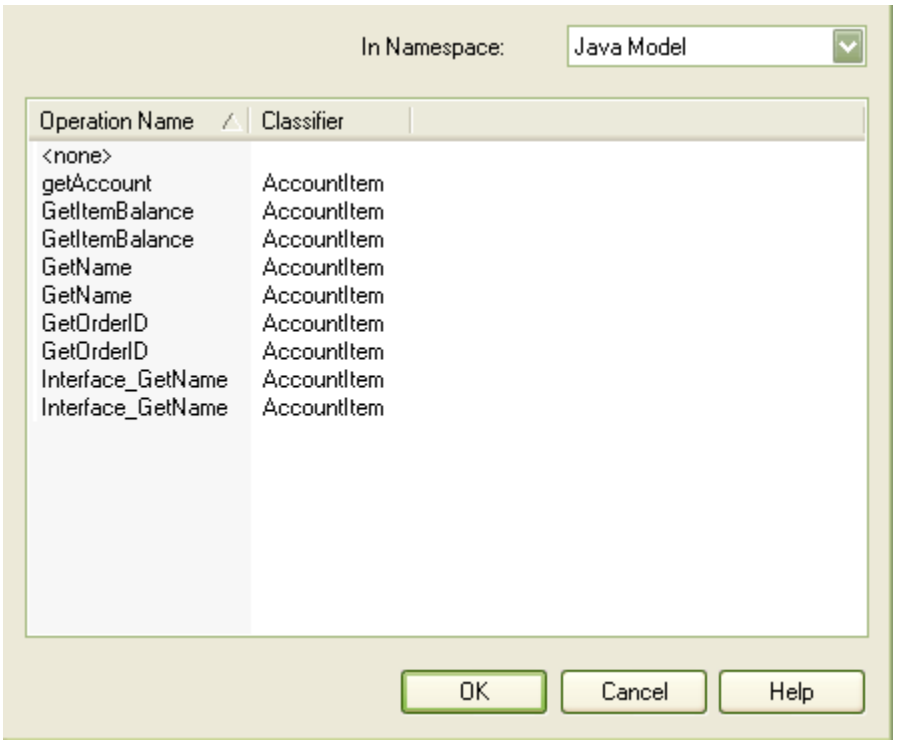


4. When the operation has been added to the Activity diagram the Action displays the name of the Class that features the operation.

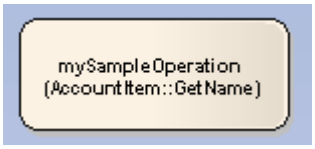


If it becomes necessary to change the operation that this Action refers to, follow the steps below:

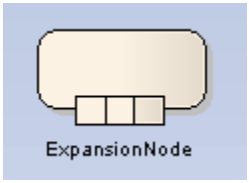
1. Right-click on the Action. The context menu displays.
2. Select the **Advanced | Set Operation** menu option. The *Set Operation* dialog displays.



3. In the **In Namespace** field, click on the drop-down arrow and select the model that contains the required operation. All operations in that model are listed on the dialog.
4. Double-click on the required operation. The Action updates to show the new classifier and operation.



15.2.3.1.2 Action Expansion Node

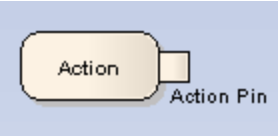


Representing an Action 1083 as an *Expansion Node* is a shorthand notation to indicate that the Action comprises an Expansion Region 1115.

To specify an Action as an Expansion Node, right-click on the Action to display the context menu and select

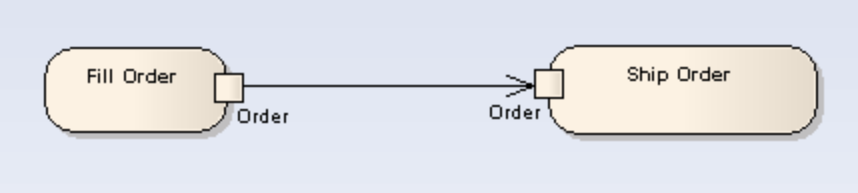
the **Embedded Elements | Add Expansion Node** menu option. After designating an Action as an Expansion Node, you can modify or delete it using the **Embedded Elements | Embedded Elements** menu option.

15.2.3.1.3 Action Pin



An *Action Pin* is used to define the data values passed out of and into an Action 1083. An *input pin* provides values to the Action, whereas an *output pin* contains the results from that Action.

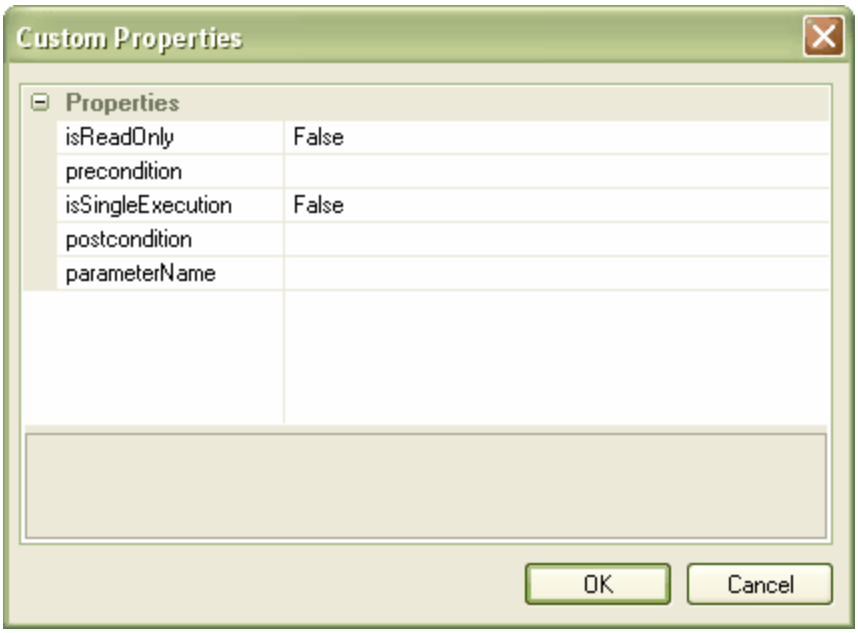
Action Pins are used below to connect two Actions:



See *UML Superstructure Specification, v2.1.1, Figure 12.110, p. 391*.

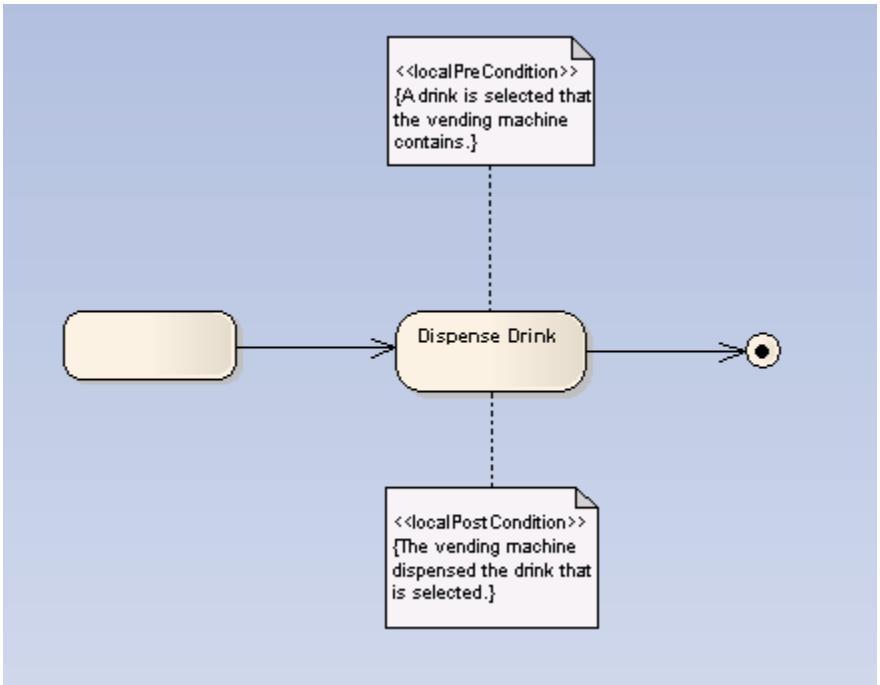
Action Pins can be further characterized as defining exception parameters, streams, or states. Associating a state with a pin defines the state of input or output values. For instance, the pin could be called *Orders*, but the state could be *Validated* or *Canceled*.

To add an Action Pin to an Action, right-click on the Action to display the context menu and select the **Embedded Elements | Add Action Pin** menu option. To change the type of an Action Pin, right-click on the pin and select the **Advanced | Custom Properties** menu option. The following properties can be set:



15.2.3.1.4 Local Pre/Post Conditions

Actions 1083 can be further defined with *pre-condition* and *post-condition* notes, which constrain an Action's entry and exit. These notes can be added to an Action as defined below.

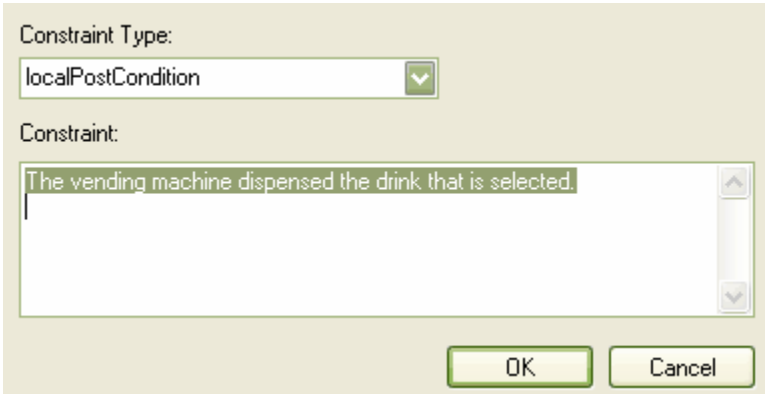


See *UML Superstructure Specification, v2.1.1, Figure 12.32, p. 316*.

Create a Constraint

To attach a constraint to an Action follow the steps below:

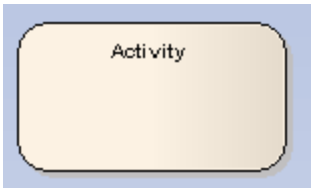
1. Right-click on the action. The context menu displays:
2. Select the **Add | Constraint** menu option. A *Note* is created on the diagram, linked to the action.
3. Right-click on the *Note*. The context menu displays.
4. Select the **Properties** menu option. The *Constraint* dialog displays.



5. In the **Constraint Type** field, click on the drop-down arrow and select the required constraint type.

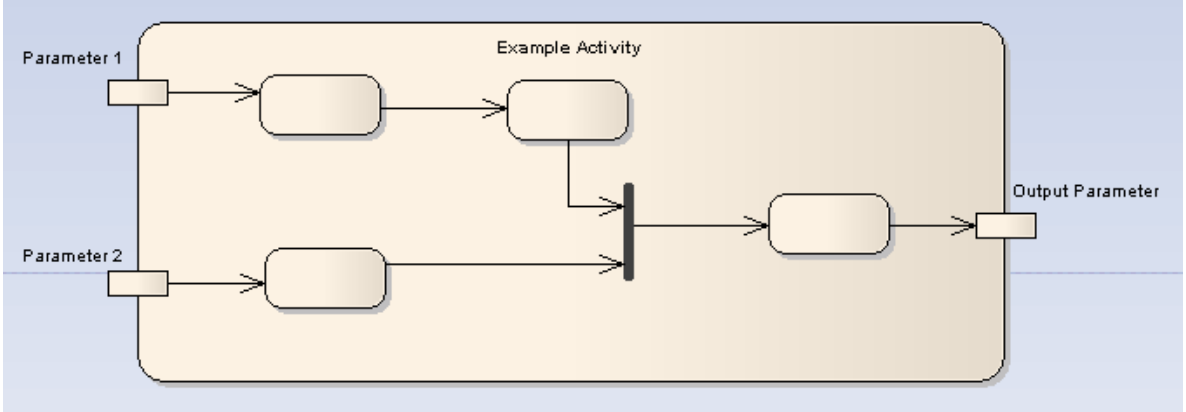
6. In the **Constraint** field, type the text for the constraint.
7. Click on the **OK** button to save the constraint.

15.2.3.2 Activity



An *Activity* organizes and specifies the participation of subordinate behaviors, such as *sub-Activities* or *Actions* 1083, to reflect the control and data flow of a process. Activities are used in Activity diagrams 1009 for various modeling purposes, from procedural-type application development for system design, to business process modeling of organizational structures or workflow.

The following simple diagram of an Activity contains Action elements and includes input parameters and output parameters.



You can define an Activity as a Composite element, either during creation or during later edits. However, when creating a composite Activity element you can also use the Structured Activity 1153 element, which is tailored to this purpose. If converting an Activity element, right-click on the element and select the **Advanced | Composite Element** context menu option. The *New Structured Activity* dialog displays; for information on this dialog, see the Structured Activity 1153 topic.

Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 318*) states:

An activity specifies the coordination of executions of subordinate behaviors, using a control and data flow model. The subordinate behaviors coordinated by these models may be initiated because other behaviors in the model finish executing, because objects and data become available, or because events occur external to the flow. The flow of execution is modeled as activity nodes connected by activity edges. A node can be the

execution of a subordinate behavior, such as an arithmetic computation, a call to an operation, or manipulation of object contents. Activity nodes also include flow-of-control constructs, such as synchronization, decision, and concurrency control. Activities may form invocation hierarchies invoking other activities, ultimately resolving to individual actions. In an object-oriented model, activities are usually invoked indirectly as methods bound to operations that are directly invoked.

Activities may describe procedural computation. In this context, they are the methods corresponding to operations on classes. Activities may be applied to organizational modeling for business process engineering and workflow. In this context, events often originate from inside the system, such as the finishing of a task, but also from outside the system, such as a customer call. Activities can also be used for information system modeling to specify system level processes. Activities may contain actions of various kinds:

- *Occurrences of primitive functions, such as arithmetic functions.*
- *Invocations of behavior, such as activities.*
- *Communication actions, such as sending of signals.*
- *Manipulations of objects, such as reading or writing attributes or associations.*

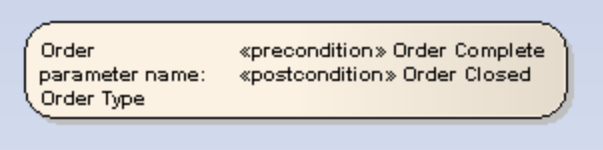
Actions have no further decomposition in the activity containing them. However, the execution of a single action may induce the execution of many other actions. For example, a call action invokes an operation that is implemented by an activity containing actions that execute before the call action completes.

See Also

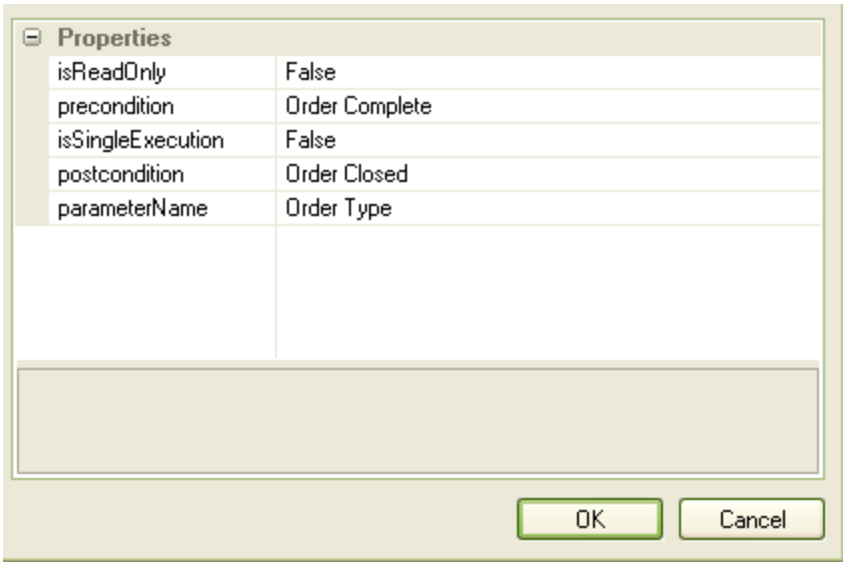
- Activity Pre and Post Conditions 1087
- Action Pin 1086

15.2.3.2.1 Activity Notation

Certain properties can be graphically depicted on an *Activity* 1088 element, as shown below.



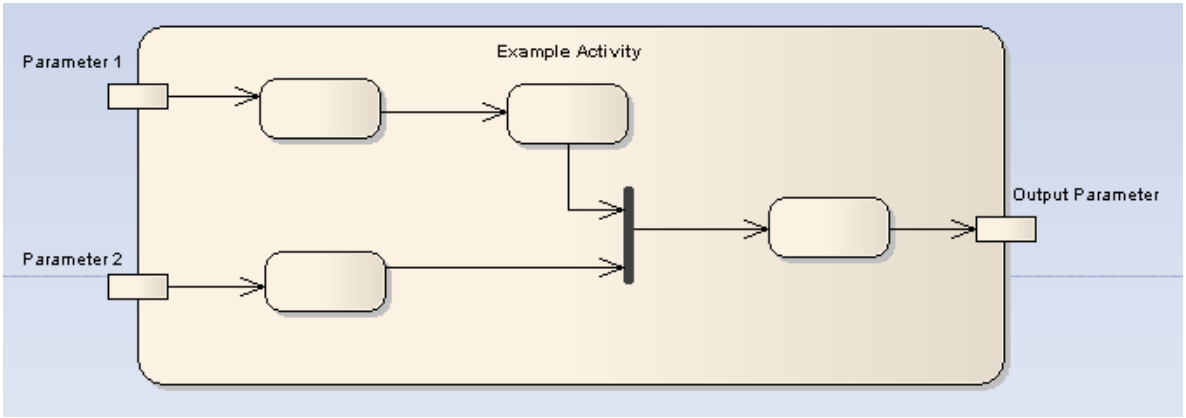
To define these properties, right-click on the Activity and select the **Advanced | Custom Properties** menu option. The following dialog displays:



15.2.3.2.2 Activity Parameter Nodes

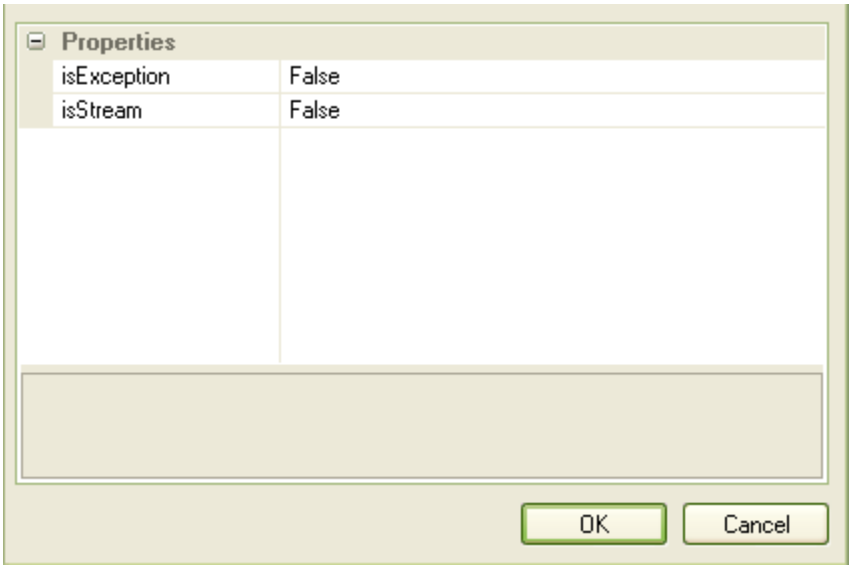
An *Activity Parameter Node* accepts input to an Activity 1088 and provides output from an Activity.

The following example depicts two entry parameters and one output parameter defined for the Activity.



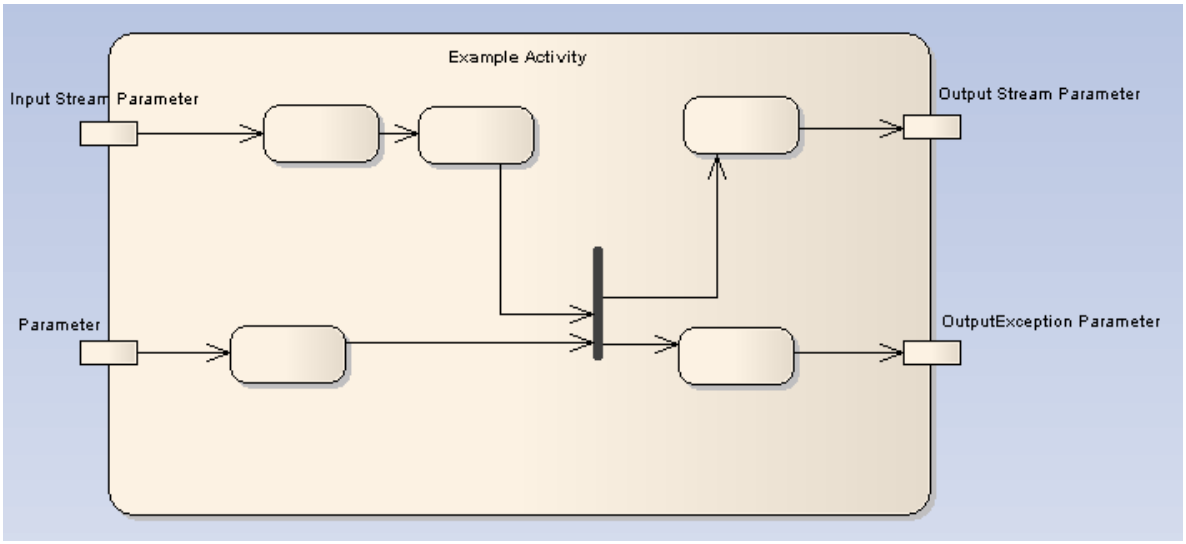
To define an Activity Parameter Node for an Activity, follow the steps below:

1. Right-click on the element and select the **Embedded Elements | Add Activity Parameter** menu option.
2. The *Properties* dialog displays, which prompts for the **Name** and other properties of the embedded element.
3. After closing this dialog, you can further define the new activity parameter. Right-click on the Activity Parameter and select the **Advanced | Custom Properties** menu option. The following dialog displays:



Similar to characterizing Action Pins 1086, Activity Parameter Nodes also have the *isException* and *isStream* options. *IsException* indicates that a parameter can emit a value at the exclusion of other outputs, usually because of some error. *IsStream* indicates whether or not a parameter can accept or post values during the execution of the Activity.

The following example uses the above settings:



OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 338*) states:

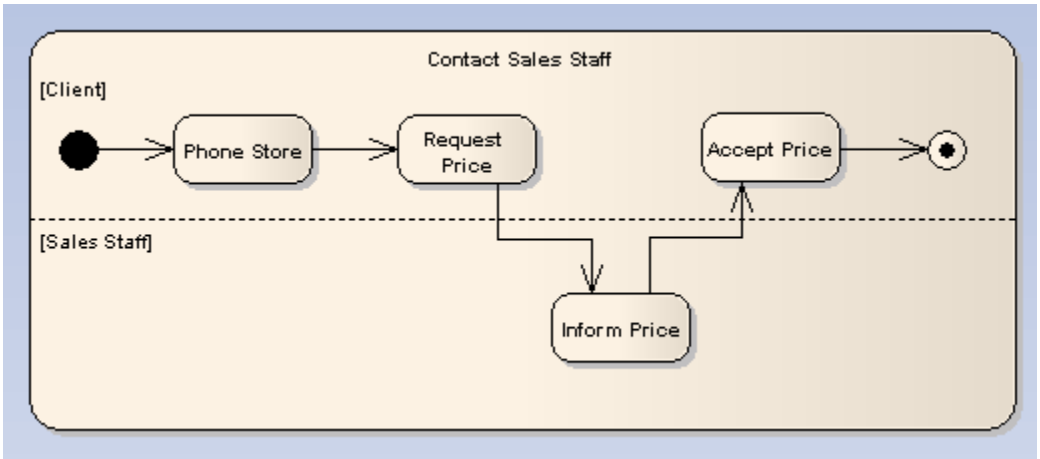
An activity parameter node is an object node for inputs and outputs to activities.

... Activity parameter nodes are object nodes at the beginning and end of flows that provide a means to accept inputs to an activity and provide outputs from the activity, through the activity parameters.

Activity parameters inherit support for streaming and exceptions from Parameter.

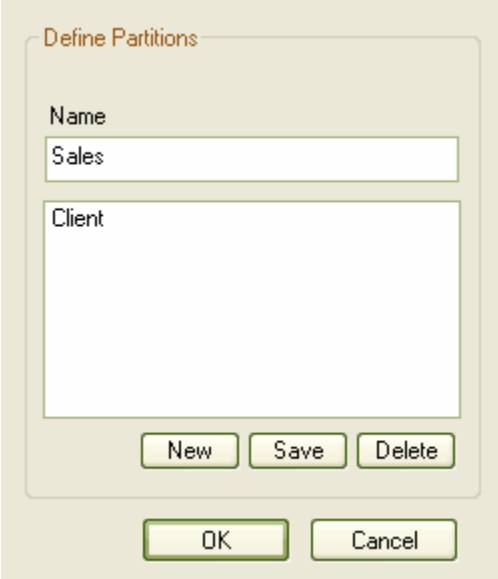
15.2.3.2.3 Activity Partition

Activity Partitions are used to logically organize an Activity 1088. They do not affect the token flow of an Activity diagram, but help structure the view or parts of an Activity. An example of a partitioned Activity is shown below:



To define Partitions:

1. Right-click on the Activity element. The context menu displays.
2. Select the **Advanced | Partition Activity** menu option. The *Activity Partitions* dialog displays.



3. In the **Name** field, type the name of a partition. Click on the **Save** button.
4. Repeat step 3 for each partition to be created.

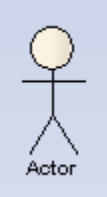
OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 341*) states:

Partitions divide the nodes and edges to constrain and show a view of the contained nodes. Partitions can share contents. They often correspond to organizational units in a business model. They may be used to

allocate characteristics or resources among the nodes of an activity.

15.2.3.3 Actor



An *Actor* is a user of the system; *user* can mean a human user, a machine, or even another system or subsystem in the model. Anything that interacts with the system from the outside or system boundary is termed an Actor. Actors are typically associated with Use Cases 1158.

Actors can use the system through a graphical user interface, through a batch interface or through some other media. An Actor's interaction with a Use Case is documented in a Use Case scenario, which details the functions a system must provide to satisfy the user requirements.

Actors also represent the role of a user in Sequence Diagrams 1042.

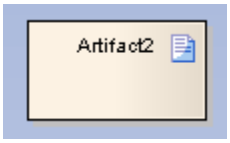
Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 584*) states:

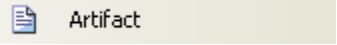
An actor models a type of role played by an entity that interacts with the subject (e.g. by exchanging signals and data), but which is external to the subject. ... Actors may represent roles played by human users, external hardware, or other subjects. Note that an actor does not necessarily represent a specific physical entity but merely a particular facet (i.e., "role") of some entity that is relevant to the specification of its associated use cases. Thus, a single physical instance may play the role of several different actors and, conversely, a given actor may be played by multiple different instances.

15.2.3.4 Artifact



An *Artifact* is any physical piece of information used or produced by a system, represented in a Deployment Diagram 1068. Artifacts can have associated properties or operations, and can be instantiated or associated with other Artifacts. Examples of Artifacts include model files, source files, database tables, development deliverables or support documents.

Toolbox Icon

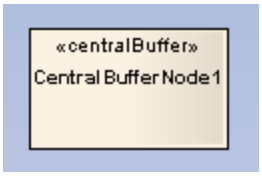


OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 201*) states:

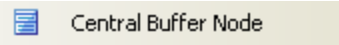
An Artifact defined by the user represents a concrete element in the physical world. A particular instance (or 'copy') of an artifact is deployed to a node instance. Artifacts may have composition associations to other artifacts that are nested within it. For instance, a deployment descriptor artifact for a component may be contained within the artifact that implements that component. In that way, the component and its descriptor are deployed to a node instance as one artifact instance.

15.2.3.5 Central Buffer Node



A *Central Buffer Node* is an object node for managing flows from multiple sources and destinations, represented in an Activity diagram 1009. It acts as a buffer for multiple in-flows and out-flows from other object nodes, but does not connect directly to Actions.

Toolbox Icon



OMG UML Specification

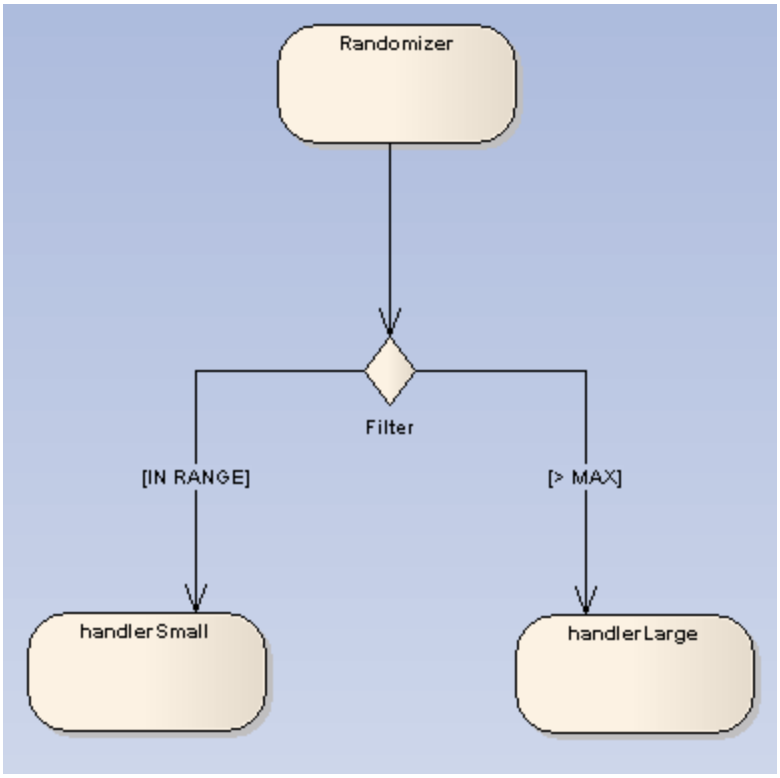
The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 352*) states:

A central buffer node is an object node for managing flows from multiple sources and destinations. ... A central buffer node accepts tokens from upstream object nodes and passes them along to downstream object nodes.

15.2.3.6 Choice

The *Choice* *pseudo-state* 1016 is used to compose complex transitional paths in, for example, a State Machine diagram 1013, where the outgoing transition path is decided by dynamic, run-time conditions. The run-time conditions are determined by the actions performed by the State Machine 1146 on the path leading to the choice.

The following example depicts the Choice element. Upon reaching the *Filter* pseudo-state, a transition fires to the appropriate state based on the run-time value passed to the Filter. Very similar in form to a *Junction* 1129 pseudo-state, the Choice pseudo-state's distinction is in deciding transition paths at run-time.



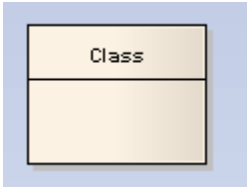
Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 538*) states:

...choice vertices which, when reached, result in the dynamic evaluation of the guards of the triggers of its outgoing transitions. This realizes a dynamic conditional branch. It enables splitting of transitions into multiple outgoing paths such that the decision on which path to take may be a function of the results of prior actions performed in the same run-to-completion step. If more than one of the guards evaluates to true, an arbitrary one is selected. If none of the guards evaluates to true, then the model is considered ill-formed. (To avoid this, it is recommended to define one outgoing transition with the predefined "else" guard for every choice vertex.) Choice vertices should be distinguished from static branch points that are based on junction points.

15.2.3.7 Class

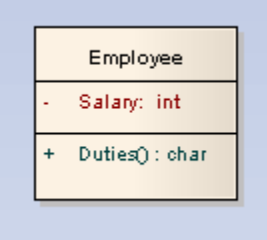


A *Class* is a representation of objects that reflects their structure and behavior within the system. It is a

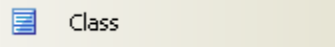
template from which actual running instances are created. A Class can have *attributes* 329 (data) and *methods* (*operations* 341 or behavior). Classes can inherit characteristics from parent Classes and delegate behavior to other Classes. Class models usually describe the logical structure of the system and are the building blocks from which components are built.

The top section of a Class, as illustrated below, shows the attributes (or data elements) associated with the Class. These hold the 'state' of an object at run-time. If the information is saved to a data store and can be reloaded, it is termed 'persistent'. The lower section contains the Class operations (or methods at run-time). Operations describe the behavior a Class offers to other Classes, and the internal behavior it has (private methods).

Class elements are generally used in Class diagrams 1060 and Composite Structure diagrams 1063.



Toolbox Icon



See Also

- Parameterized Classes (Templates) 1097
- Active Classes 1097

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, pp. 52-53*) states:

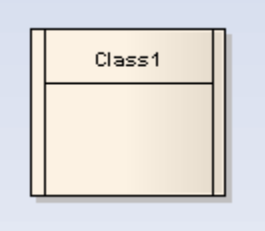
The purpose of a class is to specify a classification of objects and to specify the features that characterize the structure and behavior of those objects.

Objects of a class must contain values for each attribute that is a member of that class, in accordance with the characteristics of the attribute, for example its type and multiplicity.

When an object is instantiated in a class, for every attribute of the class that has a specified default, if an initial value of the attribute is not specified explicitly for the instantiation, then the default value specification is evaluated to set the initial value of the attribute for the object.

Operations of a class can be invoked on an object, given a particular set of substitutions for the parameters of the operation. An operation invocation may cause changes to the values of the attributes of that object. It may also return a value as a result, where a result type for the operation has been defined. Operation invocations may also cause changes in value to the attributes of other objects that can be navigated to, directly or indirectly, from the object on which the operation is invoked, to its output parameters, to objects navigable from its parameters, or to other objects in the scope of the operation's execution. Operation invocations may also cause the creation and deletion of objects.

15.2.3.7.1 Active Classes



An *Active Class* indicates that, when instantiated, the Class 1095 controls its own execution. Rather than being invoked or activated by other objects, it can operate standalone and define its own thread of behavior.

To define an Active Class in Enterprise Architect, follow the steps below:

1. Highlight a Class, and display its *Properties* dialog.
2. Click on the **Advanced** button.
3. Select the **Is Active** checkbox.
4. Click on the **OK** button to save the details.

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 438*) states:

An active object is an object that, as a direct consequence of its creation, commences to execute its classifier behavior, and does not cease until either the complete behavior is executed or the object is terminated by some external object. (This is sometimes referred to as "the object having its own thread of control.") The points at which an active object responds to communications from other objects is determined solely by the behavior of the active object and not by the invoking object. If the classifier behavior of an active object completes, the object is terminated.

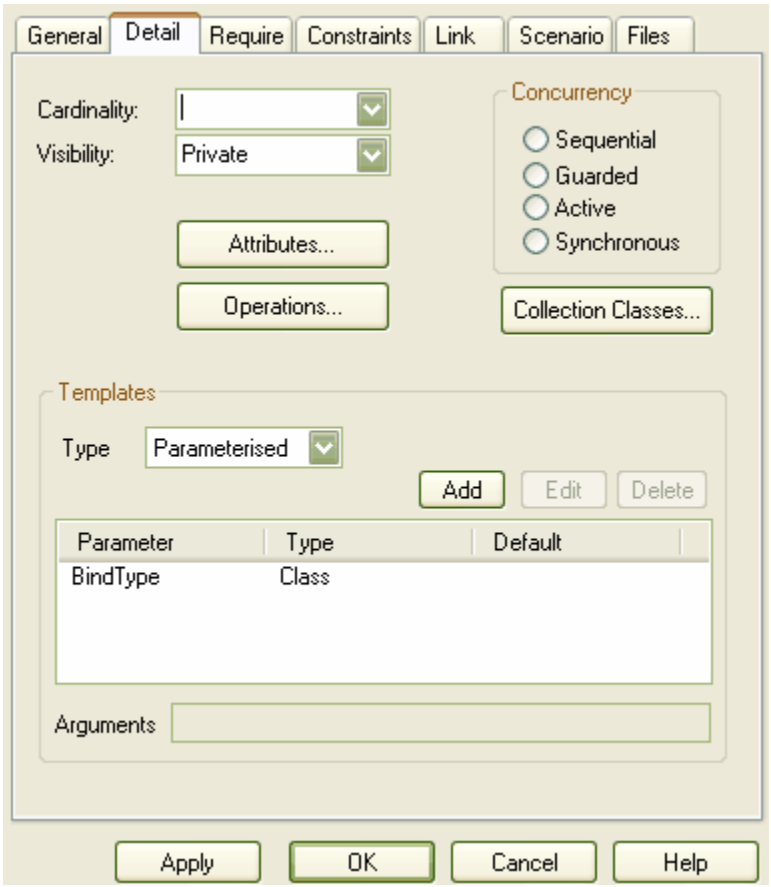
15.2.3.7.2 Parameterized Classes (Templates)

Enterprise Architect supports *template* or *parameterized Classes*, which specify parameters that must be defined by any binding Class 1095. A template Class enables its functionality to be reused by any bound Class. If a default value is specified for a parameter, and a binding Class doesn't provide a value for that parameter, the default is used. Parameterized Classes are commonly implemented in C++.

Enterprise Architect imports and generates templated Classes for C++. Template Classes are shown with the parameters in a dashed outline box in the upper right corner of a Class.

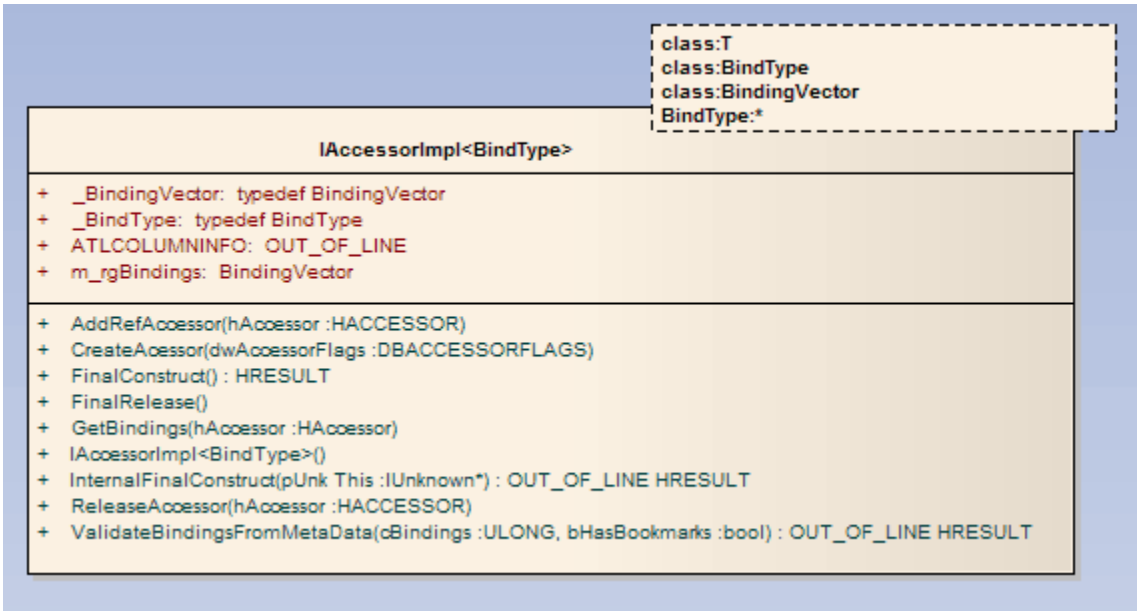
To create a parameterized Class, follow the steps below:

1. Display the *Property* dialog for a Class.
2. Select the *Detail* tab.



3. In the **Type** field, click on the drop-down arrow and select **Parameterized**.
4. Click on the **Add** button and define the required parameters in the **Class Parameter** dialog.

Notation Example

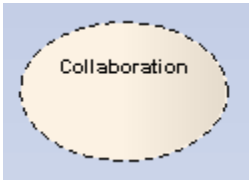


OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 622*) states:

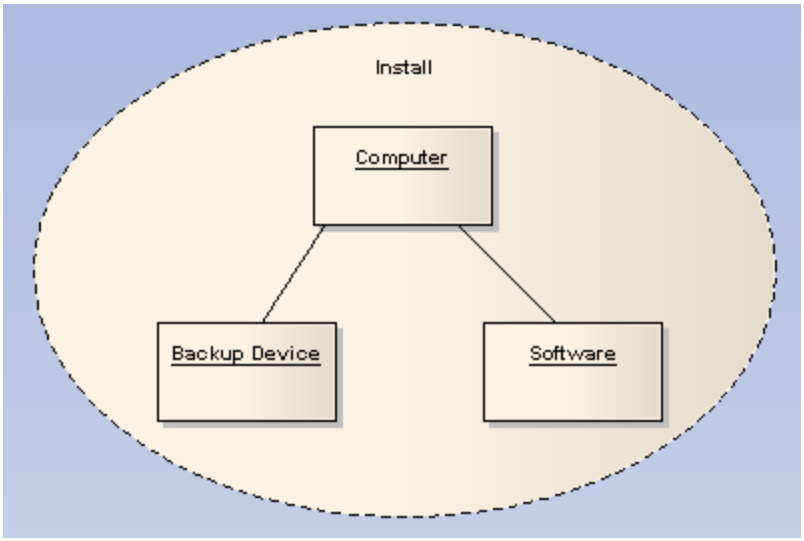
A template is a parameterized element that can be used to generate other model elements using TemplateBinding relationships. The template parameters for the template signature specify the formal parameters that will be substituted by actual parameters (or the default) in a binding.

15.2.3.8 Collaboration



A *Collaboration* defines a set of cooperating roles and their connectors. These are used to collectively illustrate a specific functionality, in a Composite Structure diagram 1063. A Collaboration should specify only the roles and attributes required to accomplish a specific task or function. Although in practice a behavior and its roles could involve many tangential attributes and properties, isolating the primary roles and their requisites simplifies and clarifies the behavior, as well as providing for reuse. A Collaboration often implements a pattern to apply to various situations.

The following example illustrates an *Install* Collaboration, with three roles (Objects 1134) connected as shown. The process for this Collaboration can be demonstrated by attaching an Interaction diagram 1024.



To understand referencing a Collaboration in a specific situation, see the Collaboration Occurrence 1100 topic.

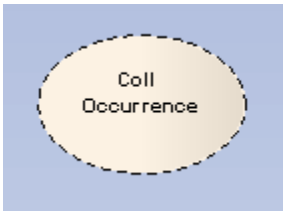
Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 171*) states:

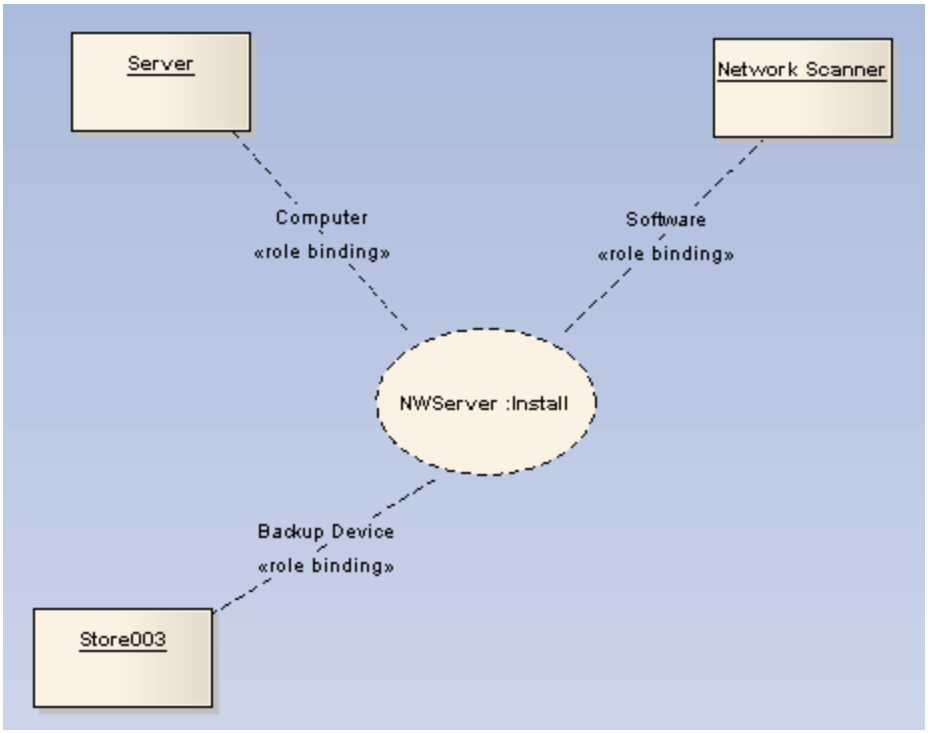
A collaboration describes a structure of collaborating elements (roles), each performing a specialized function, which collectively accomplish some desired functionality. Its primary purpose is to explain how a system works and, therefore, it typically only incorporates those aspects of reality that are deemed relevant to the explanation

15.2.3.9 Collaboration Occurrence



Use a *Collaboration Occurrence* to apply a pattern defined by a Collaboration to a specific situation, in a Composite Structure diagram 1063.

The following example uses an occurrence, *NWServer*, of the Collaboration *Install*, to define the installation process of a network scanner. This process can be defined by an interaction attached to the Collaboration. (See the Collaboration 1099 topic for a representation of the *Install* Collaboration.)

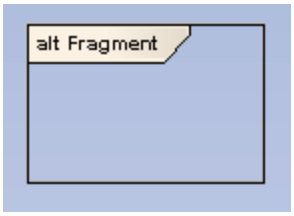


OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 173*) refers to a Collaboration Occurrence as a *Collaboration Use*, and states:

A collaboration use represents one particular use of a collaboration to explain the relationships between the properties of a classifier. A collaboration use shows how the pattern described by a collaboration is applied in a given context, by binding specific entities from that context to the roles of the collaboration. Depending on the context, these entities could be structural features of a classifier, instance specifications, or even roles in some containing collaboration. There may be multiple occurrences of a given collaboration within a classifier, each involving a different set of roles and connectors. A given role or connector may be involved in multiple occurrences of the same or different collaborations.

15.2.3.10 Combined Fragment

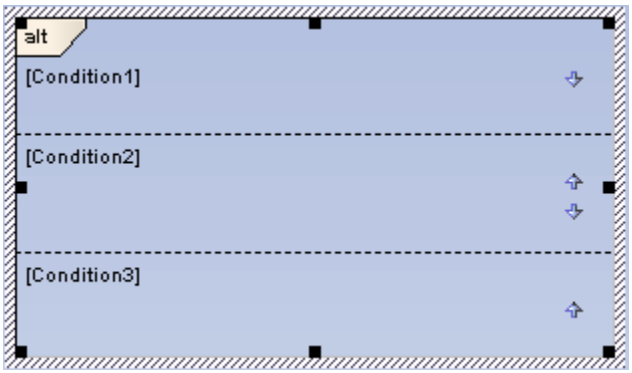


A *Combined Fragment* reflects a piece or pieces of interaction (called *interaction operands*) controlled by an *interaction operator* 1104, whose corresponding boolean conditions are known as *interaction constraints*. It displays as a transparent window, divided by horizontal dashed lines for each operand.

The following diagram illustrates the use of Combined Fragments, with a Sequence diagram 1042 modeling a simplified purchasing process. A loop fragment is created to iterate through an unknown number of items for purchase, after which the cashier requests payment. At this point, two payment options are considered and an

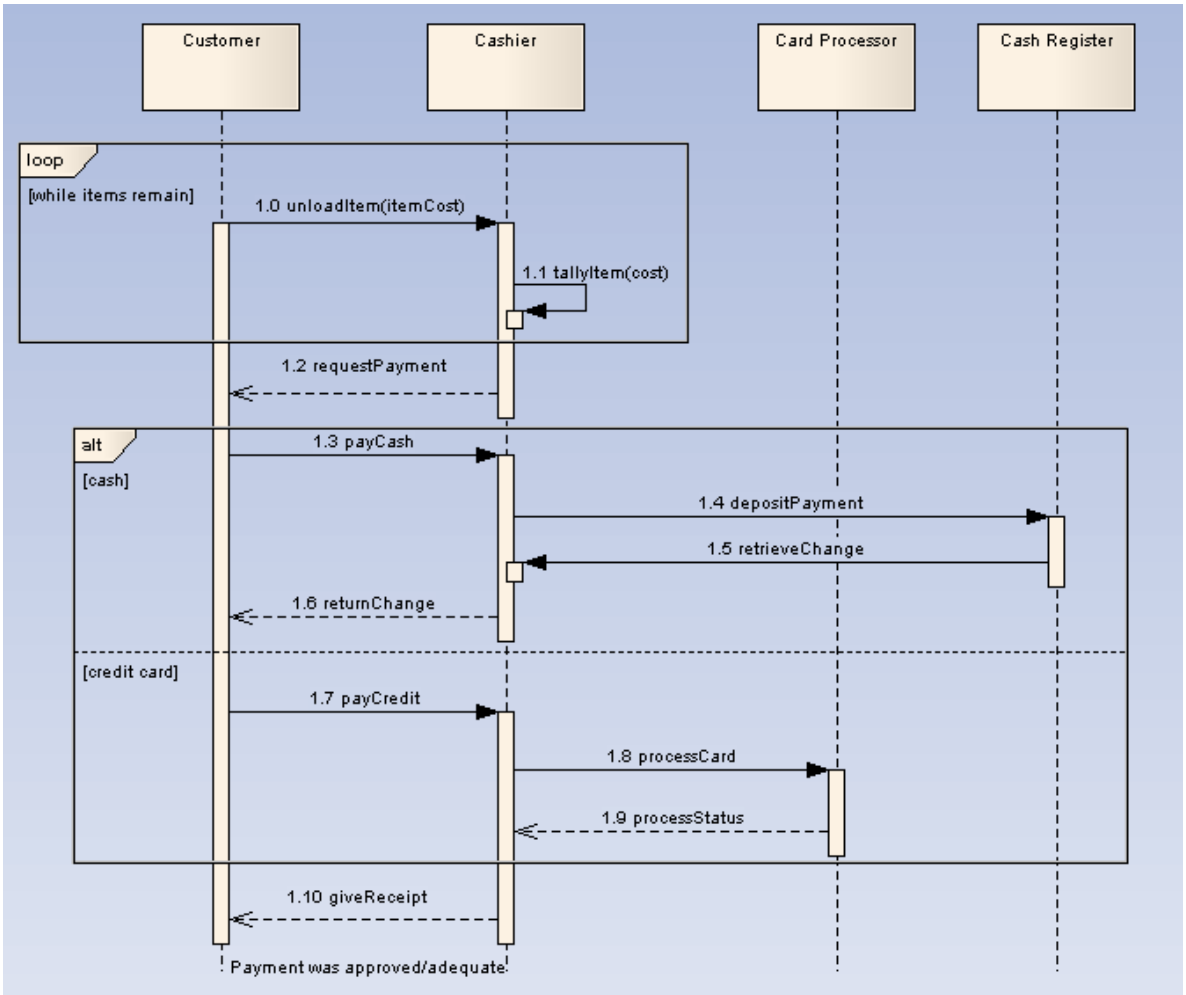
alternative fragment is created 1103, divided to show the two operands: cash and credit card. After the fragment completes its trace, the cashier gives a receipt to the customer, under the fulfilled condition that payment requirements were met.

The order of interaction fragment conditions can be changed directly on the diagram. Select an interaction fragment with more than one condition defined. Up and down arrows appear on the right hand side of the each condition. Just click on the arrow to change the order.



Note: *In order to select an interaction fragment, you must click near the inside edge or drag a selection rectangle around the fragment. This prevents accidental selection when moving connectors inside the interaction fragment.*

Tip: *Press and hold* ***[Alt]*** *to move a combined fragment independently of its contents.*



Toolbox Icon

OMG UML Specification

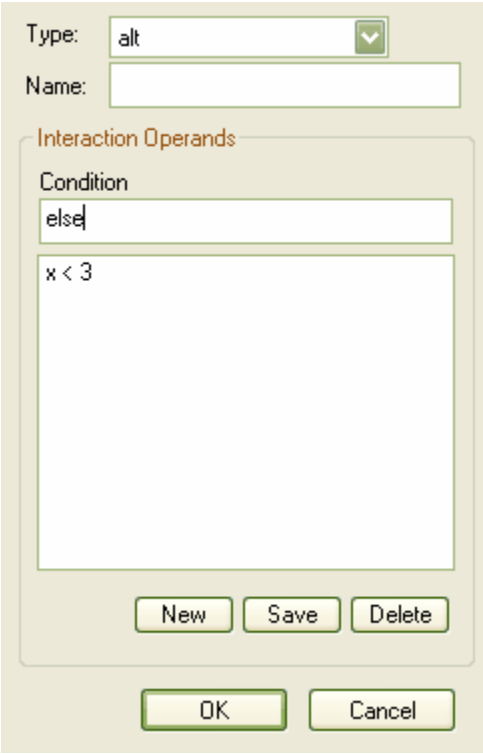
The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 467*) states:

A combined fragment defines an expression of interaction fragments. A combined fragment is defined by an interaction operator and corresponding interaction operands. Through the use of CombinedFragments the user will be able to describe a number of traces in a compact and concise manner.

15.2.3.10.1 Create a Combined Fragment

Use the following guidelines to create a Combined Fragment 1101 in Enterprise Architect.

1. Drag the *Fragment* element from the *Interaction Elements* page of the Enterprise Architect UML *Toolbox*. The following dialog displays:



2. In the **Type** field, click on the drop-down arrow and select the interaction operator. See the Interaction Operators 1104 topic for an explanation of the various types of Combined Fragments.
3. In the **Condition** field, specify a condition or interaction constraint for each operand.
4. A rectangular frame displays, partitioned by dashed lines into segments for each operand.
5. Adjust the frame to encompass the required event occurrences for each operand.

15.2.3.10.2 Interaction Operators

When creating Combined Fragments 1101, you must apply an appropriate interaction operator to characterize the fragment. The following table provides guidance on the various operators, and their corresponding descriptions.

Interaction Operator	Description
alt	Divides up interaction fragments based on Boolean conditions.
opt	Encloses an optional fragment of interaction.
par	Indicates that operands operate in parallel.
loop	The operand repeats a number of times, as specified by interaction constraints.
critical	Indicates a sequence that cannot be interrupted by other processing.
neg	Asserts that a fragment is invalid, and implies that all other interaction is valid.
assert	Specifies the only valid fragment to occur. Often enclosed within a *consider* or *ignore* operand.

Interaction Operator	Description
strict	Indicates that the behaviors of the operands must be processed in strict sequence.
seq	The Combined Fragment is weakly sequenced. This means that the ordering within operands is maintained, but the ordering between operands is undefined, so long as an event occurrence of the first operand precedes that of the second operand, if the event occurrences are on the same lifeline.
ignore	Indicates which messages should be ignored during execution, or can appear anywhere in the execution trace.
consider	Specifies which messages should be considered in the trace. This is often used to specify the resulting event occurrences with the use of an **assert** operator.
ref	Provides a reference to another diagram. ***Note:*** *The **ref** fragment is not created using the method described in the Create a Combined Fragment 1103 topic. To create a **ref** fragment, simply drag an existing diagram from the Project Browser window onto the current diagram.*

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 468-471*) states:

The semantics of a CombinedFragment is dependent upon the interactionOperator as explained below.

Alternatives

*The interactionOperator **alt** designates that the CombinedFragment represents a choice of behavior. At most one of the operands will be chosen. The chosen operand must have an explicit or implicit guard expression that evaluates to true at this point in the interaction. An implicit true guard is implied if the operand has no guard.*

The set of traces that defines a choice is the union of the (guarded) traces of the operands.

*An operand guarded by **else** designates a guard that is the negation of the disjunction of all other guards in the enclosing CombinedFragment.*

If none of the operands has a guard that evaluates to true, none of the operands are executed and the remainder of the enclosing InteractionFragment is executed.

Option

*The interactionOperator **opt** designates that the CombinedFragment represents a choice of behavior where either the (sole) operand happens or nothing happens. An option is semantically equivalent to an alternative CombinedFragment where there is one operand with non-empty content and the second operand is empty.*

Break

*The interactionOperator **break** designates that the CombinedFragment represents a breaking scenario in the sense that the operand is a scenario that is performed instead of the remainder of the enclosing InteractionFragment. A **break** operator with a guard is chosen when the guard is true and the rest of the enclosing Interaction Fragment is ignored. When the guard of the **break** operand is false, the **break** operand is ignored and the rest of the enclosing InteractionFragment is chosen. The choice between a **break** operand without a guard and the rest of the enclosing InteractionFragment is done non-deterministically.*

*A CombinedFragment with interactionOperator **break** should cover all Lifelines of the enclosing InteractionFragment.*

Parallel

*The interactionOperator **par** designates that the CombinedFragment represents a parallel merge between the*

behaviors of the operands. The OccurrenceSpecifications of the different operands can be interleaved in any way as long as the ordering imposed by each operand as such is preserved.

A parallel merge defines a set of traces that describes all the ways that OccurrenceSpecifications of the operands may be interleaved without obstructing the order of the OccurrenceSpecifications within the operand.

Weak Sequencing

*The interactionOperator **seq** designates that the CombinedFragment represents a weak sequencing between the behaviors of the operands.*

Weak sequencing is defined by the set of traces with these properties:

1. The ordering of OccurrenceSpecifications within each of the operands is maintained in the result.

2. OccurrenceSpecifications on different lifelines from different operands may come in any order.

3. OccurrenceSpecifications on the same lifeline from different operands are ordered such that an OccurrenceSpecification of the first operand comes before that of the second operand.

Thus weak sequencing reduces to a parallel merge when the operands are on disjunct sets of participants. Weak sequencing reduces to strict sequencing when the operands work on only one participant.

Strict Sequencing

*The interactionOperator **strict** designates that the CombinedFragment represents a strict sequencing between the behaviors of the operands. The semantics of strict sequencing defines a strict ordering of the operands on the first level within the CombinedIFragment with interactionOperator **strict**. Therefore OccurrenceSpecifications within contained CombinedFragment will not directly be compared with other OccurrenceSpecifications of the enclosing CombinedFragment.*

Negative

*The interactionOperator **neg** designates that the CombinedFragment represents traces that are defined to be invalid.*

The set of traces that defined a CombinedFragment with interactionOperator negative is equal to the set of traces given by its (sole) operand, only that this set is a set of invalid rather than valid traces. All InteractionFragments that are different from Negative are considered positive meaning that they describe traces that are valid and should be possible.

Critical Region

*The interactionOperator **critical** designates that the CombinedFragment represents a critical region. A critical region means that the traces of the region cannot be interleaved by other OccurrenceSpecifications (on those Lifelines covered by the region). This means that the region is treated atomically by the enclosing fragment when determining the set of valid traces. Even though enclosing CombinedFragments may imply that some OccurrenceSpecifications may interleave into the region, such as with **par**-operator, this is prevented by defining a region.*

Thus the set of traces of enclosing constructs are restricted by critical regions.

Ignore / Consider

*(p. 473) The interactionOperator **ignore** designates that there are some message types that are not shown within this combined fragment. These message types can be considered insignificant and are implicitly ignored if they appear in a corresponding execution. Alternatively one can understand **ignore** to mean that the messages that are ignored can appear anywhere in the traces.*

*Conversely the interactionOperator **consider** designates which messages should be considered within this CombinedFragment. This is equivalent to defining every other message to be ignored.*

Assertion

*The interactionOperator **assert** designates that the CombinedFragment represents an assertion. The*

sequences of the operand of the assertion are the only valid continuations. All other continuations result in an invalid trace. Assertions are often combined with Ignore or Consider.

Loop

*The interactionOperator **loop** designates that the CombinedFragment represents a loop. The **loop** operand will be repeated a number of times.*

*The Guard may include a lower and an upper number of iterations of the loop as well as a Boolean expression. The semantics is such that a loop will iterate minimum the 'minint' number of times (given by the iteration expression in the guard) and at most the 'maxint' number of times. After the minimum number of iterations have executed, and the boolean expression is false the loop will terminate. The loop construct represent a recursive application of the **seq** operator where the **loop** operand is sequenced after the result of earlier iterations.*

The Semantics of Gates

The gates of a CombinedFragment represent the syntactic interface between the CombinedFragment and its surroundings, which means the interface towards other InteractionFragments.

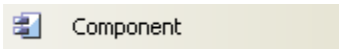
The only purpose of gates is to define the source and the target of messages.

15.2.3.11 Component

A *Component* is a modular part of a system, whose behavior is defined by its provided and required interfaces; the internal workings of the Component should be invisible and its usage environment-independent. Source code files, DLLs, Java beans and other artifacts defining the system can be manifested in Components.

A Component can be composed of multiple Classes 1095, or Components pieced together. As smaller Components come together to create bigger Components, the eventual system can be modeled, building-block style, in Component diagrams 1066. By building the system in discrete Components, localization of data and behavior enables decreased dependency between Classes and Objects 1134, providing a more robust and maintainable design.

Toolbox Icon



OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 148*) states:

A component represents a modular part of a system that encapsulates its contents and whose manifestation is replaceable within its environment.

A component defines its behavior in terms of provided and required interfaces. As such, a component serves as a type whose conformance is defined by these provided and required interfaces (encompassing both their static as well as dynamic semantics).

15.2.3.12 Datastore

A *Datastore* is an element used to define permanently stored data. A token of data that enters into a Datastore is stored permanently, updating tokens for data that already exists. A token of data that comes out of a Datastore is a copy of the original data.

Use *Object Flow* 1212 connectors to link elements to Datastores, as values and information are being passed between nodes. Selection and transformation behavior, together composing a sort of query, can be specified as to the nature of data access. For instance, selection behavior determines which objects are affected by the connection to the Datastore. Transformation behavior might then further specify the value of an attribute pertaining to a selected object.

To define the behavior of access to a Datastore, attach a note to the Object Flow connector. To do this, right-click on the Object Flow and select **Attach Note or Constraint**. A dialog indicates other flows in the Activity diagram 1009, to which you can attach the note (if the behavior applies to multiple flows). To comply with UML 2, preface behavior with the notation <<*selection*>> or <<*transformation*>>.

Toolbox Icon

See Also

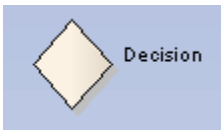
- Activity 1088

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 360*) states:

A data store node is a central buffer node for non-transient information... A data store keeps all tokens that enter it, copying them when they are chosen to move downstream. Incoming tokens containing a particular object replace any tokens in the object node containing that object.

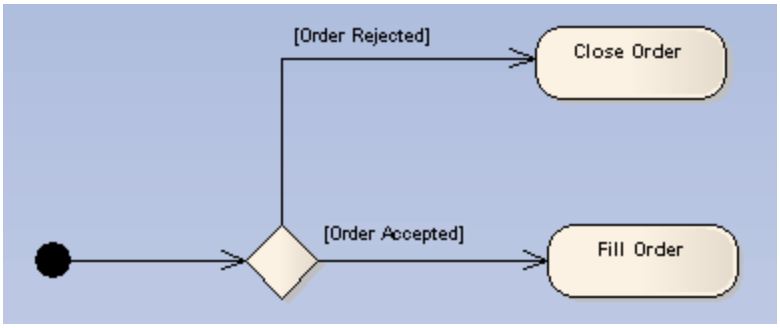
15.2.3.13 Decision



A *Decision* is an element of an Activity diagram 1009 or Interaction Overview 1055 diagram that indicates a point of conditional progression: if a condition is true, then processing continues one way; if not, then another.

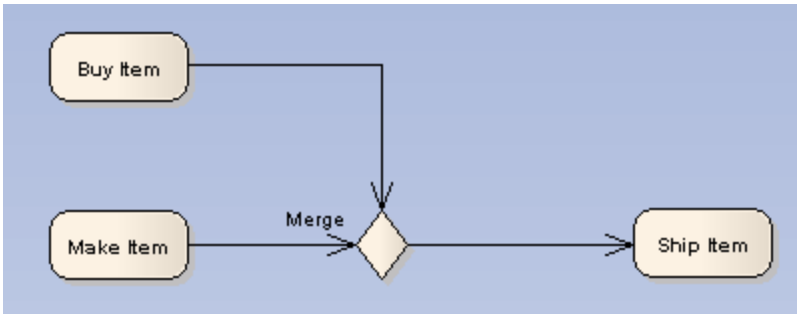
This can also be used as a Merge node 1131 in that multiple alternative flows can be merged (but not synchronized) to form one flow. The following examples show both of these modes of using the decision element.

Used as a decision:



See *UML Superstructure Specification, v2.1.1, figure 12.77, p. 363*.

Used as a merge:



See *UML Superstructure Specification, v2.1.1, figure 12.106, p. 388*.

Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 361 (Decision symbol)*) states:

A decision node is a control node that chooses between outgoing flows. A decision node has one incoming edge and multiple outgoing activity edges.

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 387 (Merge symbol)*) also states:

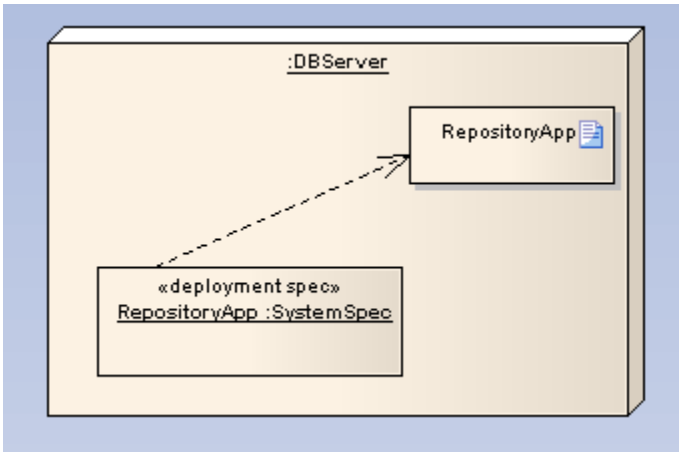
A merge node is a control node that brings together multiple alternate flows. It is not used to synchronize concurrent flows but to accept one among several alternate flows...A merge node has multiple incoming edges and a single outgoing edge.

15.2.3.14 Deployment Spec

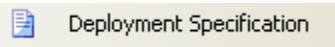
A *Deployment Specification (spec)* specifies parameters guiding deployment of an artifact, as is necessary with most hardware and software technologies. A specification lists those properties that must be defined for deployment to occur, as represented in a Deployment diagram 1068. An instance of this specification specifies the values for the parameters; a single specification can be instantiated for multiple artifacts.

These specifications can be extended by certain component profiles. Examples of standard Tagged Values that a profile might add to a Deployment Specification are «*concurrencyMode*» with Tagged Values *{thread, process, none}* or «*transactionMode*» with Tagged Values {*transaction, nestedTransaction, none*}.

The following example depicts the artifact *RepositoryApp* deployed on the server node, as per the specifications of *RepositoryApp*, instantiated from the Deployment Specification *SystemSpec*.



Toolbox Icon



OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 206*) states:

A deployment specification specifies a set of properties that determine execution parameters of a component artifact that is deployed on a node. A deployment specification can be aimed at a specific type of container. An artifact that reifies or implements deployment specification properties is a deployment descriptor.

15.2.3.15 Device

A *Device* is a physical electronic resource with processing capability upon which *Artifacts* 1093 can be deployed for execution, as represented in a Deployment diagram 1068. Complex Devices can consist of other devices; that is, a Device can be a nested element, where a physical machine is decomposed into its elements either through namespace ownership or through attributes that are typed by Devices.

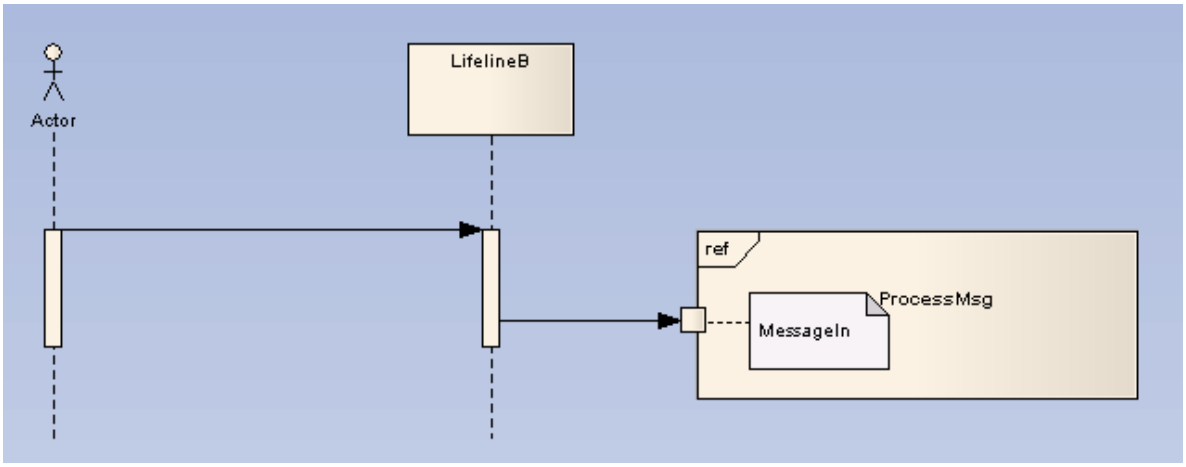
Toolbox Icon

See Also

OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 209*).

15.2.3.16 Diagram Gate

A *Diagram Gate* is a simple graphical way to indicate the point at which messages can be transmitted into and out of interaction fragments. A fragment might be required to receive or deliver a message; internally, an ordered message reflects this requirement, with a gate indicated on the boundary of the fragment's frame. Any external messages 'synching' with this internal message must correspond appropriately. Gates can appear on interactions 1024 (such as Timing 1025 or Sequence 1042 diagrams), interaction occurrences 1126 and combined fragments 1101 (to specify the expression).



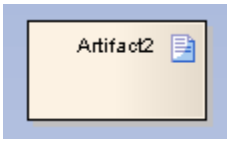
Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 480*) states:

A Gate is a connection point for relating a Message outside an InteractionFragment with a Message inside the InteractionFragment ... Gates are connected through Messages. A Gate is actually a representative of an OccurrenceSpecification that is not in the same scope as the Gate. Gates play different roles: we have formal gates on Interactions, actual gates on InteractionUses, expression gates on CombinedFragments.

15.2.3.17 Document Artifact



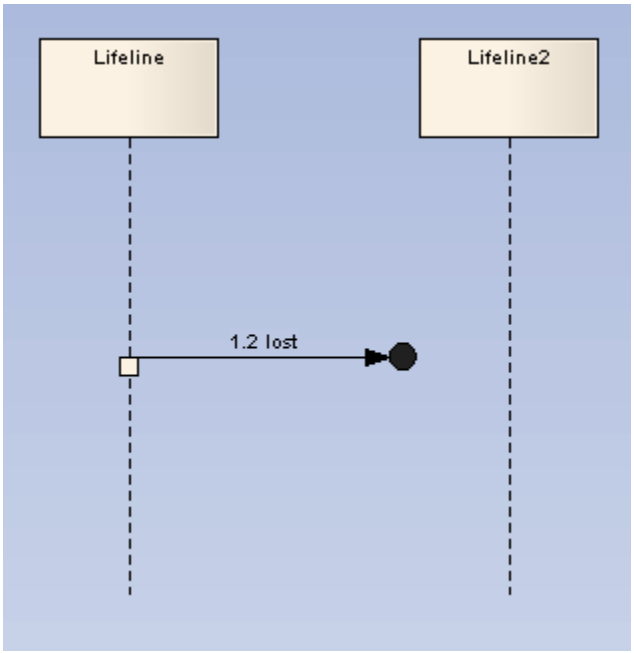
A *Document Artifact* is an artifact 1093 having a *stereotype* of «*document*». You create the Document Artifact on a Component 1066 or Deployment diagram 1068, and associate it with an RTF document. Double-click on the element to display the *Linked Document Editor*. See Linked Documents 375.

Toolbox Icon

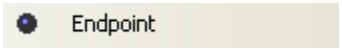
15.2.3.18 Endpoint

An *Endpoint* is used in Interaction 1024 diagrams to reflect a lost or found message in sequence. To model this, drag an *Endpoint* element onto the workspace. With Sequence diagrams 1042, drag a message from the appropriate lifeline to the Endpoint. With Timing diagrams 1025, the message connecting the lifeline to the Endpoint requires some timing specifications to draw the connection.

The following example depicts a lost message in a Sequence diagram.



Toolbox Icon



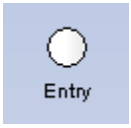
OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 492*) states:

A lost message is a message where the sending event occurrence is known, but there is no receiving event occurrence. We interpret this to be because the message never reached its destination.

A found message is a message where the receiving event occurrence is known, but there is no (known) sending event occurrence. We interpret this to be because the origin of the message is outside the scope of the description. This may, for example, be noise or other activity that we do not want to describe in detail.

15.2.3.19 Entry Point



Entry Point pseudo-states 1016 are used to define the beginning of a State Machine 1013. An Entry Point exists for each region, directing the initial concurrent state configuration.

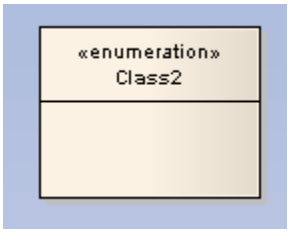
Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 471*) states:

An entry point pseudostate is an entry point of a state machine or composite state. In each region of the state machine or composite state it has a single transition to a vertex within the same region.

15.2.3.20 Enumeration



An *Enumeration* is a data type, whose instances can be any of a number of user-defined enumeration literals. It is possible to extend the set of applicable enumeration literals in other packages or profiles. You create Enumerations in Class 1060 or Package diagrams 1058, and in diagrams developed from the Metamodel 114 pages of the Enterprise Architect UML *Toolbox*.

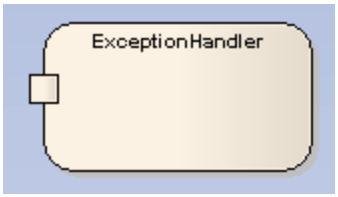
Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 69*) states:

An enumeration is a data type whose values are enumerated in the model as enumeration literals.

15.2.3.21 Exception



The *Exception Handler* element defines the group of operations to carry out when an exception occurs. In an Activity diagram 1009, the protected element can contain a set of operations and is linked to the exception handler via an Interrupt Flow 1194 connector. Any defined error contained within an element's parts can trigger the flow to move to an exception.

Toolbox Icon

See Also

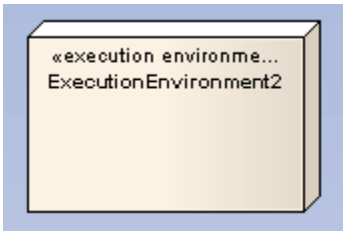
- Interruptible Activity Region 1128

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 364*) states:

An exception handler is an element that specifies a body to execute in case the specified exception occurs during the execution of the protected node.

15.2.3.22 Execution Environment



An *Execution Environment* is a *node* 1133 that offers an execution environment for specific types of *components* 1107 that are deployed on it in the form of executable *artifacts* 1093. This is depicted in a Deployment diagram

1068.

Execution Environments can be nested; for example, a database Execution Environment can be nested in an operating system Execution Environment. Components of the appropriate type are then deployed to specific Execution Environment nodes.

Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 210* states:

... an ExecutionEnvironment is ... usually part of a general Node, representing the physical hardware environment on which the ExecutionEnvironment resides. In that environment, the ExecutionEnvironment implements a standard set of services that Components require at execution time (at the modeling level these services are usually implicit). For each component Deployment, aspects of these services may be determined by properties in a DeploymentSpecification for a particular kind of ExecutionEnvironment.

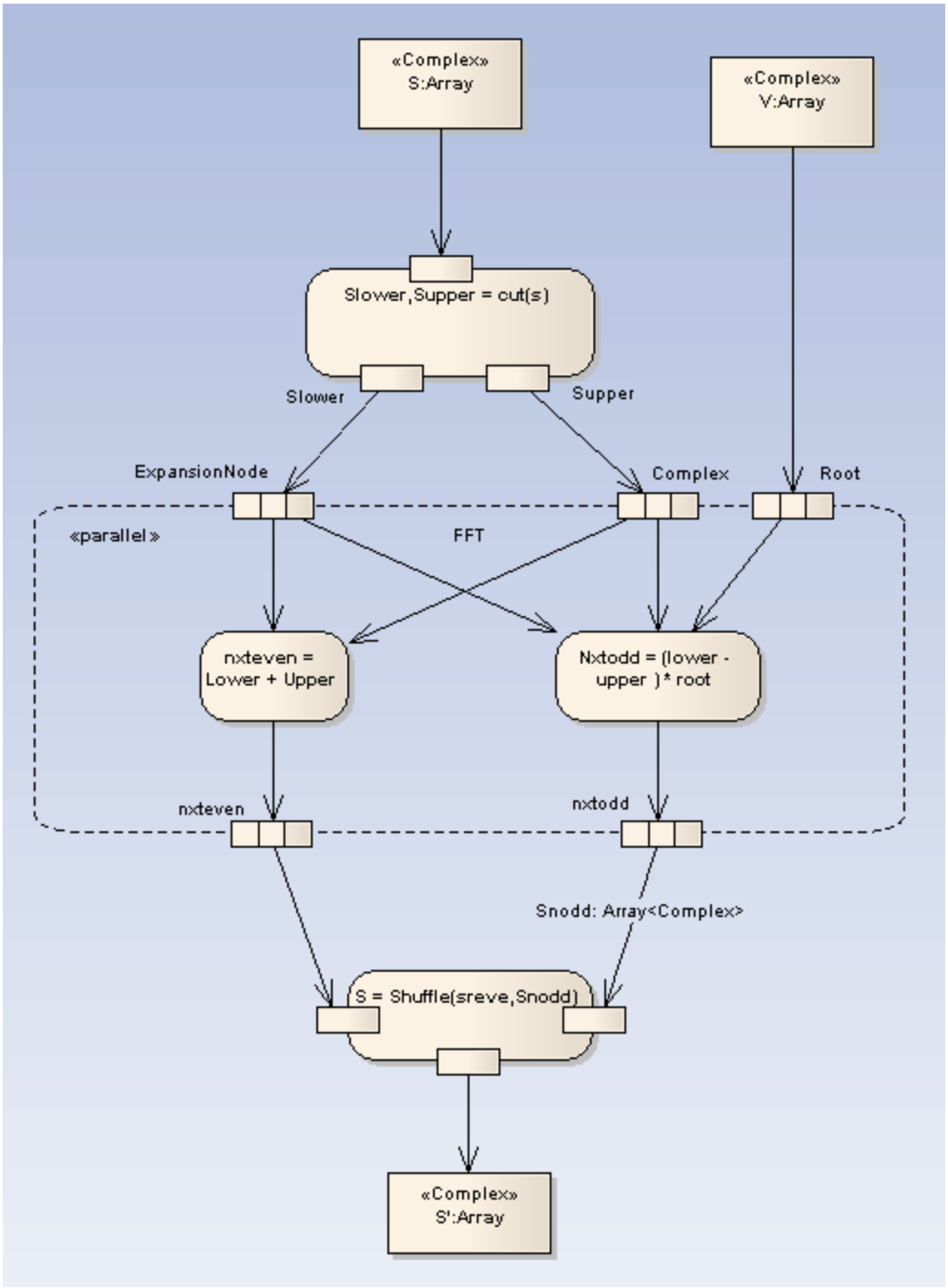
15.2.3.23 Expansion Region

You create 1117 an *Expansion Region* as one variant of a *Region* 1145 (the other is an *Interruptible Activity Region* 1128).

On an Activity diagram 1009, an Expansion Region surrounds a process to be imposed multiple times on the incoming data, once for every element in the input collection. If there are multiple inputs, the collection sizes must match, and the elements within each collection must be of the same type. Similarly, any outputs must be in the form of a collection matching the size of the inputs.

The concurrency of the Expansion Region's multiple executions can be specified as type *parallel*, *iterative*, or *stream*. Parallel reflects that the elements in the incoming collections can be processed at the same time or overlapping, whereas an iterative concurrency type specifies that execution must occur sequentially. A stream-type Expansion Region indicates that the input and output come in and exit as streams, and that the Expansion Region's process must have some method to support streams.

To modify the mode of an Expansion Region, right-click on it and select the **Advanced | Custom Properties** menu option.



See *UML Superstructure Specification, v2.1.1, figure 12.87, p. 372*.

Toolbox Icon

Region

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 367*) states:

An expansion region is a structured activity region that executes multiple times corresponding to elements of an input collection.

15.2.3.23.1 Add Expansion Region

When you add a Region 1145 element to a diagram, the following prompt displays:

The *Select type* defaults to **InterruptibleActivityRegion**.

1. Select the type **ExpansionRegion** 1115.
2. In the **Kind** field, click on the drop-down arrow and select the concurrency attribute.

15.2.3.24 Exit Point

Exit Points are used in Submachine states 1155 and State Machines 1146 to denote the point where the machine is exited and the transition sourcing this exit point, for Submachines, is triggered. Exit points are a type of pseudo-state 1016 used in the State Machine 1013 diagram.

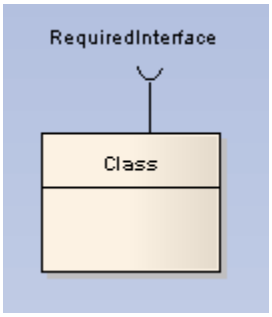
Toolbox Icon

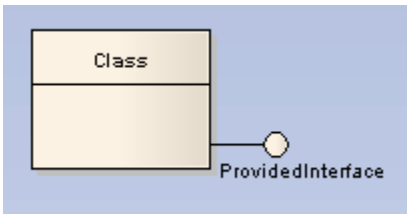
OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1 p. 538*) states:

An exit point pseudostate is an exit point of a state machine or composite state. Entering an exit point within any region of the composite state or state machine referenced by a submachine state implies the exit of this composite state or submachine state and the triggering of the transition that has this exit point as source in the state machine enclosing the submachine or composite state.

15.2.3.25 Expose Interface





The *Expose Interface* element is a graphical method of depicting the required or supplied interfaces of a Component 1107, Class 1095 or Part 1138, in a Component 1066 or Composite Structure 1063 diagram. It just identifies the fact that the element provides or requires an interface; to depict the fact that the provided interface is used, or the required interface provided by another element, use the Assembly 1182 connector.

The Expose Interface element must be attached to the Class or Component element, and it becomes a child element of that Class or Component; it cannot exist independently. You can attach more than one Expose Element to another element.

When you create the Expose Interface element, a dialog displays in which you enter a name for the element and specify whether it represents a required interface or a provided interface.

Toolbox Icon

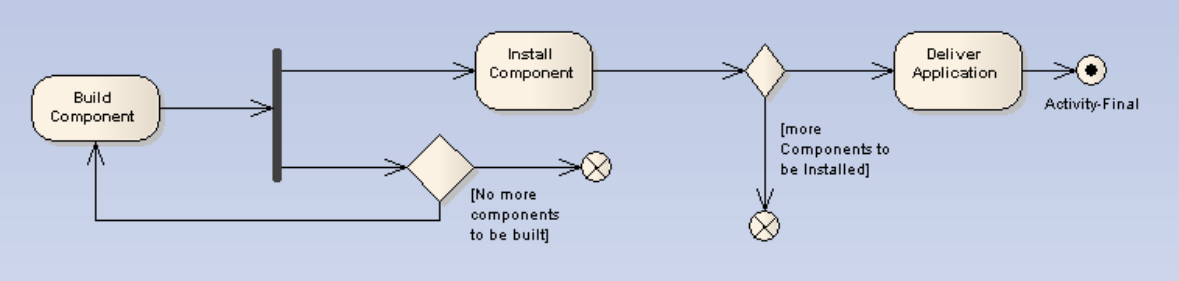
See Also

- Interface 1127

15.2.3.26 Final

There are two nodes used to define a *Final* state in an Activity 1088, both defined in UML 2.1 as of type *Final Node*. The Activity Final element, shown above, indicates the completion of an Activity; upon reaching the Final, all execution in the Activity diagram 1009 is aborted. The other type of final node, *Flow Final* 1119, depicts an exit from the system that has no effect on other executing flows in the Activity.

The following example illustrates the development of an application. The process comes to a Flow Final node when there are no more components to be built; note that the *Fork* 1122 element indicates a concurrent process with the building of new components and installation of completed components. The Flow Final terminates only the sub-process building components. Similarly, only those tokens entering the decision branch for the installation of further components terminate with the connecting Flow Final (that is, stop installing this component, but keep on installing other components). It is only after the *Deliver Application* activity is completed, after the control flow reaches the Final node, that all flows stop.



See *UML Superstructure Specification, v2.1.1, figure 12.91, p. 374*.

Toolbox Icon

See Also

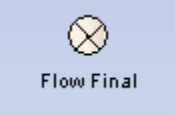
- Initial 1126

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 332*) states:

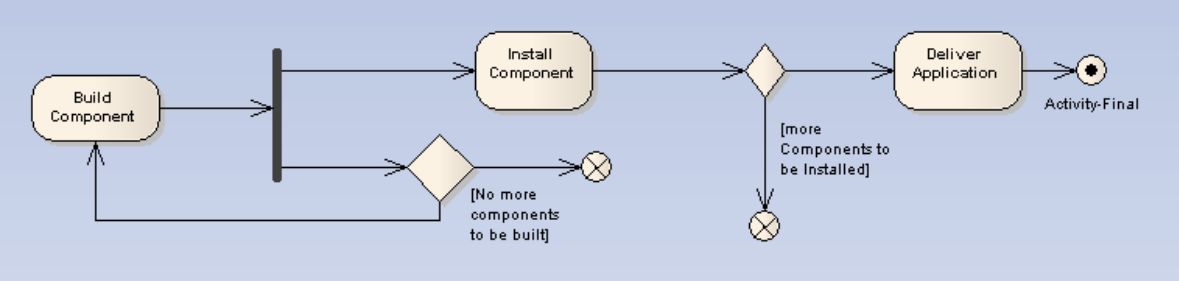
An activity may have more than one activity final node. The first one reached stops all flows in the activity.

15.2.3.27 Flow Final



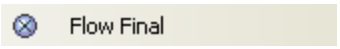
There are two nodes used to define a final state in an Activity, both defined in UML 2.1 as of type *Final Node*. The *Flow Final* element depicts an exit from the system, as opposed to the *Activity Final* 1118, which represents the completion of the Activity. Only the flow entering the Flow Final node exits the Activity; other flows continue undisturbed.

The following example Activity Diagram 1009 illustrates the development of an application. The process comes to a Flow Final node when there are no more components to be built; note that the *Fork* 1122 element indicates a concurrent process with the building of new components and installation of completed components. The Flow Final terminates only the sub-process building components. Similarly, only those tokens entering the decision branch for the installation of further components terminate with the connecting Flow Final (that is, stop installing this component, but keep on installing other components). It is only after the *Deliver Application* activity is completed, after the control flow reaches the Final node, that all flows stop.



See *UML Superstructure Specification, v2.1.1, figure 12.91, p. 374*.

Toolbox Icon



OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 375*) states:

A flow final destroys all tokens that arrive at it. It has no effect on other flows in the activity.

15.2.3.28 Fork/Join

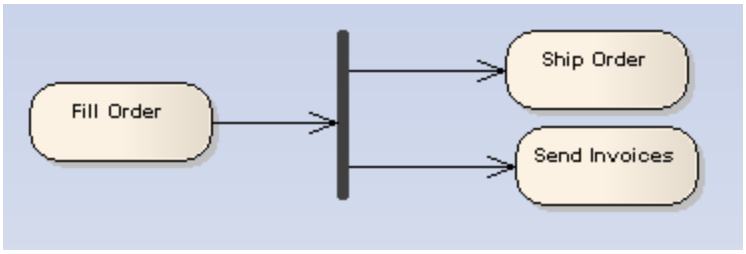
The *Fork/Join* elements have different modes of use, as follows:

- To fork or split the flow into a number of concurrent flows.
- To join the flow of a number of concurrent flows.
- To both join and fork a number of incoming flows to a number of outgoing flows.

These elements are used in both Activity 1009 and State Machine 1013 diagrams. With respect to State Machine diagrams, Forks 1122 and Joins 1123 are used as pseudo-states 1016. Other pseudo-states include history states 1124, entry points 1113 and exit points 1117. Forks are used to split an incoming transition into concurrent multiple transitions leading to different target states. Joins are used to merge concurrent multiple transitions into a single transition leading to a single target. They are semantic inverses. To learn more about these individual elements see their specific topics.

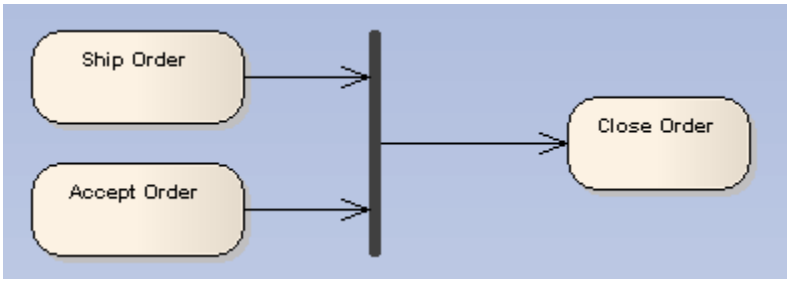
Some examples of Fork/Join nodes include:

Fork or split the flow into a number of concurrent flows:



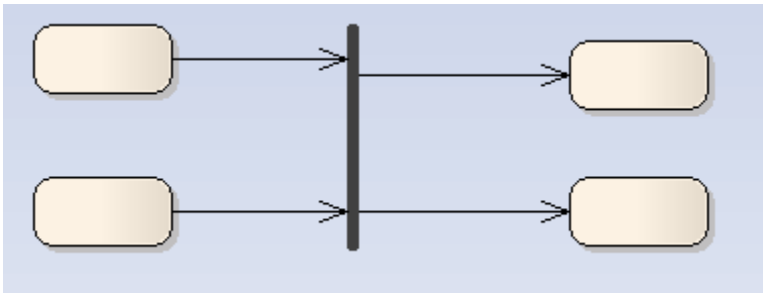
See *UML Superstructure Specification, v2.1.1, figure 12.95 p. 377*.

Join the flow of a number of concurrent flows:



See *UML Superstructure Specification, v2.1.1, figure 12.103, p. 384*.

Join and Fork a number of incoming flows to a number of outgoing flows:



Toolbox Icon

OMG UML Specification

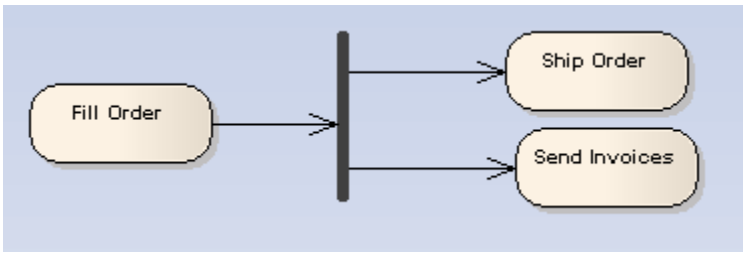
Fork
The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 376*) states:

A fork node is a control node that splits a flow into multiple concurrent flows... A fork node has one incoming edge and multiple outgoing edges.

Join
The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 381-382*) states:

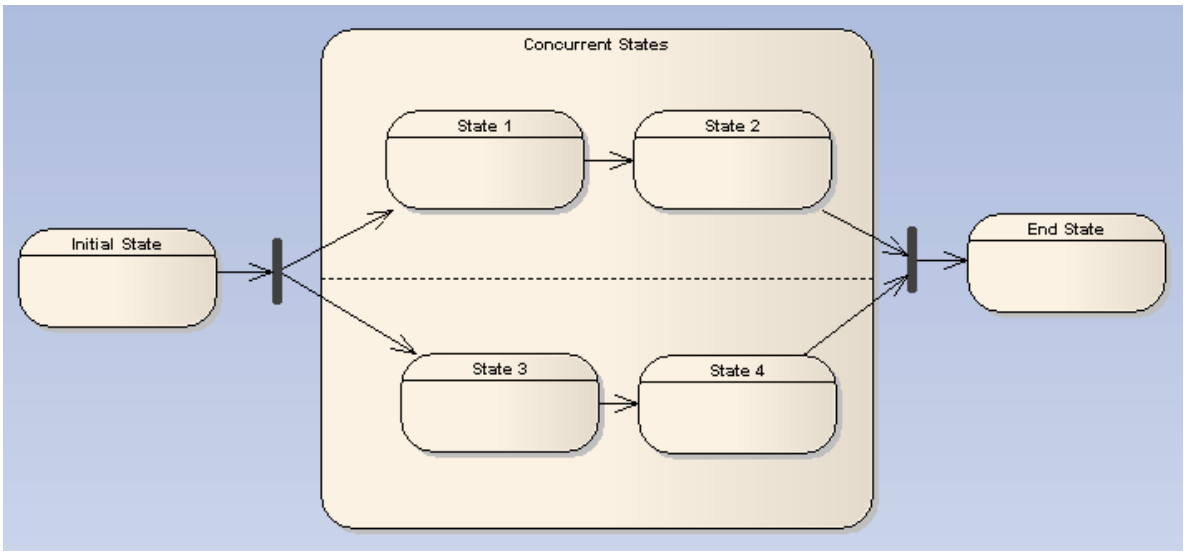
A join node is a control node that synchronizes multiple flows...A join node has multiple incoming edges and one outgoing edge.

15.2.3.28.1 Fork



See *UML Superstructure Specification, v2.1.1, figure 12.95 p. 377*.

These elements are used in both Activity 1009 and State Machine 1013 diagrams. With respect to State Machine diagrams, a *Fork* pseudo-state 1016 signifies that its incoming transition comes from a single state, and it has multiple outgoing transitions. These transitions must occur concurrently, requiring the use of concurrent regions 1145, as depicted below in the Composite State 1147. Unlike *Choice* 1094 or *Junction* 1129 pseudo-states, Forks must not have triggers or guards. The following diagram demonstrates a Fork pseudo-state dividing into two concurrent regions, which then return to the *End State* via the *Join* 1123 pseudo-state

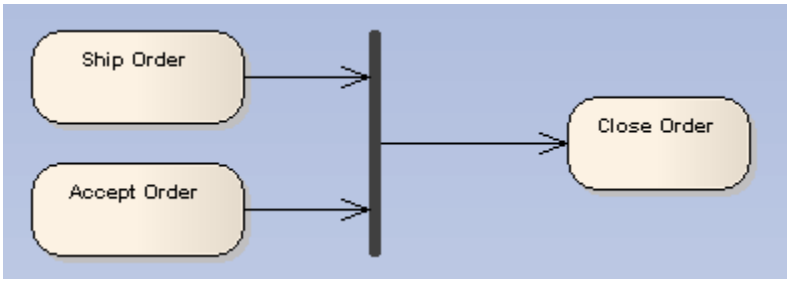


OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 538*) states:

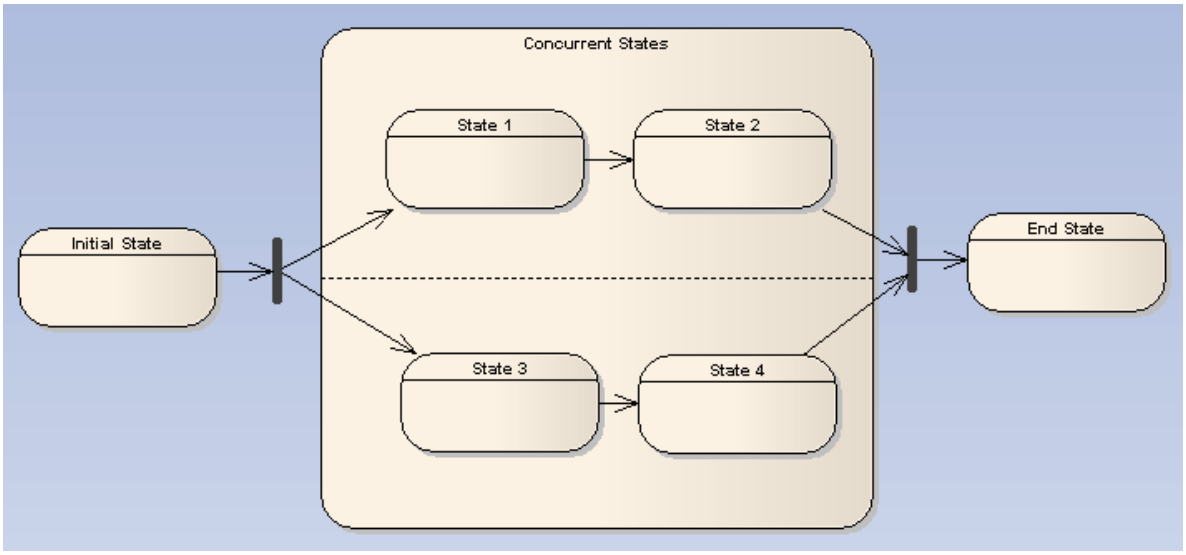
Fork vertices serve to split an incoming transition into two or more transitions terminating on orthogonal target vertices (i.e. vertices in different regions of a composite state). The segments outgoing from a fork vertex must not have guards or triggers.

15.2.3.28.2 Join



See *UML Superstructure Specification, v2.1.1, figure 12.103, p. 384*.

The *Join* element is used by Activity 1009 and State Machine 1013 diagrams. The above example illustrates a Join transition between Activities. With respect to State Machine diagrams, a Join*pseudo-state* 1016 indicates multiple States 1146 concurrently transitioning into the Join and onto a single State. Unlike *Choice* 1094 or *Junction* 1129 pseudo-states, Joins must not have triggers or guards. The following diagram demonstrates a *Fork* 1122 pseudo-state dividing into two concurrent *Regions* 1145, which then return to the *End State* via the Join.



OMG UML Specification

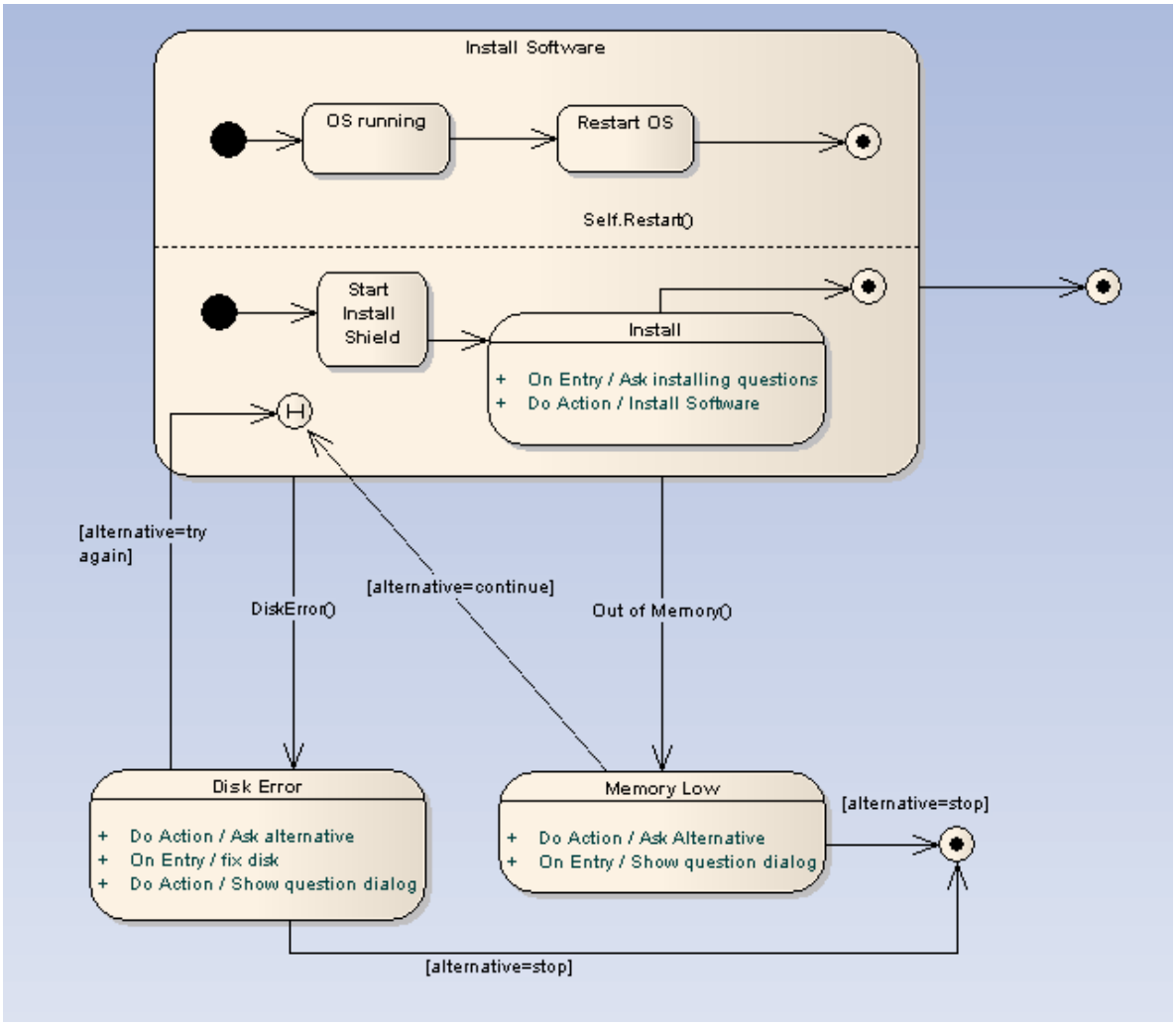
The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 538*) states:

Join vertices serve to merge several transitions emanating from source vertices in different orthogonal regions. The transitions entering a join vertex cannot have guards or triggers.

15.2.3.29 History

There are two types of *History* pseudo-state 1016 defined in UML: *shallow* and *deep history*. A shallow History sub-state is used to represent the most recently active sub-state of a *Composite State* 1147; this pseudo-state does not recurse into this sub-state's active configuration, should one exist. A single connector can be used to depict the default shallow History state, in case the Composite State has never been entered.

A deep History sub-state, in contrast, reflects the most recent active configuration of the Composite State. This includes active sub-states of all regions, and recurses into those sub-states' active sub-states, should they exist. At most one deep history and one shallow history can dwell within a composite state.



Toolbox Icon

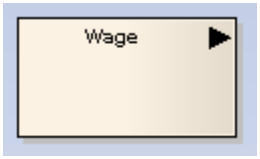
OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 537*) states:

... deepHistory represents the most recent active configuration of the composite state that directly contains this pseudostate (e.g., the state configuration that was active when the composite state was last exited). A composite state can have at most one deep history vertex. At most one transition may originate from the history connector to the default deep history state. This transition is taken in case the composite state had never been active before. Entry actions of states entered on the path to the state represented by a deep history are performed.

... shallowHistory represents the most recent active substate of its containing state (but not the substates of that substate). A composite state can have at most one shallow history vertex. A transition coming into the shallow history vertex is equivalent to a transition coming into the most recent active substate of a state. At most one transition may originate from the history connector to the default shallow history state. This transition is taken in case the composite state had never been active before. Entry actions of states entered on the path to the state represented by a shallow history are performed.

15.2.3.30 Information Item



An *Information Item* represents an abstraction of data. It is used in Activity 1009, Analysis 1069 and Object 1062 diagrams. An Information Item is also represented by an *Information Flow* 1192 connector.

Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 608*) states:

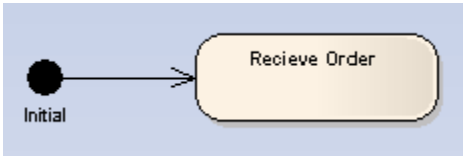
An information item is an abstraction of all kinds of information that can be exchanged between objects. It is a kind of classifier intended for representing information at a very abstract way, one which cannot be instantiated.

One purpose of information items is to be able to define preliminary models, before having made detailed modeling decisions on types or structures. One other purpose of information items and information flows is to abstract complex models by a less precise but more general representation of the information exchanged between entities of a system.

15.2.3.31 Initial

The *Initial* element is used by Activity 1009 and State Machine 1013 diagrams. In Activity diagrams, it defines the start of a flow when an *Activity* 1088 is invoked. With State Machines, the Initial element is a pseudo-state 1016 used to denote the default state of a *Composite State* 1147; there can be one Initial vertex in each *Region* 1145 of the Composite State.

This simple example shows the start of a flow to receive an order.



See *UML Superstructure Specification, v2.1.1, Figure 12.97, p. 378*.

Toolbox Icon

See Also

- Final 1118

OMG UML Specification

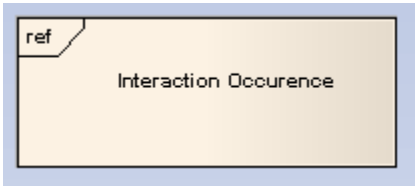
The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 537*) states:

An initial pseudostate represents a default vertex that is the source for a single transition to the default state of a composite state. There can be at most one initial vertex in a region. The outgoing transition from the initial vertex may have a behavior, but not a trigger or guard.

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 378*) also states:

An initial node is a control node at which flow starts when the activity is invoked.

15.2.3.32 Interaction Occurrence



An *Interaction Occurrence* is a reference to an existing *Interaction diagram* 1024. Interaction Occurrences are visually represented by a frame, with **ref** in the frame's title space. The diagram name is indicated in the frame contents. To create an Interaction Occurrence, simply open an Interaction diagram and drag another

Interaction diagram into its workspace. A dialog displays, providing configuration options.

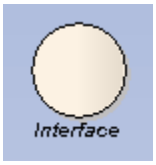
OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 423*) refers to an Interaction Occurrence as an *Interaction Use*, and states:

An InteractionUse refers to an Interaction. The InteractionUse is a shorthand for copying the contents of the referred Interaction where the InteractionUse is. To be accurate the copying must take into account substituting parameters with arguments and connect the formal gates with the actual ones.

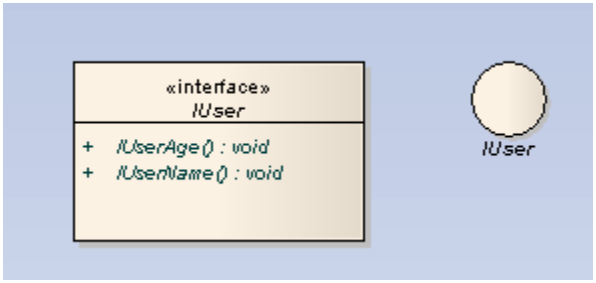
It is common to want to share portions of an interaction between several other interactions. An InteractionUse allows multiple interactions to reference an interaction that represents a common portion of their specification.

15.2.3.33 Interface



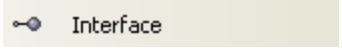
An *Interface* is a specification of behavior (or contract) that implementers agree to meet. By implementing an Interface, *Classes* 1060 are guaranteed to support a required behavior, which enables the system to treat non-related elements in the same way; ie. through the common interface. You also use Interfaces in a Composite Structure 1063 diagram.

Interfaces are drawn in a similar way to a Class 1095, with operations specified, as shown below. They can also be drawn as a circle with no explicit operations detailed. Use the right-click context menu option **Use Circle Notation** to switch between styles. Realization 1216 links to an Interface drawn as a circle are drawn without target arrows.



Note: *An Interface cannot be instantiated (ie. you cannot create an object from an Interface). You must create a Class that 'implements' the Interface specification, and in the Class body place operations for each of the Interface operations. You can then instantiate the Class.*

Toolbox Icon



OMG UML Specification

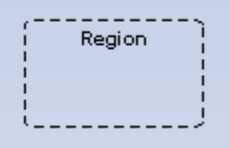
The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 88*) states:

An interface is a kind of classifier that represents a declaration of a set of coherent public features and

obligations. An interface specifies a contract; any instance of a classifier that realizes the interface must fulfill that contract. The obligations that may be associated with an interface are in the form of various kinds of constraints (such as pre- and post-conditions) or protocol specifications, which may impose ordering restrictions on interactions through the interface.

Since interfaces are declarations, they are not instantiable. Instead, an interface specification is implemented by an instance of an instantiable classifier, which means that the instantiable classifier presents a public facade that conforms to the interface specification. Note that a given classifier may implement more than one interface and that an interface may be implemented by a number of different classifiers

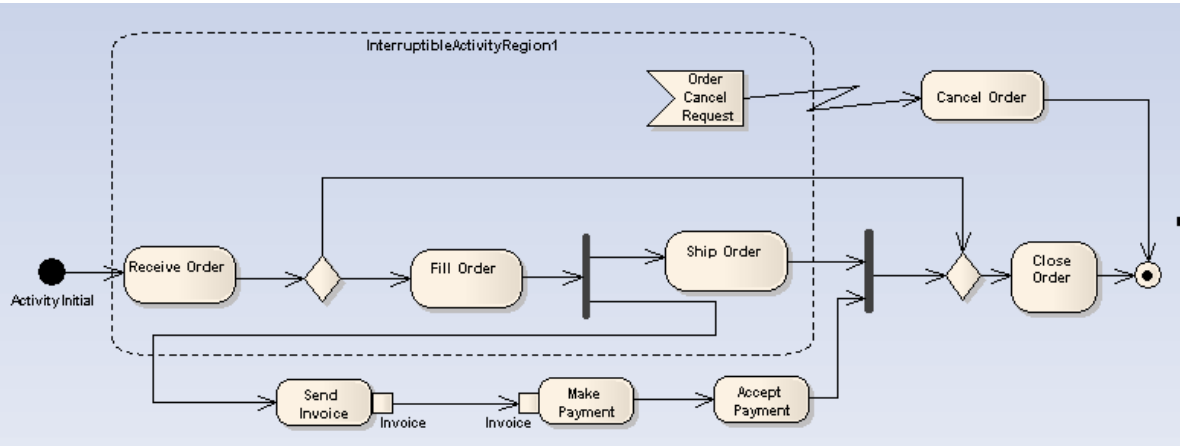
15.2.3.34 Interruptible Activity Region



You create 1129 an *Interruptible Activity Region* as one variant of a *Region* 1145 (the other is an *Expansion Region* 1115).

In an Activity diagram 1009, an Interruptible Activity Region surrounds a group of Activity 1088 elements, all affected by certain interrupts in such a way that all tokens passing within the region are terminated should the interruption(s) be raised. Any processing occurring within the bounds of an Interruptible Activity Region is terminated when a flow is instigated across an interrupt flow to an external element.

The example below illustrates that an order cancellation kills any processing of the order at the receipt, filling or shipping stage.



See *UML Superstructure Specification, v2.1.1, figure 12.100, p. 381*.

To create an Interruptible Activity Region, click on this Add an Interruptible Activity Region 1129 link.

Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 380*) states:

An interruptible region contains activity nodes. When a token leaves an interruptible region via edges designated by the region as interrupting edges, all tokens and behaviors in the region are terminated.

15.2.3.34.1 Add Interruptible Activity Region

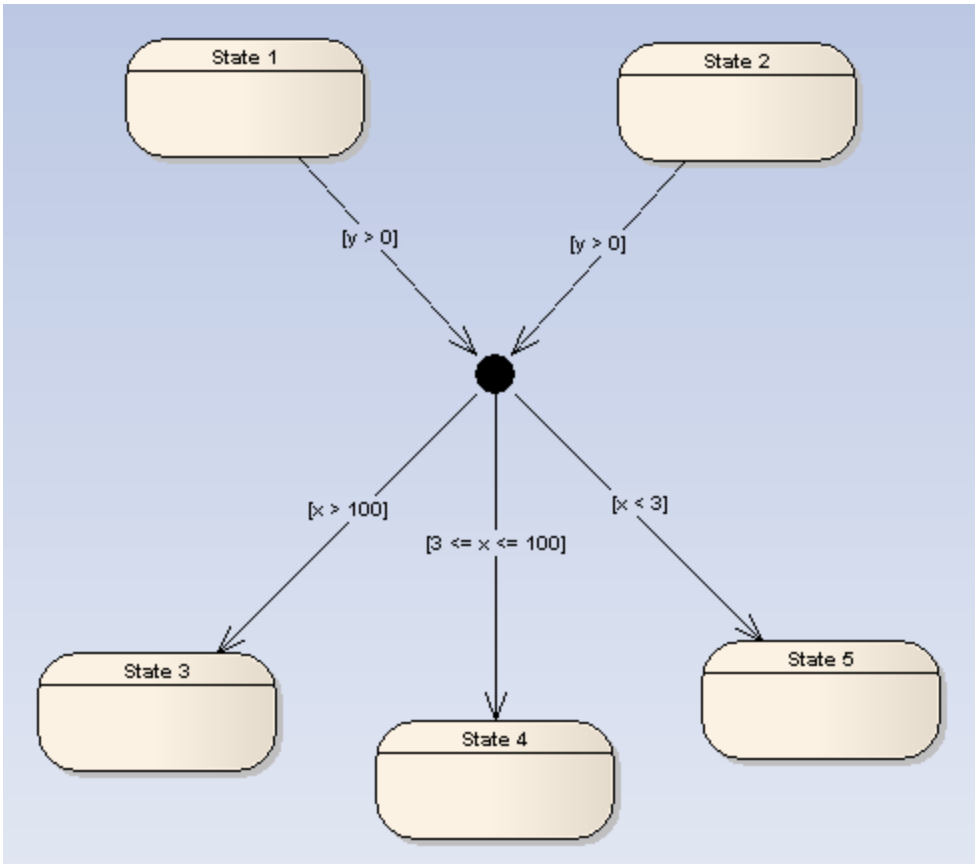
When you add a *Region* element to an Activity diagram, the following prompt displays:

The *Select type* panel defaults to **InterruptibleActivityRegion** 1128 and the **Kind** field is disabled. Click on the **OK** button.

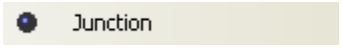
15.2.3.35 Junction

Junction pseudo-states 1016 are used to design complex transitional paths in State Machine 1013 diagrams. A Junction can be used to combine or merge multiple paths into a shared transition path. Alternatively, a Junction can split an incoming path into multiple paths, similar to a Fork 1122 pseudostate. Unlike Forks or Joins 1123, Junctions can apply guards to each incoming or outgoing transition, such that if the guard expression is false, the transition is disabled.

The following example illustrates how guards can be applied to transitions coming into or out of a Junction pseudo-state.



Toolbox Icon

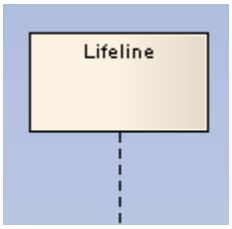


OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 538*) states:

... junction vertices are semantic-free vertices that are used to chain together multiple transitions. They are used to construct compound transition paths between states. For example, a junction can be used to converge multiple incoming transitions into a single outgoing transition representing a shared transition path (this is known as a merge). Conversely, they can be used to split an incoming transition into multiple outgoing transition segments with different guard conditions. This realizes a static conditional branch. (In the latter case, outgoing transitions whose guard conditions evaluate to false are disabled. A predefined guard denoted "else" may be defined for at most one outgoing transition. This transition is enabled if all the guards labeling the other transitions are false.) Static conditional branches are distinct from dynamic conditional branches that are realized by choice vertices .

15.2.3.36 Lifeline



A *Lifeline* is an individual participant in an interaction (ie. Lifelines cannot have multiplicity). A Lifeline represents a distinct connectable element. To specify that representation within Enterprise Architect, right-click on the Lifeline and select the **Advanced Settings | Set Instance Classifier** menu option. A dialog displays containing a selectable list of all project classifiers.

Lifelines are available in Sequence 1042 diagrams. There are different Lifeline elements for Timing diagrams 1025 (*State Lifeline* 1149 and *Value Lifeline* 1161) 1161; however, although the representation differs between the two diagram types, the meaning of the Lifeline is the same.

Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p.489*) states:

A lifeline represents an individual participant in the Interaction. While Parts and StructuralFeatures may have multiplicity greater than 1, Lifelines represent only one interacting entity.

Lifeline is a specialization of NamedElement.

If the referenced ConnectableElement is multivalued (i.e. has a multiplicity > 1), then the Lifeline may have an expression (the 'selector') that specifies which particular part is represented by this Lifeline. If the selector is omitted this means that an arbitrary representative of the multivalued ConnectableElement is chosen.

15.2.3.37 Merge

A *Merge Node* brings together a number of alternative flow paths in Activity 1009, Analysis 1069 and Interaction Overview 1055 diagrams. For example, if a *Decision* 1108 is used after a *Fork* 1122, the two flows coming out of the Decision must be merged into one before going to a *Join* 1123; otherwise, the Join waits for both flows, only one of which arrives.

A Merge Node has multiple incoming edges and a single outgoing edge. The edges coming into and out of a Merge Node must be either all *object flows* 1212 or all *control flows* 1187.

Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 387*) states:

A merge node is a control node that brings together multiple alternate flows. It is not used to synchronize concurrent flows but to accept one among several alternate flows.

15.2.3.38 Message Endpoint

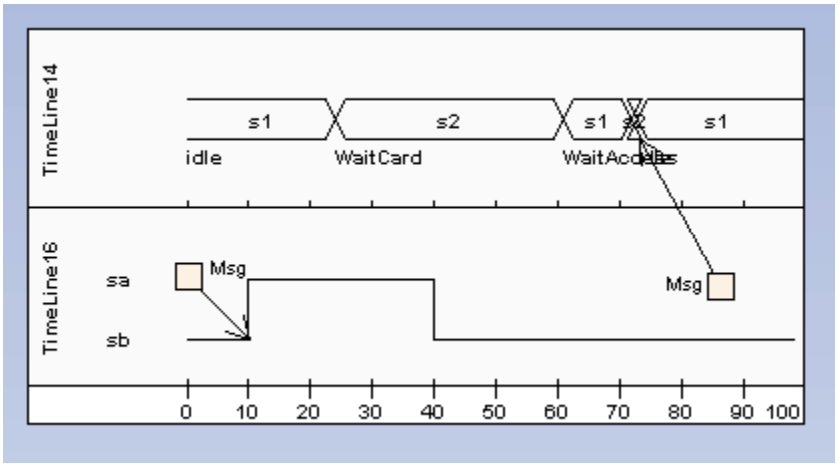
A *Message Endpoint* element defines the termination of a State 1149 or Value 1161 Lifeline in a Timing diagram 1025.

Toolbox Icon

15.2.3.39 Message Label

A *Message Label* is an alternative way of denoting Messages 1208 between Lifelines, which is useful for 'uncluttering' Timing diagrams 1025 strewn with messages. To indicate a Message between Lifelines, draw a connector from the source Lifeline into a Message Label. Next, draw a connector from another Message Label to the target Lifeline. Note that the label names must match to reflect that the message occurs between the two Message Labels.

The following diagram illustrates how Message Labels are used to construct a message between Lifelines.



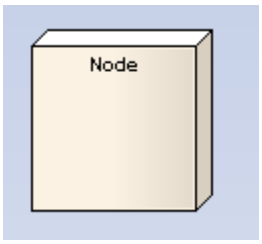
Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 518*) states:

Labels are only notational shorthands used to prevent cluttering of the diagrams with a number of messages crisscrossing the diagram between Lifelines that are far apart. The labels denote that a Message may be disrupted by introducing labels with the same name.

15.2.3.40 Node



A *Node* is a physical piece of equipment on which the system is deployed, such as a workgroup server or workstation. A Node usually hosts components and other executable pieces of code, which again can be linked to particular processes or execution spaces. Typical Nodes are client workstations, application servers, mainframes, routers and terminal servers.

Nodes are used in Deployment diagrams 1068 to model the deployment of a system, and to illustrate the physical allocation of implemented artifacts.

Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 213*) states:

In the metamodel, a Node is a subclass of Class. It is associated with a Deployment of an Artifact. It is also associated with a set of Elements that are deployed on it. This is a derived association in that these PackageableElements are involved in a Manifestation of an Artifact that is deployed on the Node. Nodes may have an internal structure defined in terms of parts and connectors associated with them for advanced modeling applications.

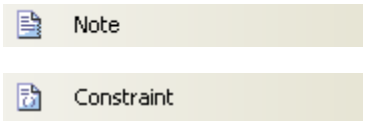
15.2.3.41 Note

A *Note* element is a textual annotation that can be attached to a set of elements of any other type. The attachment is created separately, using a *Notelink* 1212 connector. Both Note and Notelink are available in any Enterprise Architect diagram, through the Common pages 104 of the Enterprise Architect UML *Toolbox*.

A Note is also called a *Comment*.

A *Constraint* is a form of Note, identifying a constraint on other elements. As for a Note, you can link the Constraint element to other elements using a Notelink connector. This element is just a means of documenting the fact that there are constraints; it has no impact on the other elements. You define the types of constraint in the project reference data 644, apply them to the element in the element *Properties* 361 dialog, and manage them through the *Rules & Scenarios* 167 window.

Toolbox Icon



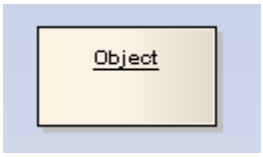
OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 59*) states:

A comment gives the ability to attach various remarks to elements. A comment carries no semantic force, but may contain information that is useful to a modeler.

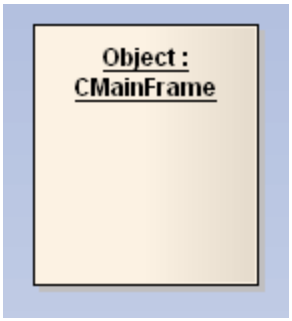
A comment can be owned by any element.

15.2.3.42 Object



An *Object* is a particular *instance* of a *Class* 1095 at run time. For example a car with the license plate **AAA-001** is an instance of the general class of cars with a license plate number attribute. Objects are often used in analysis to represent the numerous artifacts and items that exist in any business, such as pieces of paper, faxes and information. To model the varying behavior of Objects at run-time, use *run-time states* 1136.

Early in analysis, Objects can be used to quickly capture all the things that are of relevance within the system domain, in an Object 1062, Composite Structure 1063 or Communication 1052 diagram. As the model progresses these analysis Objects are refined into generic Classes from which instances can be derived to represent common business items. Once Classes are defined, Objects can be typed; that is they can have a classifier set that indicates their base type. See Set Instance Classifier 1135.

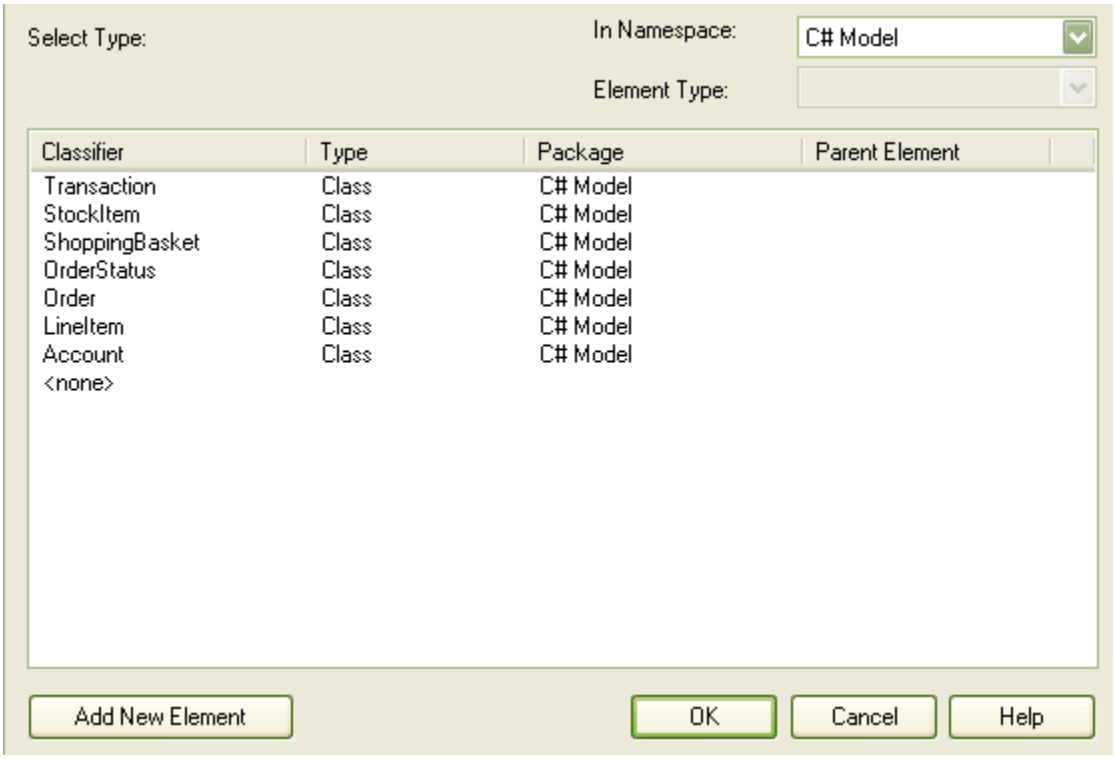


Toolbox Icon

15.2.3.42.1 Instance Classifier

To set the Object 1134 base type or *classifier*, follow the steps below:

1. Select an Object in the *Diagram* view.
2. Right-click to view the context menu.
3. Select the **Advanced | Instance Classifier** menu option. The *Set Element Classifier* dialog displays.



4. If necessary, in the **In Namespace** field specify a namespace to reduce the list of classifiers. The list reduces to classifiers associated with that namespace.

5. From the list of available Classes, click on the required type.
6. Click on the **OK** button to set the instance classifier.

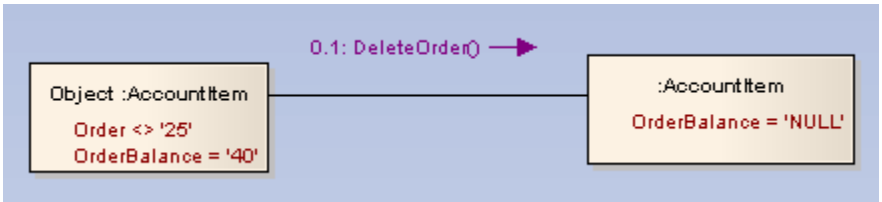
15.2.3.42.2 Run-time State

At run-time, an Object 1134 instance can have specific values for its attributes, or exist in a particular state. To model the varying behavior of Objects at run-time, use instance values 1135 and *run-time states*.

Typically there is interest in the run-time behavior of Objects that already have a classifier set. You can select from the classifier's attribute list and apply specific values for your Object instance. If the classifier has a child State Machine 1013, its States 1146 propagate to a list where the run-time state for the Object can be defined. To do this, see the following topics:

- Define a Run-Time Variable 1136
- Remove a Defined Variable 1137
- Define an Object State 1137

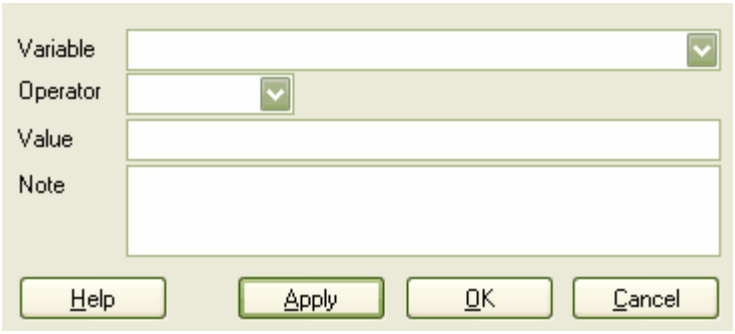
The following example defines run-time values for the listed variables, which are attributes of the instances' classifier *AccountItem*.



15.2.3.42.2.1 Define a Run-time Variable

To add run-time state 1136 instance variables to an Object, follow the steps below:

1. Right-click on the Object. The context menu displays.
2. If Instance Variables are supported, select the **Advanced | Set Run State** menu option (or press **[Ctrl]+[Shift]+[R]**). The *Set Run State* dialog displays.



3. In the **Variable** field, click on the drop-down arrow and select the variable, or type in the new variable name.
4. Set the **Operator**, the **Value** and optionally type in a **Note**.
5. Click on the **OK** button to save the variable.

15.2.3.42.2.2 Remove a Defined Variable

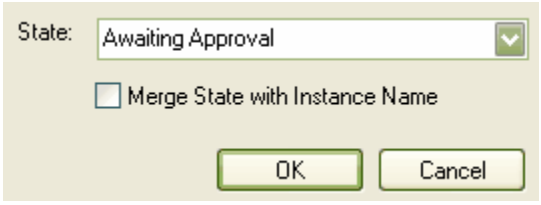
To delete a run-time state 1136 variable for an Object:

1. Right-click on the required Object. The context menu displays.
2. Select the **Set Run State** option. The *Run State* dialog displays.
3. In the **Variable** field, click on the drop-down arrow and select the variable to delete.
4. Clear the **Value** field.
5. Click on the **OK** button.

15.2.3.42.2.3 Define an Object State

To set the Object state for a Class instance, follow the steps below:

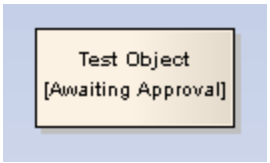
1. Right-click on the required Object and select the **Advanced | Set Object State** menu option. The *Set Instance State* dialog displays.



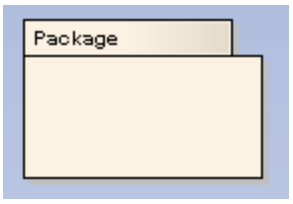
2. In the **State** field, type the required state (eg. **Awaiting Approval**).

   Note: *If the associated classifier has a child State Machine element, those states propagate into the drop-down list for this field, and you can select one of them instead.*

3. Click on the **OK** button to apply the state. The object now shows the run-time state in square brackets below the object name.



15.2.3.43 Package



A *Package* is a namespace as well as an element that can be contained in other Package's namespaces. A Package can own or merge with other Packages, and its elements can be imported into a Package's namespace. In addition to using Packages in the *Project Browser* window to organize your project contents, you can drag these Packages onto a diagram workspace (most diagram types, both standard and extended) for structural or relational depictions, including Package imports or merges.

Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 109*) states:

A package is a namespace for its members, and may contain other packages. Only packageable elements can be owned members of a package. By virtue of being a namespace, a package can import either individual members of other packages, or all the members of other packages. In addition a package can be merged with other packages.

15.2.3.44 Part

Parts are run-time instances of Classes 1095 or Interfaces 1127. Multiplicity can be specified for a Part, using the notation:

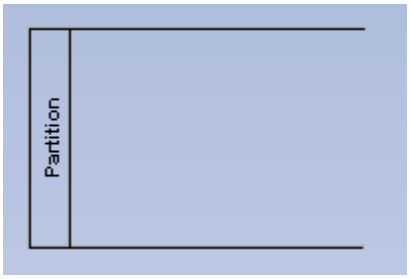
[x{...y}]

where *x* specifies the initial or set amount of instances when the composite structure is created, and *y* indicates the maximum amount of instances at any time.

Parts are used to express composite structures 1063, or modeling patterns that can be invoked by various objects to accomplish a specific purpose. When illustrating the composition of structures, Parts can be embedded as properties of other Parts. When embedded as properties 1065, Parts can be bordered by a solid outline, indicating the surrounding Part owns the Part by composition. Alternatively, a dashed outline indicates that the property is referenced and used by the surrounding Part, but is not composed within it.

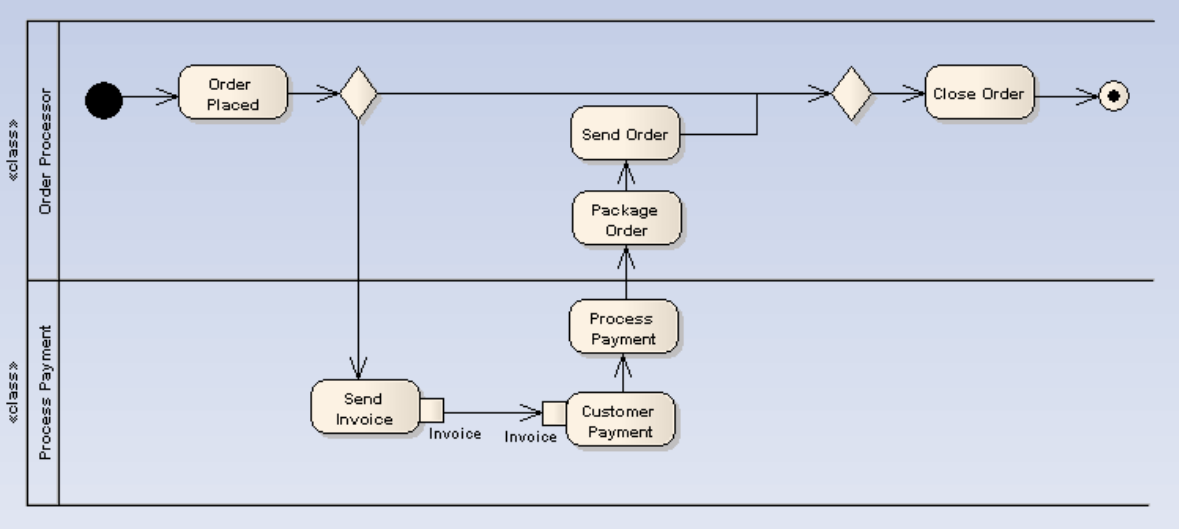
Toolbox Icon

15.2.3.45 Partition

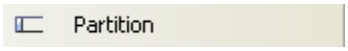


Activity Partitions 1092 are used to logically organize an Activity 1088. They do not affect the token flow of an Activity diagram 1009, but help structure all or parts of the view.

This example depicts the partitioning between the Classes *Process Payment* and *Order Processor*.



Toolbox Icon



OMG UML Specification

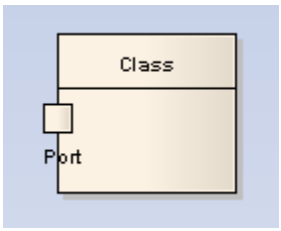
The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 341*) states:

Partitions divide the nodes and edges to constrain and show a view of the contained nodes. Partitions can share contents. They often correspond to organizational units in a business model. They may be used to allocate characteristics or resources among the nodes of an activity.

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 341*) also states:

An activity partition is a kind of activity group for identifying actions that have some characteristic in common.

15.2.3.46 Port



Ports define the interaction between a classifier and its environment. *Interfaces* controlling this interaction can be depicted using the Interface element 1127. Any connector to a Port must provide the required interface, if defined. Ports can appear on a contained Part 1138, a Class 1095, or the boundary of a Composite element 1166.

A Port is a *typed* structural feature or property of its containing classifier. Ports are typically used in Class Diagrams 1060, Object Diagrams 1062 and Composite Structure Diagrams 1063.

Toolbox Icon

See Also

- Add a Port to an Element 1140
- Manage Inherited and Redefined Ports 1140

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 182*) states:

A port is a property of a classifier that specifies a distinct interaction point between that classifier and its environment or between the (behavior of the) classifier and its internal parts. Ports are connected to properties of the classifier by connectors through which requests can be made to invoke the behavioral features of a classifier. A Port may specify the services a classifier provides (offers) to its environment as well as the services that a classifier expects (requires) of its environment.

15.2.3.46.1 Add a Port to an Element

To add a new Port 1139 to an element, use one of the following steps:

1. Click on the **Port** symbol in the *Composite Elements* page of the Enterprise Architect UML *Toolbox* and drag it to (or click on) the target host element. This creates an untyped, simple Port on the boundary, near the cursor position.
2. On the context menu of a suitable Class, Part or Composite element 1166, select the **Embedded Elements | Add Port** menu option to add a new Port at the cursor position.
3. Drag a suitable classifier from the *Project Browser* window onto a Class or Part. Enterprise Architect prompts you to add a typed Port or Part at the cursor position. The new Port is typed by the original dragged classifier.
4. Use the *Embedded Elements* dialog to add a new Port to the currently selected element.

See Also

- Manage Inherited and Redefined Ports 1140

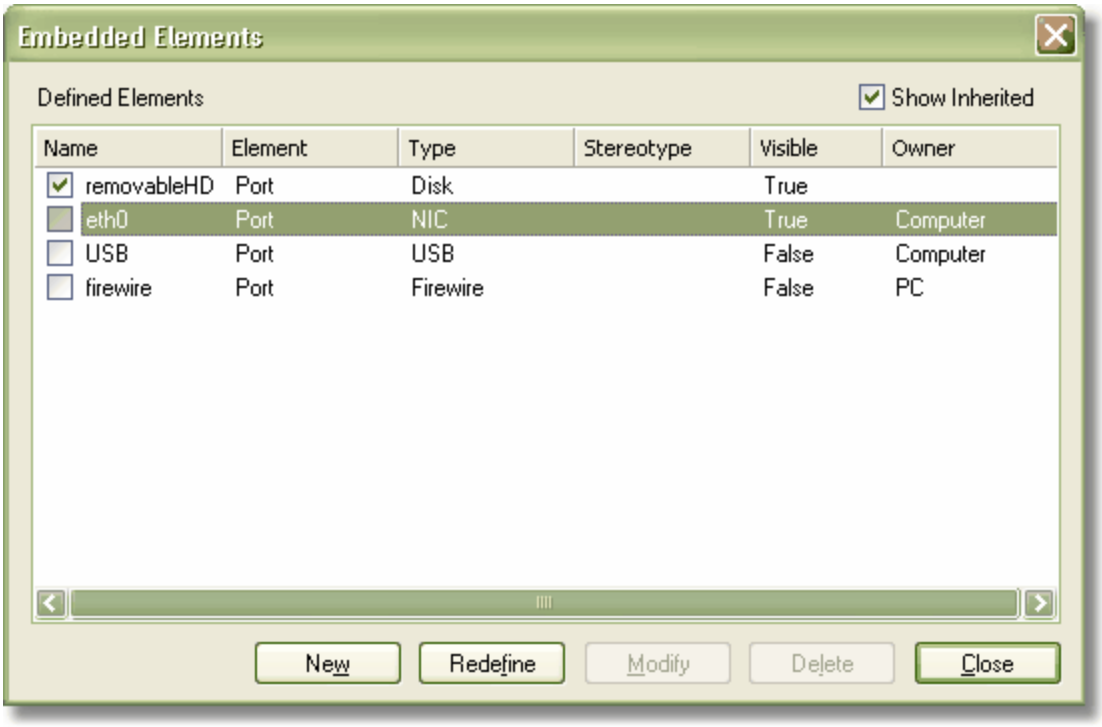
15.2.3.46.2 Manage Inherited and Redefined Ports

A Port 1139 is a *redefinable* and *re-useable* property of a composite classifier. So, as for attributes, any Class can inherit Ports from its parent and realized interfaces. If you have an inheritance hierarchy with Ports defined in the parent Classes, when you open the *Embedded Elements* window the inherited Ports and their named owners are listed there.

It is possible to expose, for design purposes, an inherited Port (ie. the child Class is re-using the parent Port). In this case, Enterprise Architect creates a clone of the re-used Port and marks it as read-only in the child Class. This is convenient for modeling Port interactions in child Classes where the Ports are defined in the parent elements.

It is also possible to redefine a Port in a child Class, so that the name is the same but the child is a modifiable clone of the original. This is useful where a child Class places additional restrictions or behavior on the Port. The *Embedded Elements* window enables you to highlight an inherited Port and mark it as *redefined;* this creates a new Port on the child Class, which is editable but still logically related to the initial Port.

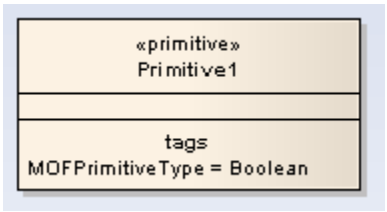
The *Embedded Elements* window below illustrates Port inheritance. The Port *removableHD* is owned by the child Class. The Ports *eth0* and *USB* are owned by the *Computer* Class. The Port *firewire* has been added to *PC*. If any of the inherited Ports are made visible, they are considered re-use Ports and appear on the child in read-only format. By using the **Redefine** button, the inherited Port can be copied down and made writeable.



See Also

- Add a Port to an Element 1140

15.2.3.47 Primitive



A *Primitive* element identifies a predefined data type, without any relevant substructure (i.e. it has no parts in the context of UML).

Toolbox Icon

OMG UML Specification

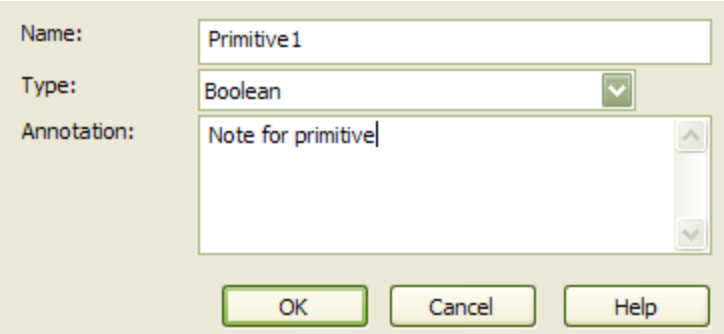
The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 124*) states:

A primitive data type may have an algebra and operations defined outside of UML, for example, mathematically ... The run-time instances of a primitive type are data values. The values are in many-to-one correspondence to mathematical elements defined outside of UML (for example, the various integers).

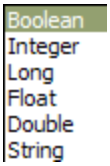
Instances of primitive types do not have identity. If two instances have the same representation, then they are indistinguishable.

Primitive for MOF Diagrams

Drag and drop a *Primitive* element from the *Metamodel Elements* 114 page of the Enterprise Architect UML *Toolbox*; the following dialog displays.



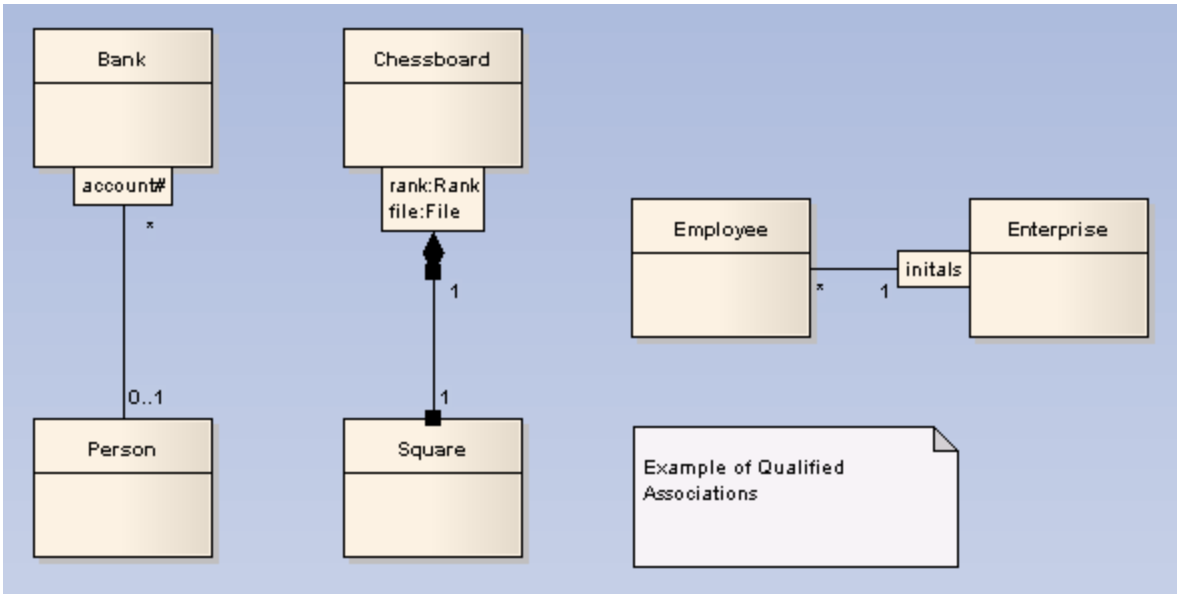
Enter the Primitive name and type, and any notes required. The following **Types** are available, as defined in the MOF specification.



15.2.3.48 Qualifiers

A *Qualifier* is a property of an Association 1183 that limits the nature of the relationship between two classifiers or objects.

Some examples of qualified associations are shown in the following diagram:

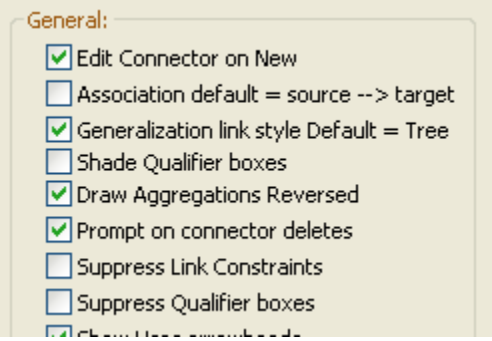


Qualifiers are set in the Source Role 404 and Target Role 406 tabs of the Connector Properties 401 dialog.

Note: *Separate multiple Qualifiers with a semi-colon; each Qualifier then displays on a separate line. For example, in the diagram above the Qualifier* 'rank:Rank;file:File' *has been rendered in two lines, with a line break at the* ***;*** *character.*

Note: *You can enable or disable Qualifier rectangles in the Diagram page of the Options dialog (select the* **Tools | Options | Diagram** *menu option). If disabled, the old style text Qualifiers are used. It is not recommended that you disable Qualifiers as they are an integral part of the UML.*

Note: *You can enable or disable a mild shading on the Qualifier rectangles in the Links page of the Options dialog.*



OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 129*) states:

A qualifier declares a partition of the set of associated instances with respect to an instance at the qualified end (the qualified instance is at the end to which the qualifier is attached). A qualifier instance comprises one value for each qualifier attribute. Given a qualified object and a qualifier instance, the number of objects at the other end of the association is constrained by the declared multiplicity. In the common case in which the multiplicity is 0..1, the qualifier value is unique with respect to the qualified object, and designates at most one associated object. In the general case of multiplicity 0.., the set of associated instances is partitioned into subsets, each selected by a given qualifier instance. In the case of multiplicity 1 or 0..1, the qualifier has both*

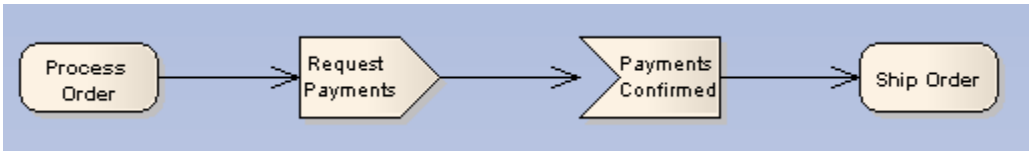
semantic and implementation consequences. In the case of multiplicity 0.., it has no real semantic consequences but suggests an implementation that facilitates easy access of sets of associated instances linked by a given qualifier value.*

15.2.3.49 Receive

A *Receive* element is used to define the acceptance or receipt of a request, in an Activity diagram 1009. Movement from a Receive element occurs only once receipt is fulfilled according to its specification. The Receive element comes in two forms:

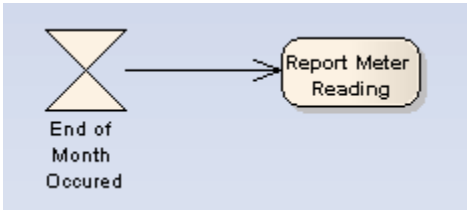
- *Accept Event Action* element (pennant shape)
- *Accept Time Event Action* element (hourglass shape)

The following example reflects a payment process on an order. Upon receiving the payment (from *Request Payments*, a *Send* 1145 element), the payment is confirmed and the flow continues to ship the order.



See *UML Superstructure Specification, v2.1.1, figure 12.26, p. 312*.

To depict an Accept Time Event, use the standard Receive element from the Enterprise Architect UML *Toolbox*. Right-click on this element, and select the **Advanced | Accept Time Event** menu option. The following example shows the hourglass-shaped Accept Time Event Action:



See *UML Superstructure Specification, v2.1.1, figure 12.27, p. 312*.

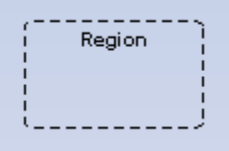
Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 239*) states:

AcceptEventAction is an action that waits for the occurrence of an event meeting specified conditions.

15.2.3.50 Region



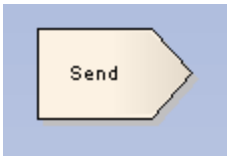
Enterprise Architect supports two types of *Region*:

- Expansion Region 1115
- Interruptible Activity Region 1128

When you add a Region element to an Activity diagram 1009, the following prompt appears. You use this to select the Region type.

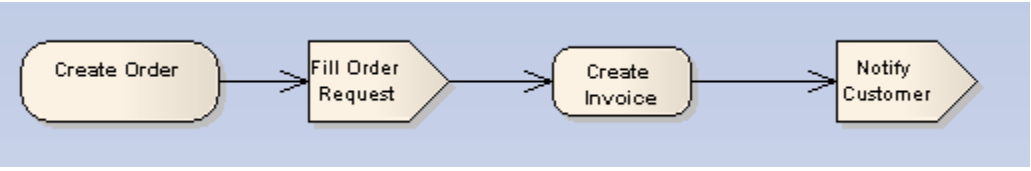
Toolbox Icon

15.2.3.51 Send



The *Send* element is used to depict the action of sending a signal, in an Activity diagram 1009. It is the opposite of a *Receive* 1144 element.

The following example shows an order being processed, where a signal is sent to fill the processed order and, upon creation of the resulting invoice, a notification is sent to the customer.



See *UML Superstructure Specification, v2.1.1, figure 12.132, p. 408*.

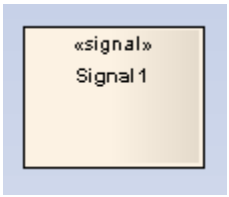
Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 285*) states:

SendObjectAction is an action that transmits an object to the target object, where it may invoke behavior such as the firing of state machine transitions or the execution of an activity. The value of the object is available to the execution of invoked behaviors. The requestor continues execution immediately. Any reply message is ignored and is not transmitted to the requestor.

15.2.3.52 Signal



A *Signal* is a specification of *Send* 1145 request instances communicated between objects, typically in a Class 1066 or Package 1058 diagram. The receiving object handles the *Received* 1144 request instances as specified by its receptions. The data carried by a Send request is represented as attributes of the Signal. A Signal is defined independently of the classifiers handling the signal occurrence.

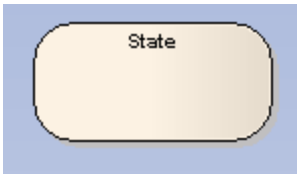
Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 450*) states:

A signal triggers a reaction in the receiver in an asynchronous way and without a reply. The sender of a signal will not block waiting for a reply but continue execution immediately. By declaring a reception associated to a given signal, a classifier specifies that its instances will be able to receive that signal, or a subtype thereof, and will respond to it with the designated behavior.

15.2.3.53 State



A *State* represents a situation where some invariant condition holds; this condition can be static (waiting for an event) or dynamic (performing a set of activities). State modeling is usually related to Classes 1095, and describes the enableable states a Class or element can be in and the transitions that enable the element to

move there. There are two types of State: *Simple* States and *Composite States* 1147, both created from the State element from the Enterprise Architect UML *Toolbox*.

Furthermore, there are *pseudo-states* 1016, resembling some aspect of a State but with a pre-defined implication. Pseudo-states are used to model complex transitional paths, and classify common State Machine 1013 behavior.

Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 546*) states:

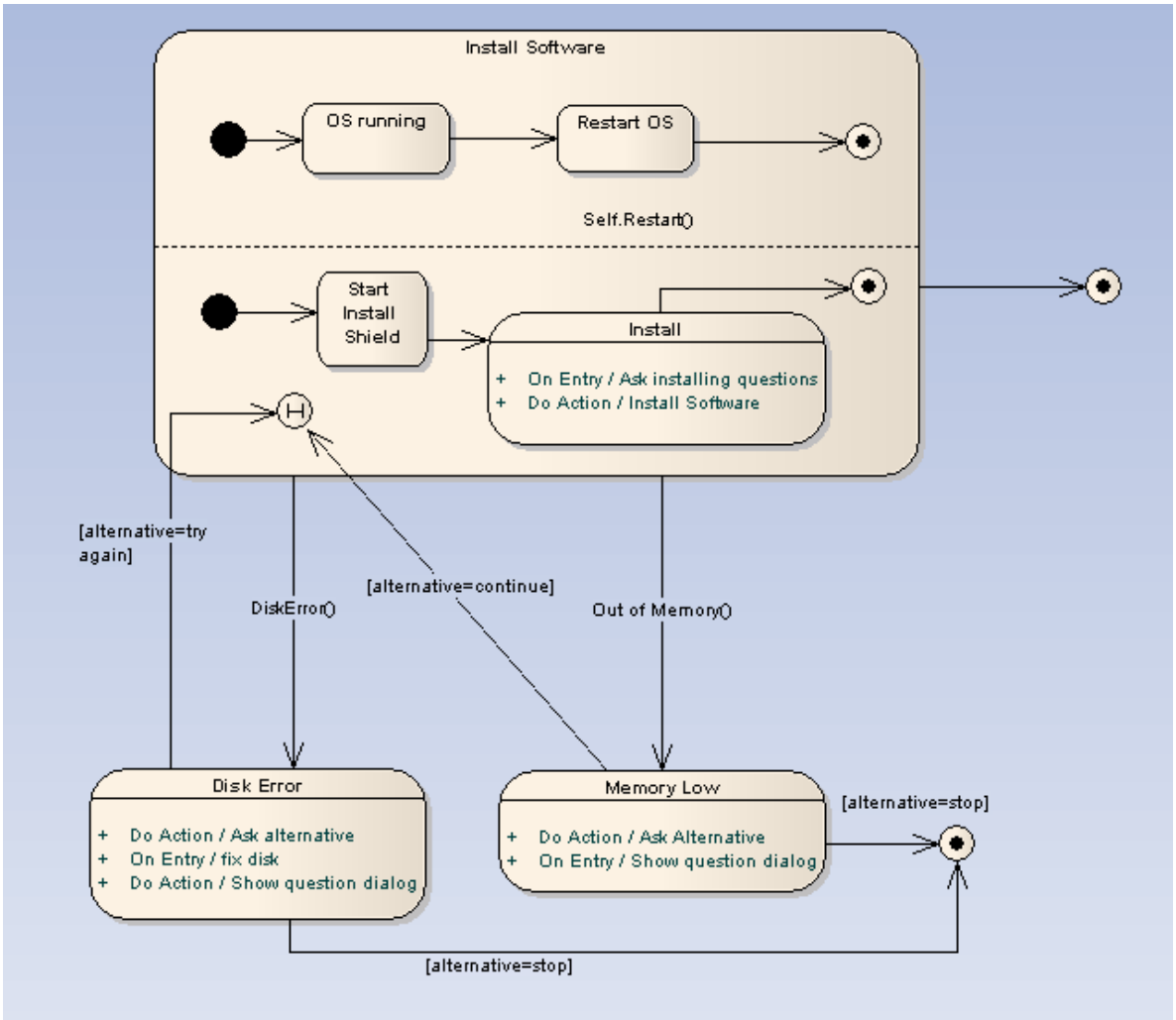
A state models a situation during which some (usually implicit) invariant condition holds. The invariant may represent a static situation such as an object waiting for some external event to occur. However, it can also model dynamic conditions such as the process of performing some activity (i.e., the model element under consideration enters the state when the activity commences and leaves it as soon as the activity is completed).

15.2.3.53.1 Composite State

Composite States are composed *within* the State Machine diagram 1013 by expanding a *State* 1146 element, adding *Regions* 1145 if applicable, and dragging further State elements, related elements and connectors within its boundaries. The internal State elements are then referred to as *Sub-states*.

(You can also define a State element, as with many other types of element, as a composite element 1166; this then has a hyperlink to a child diagram that can be another State Machine diagram or other type of diagram elsewhere in the model.)

Composite States can be orthogonal, if Regions are created. If a Composite State is orthogonal, its entry denotes that a single Sub-state is concurrently active in all Regions. The hierarchical nesting of Composite States, coupled with Region use, generates a situation of multiple States concurrently active; this situation is referred to as the *active State configuration.*



OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 478*) states:

A composite state either contains one region or is decomposed into two or more orthogonal regions. Each region has a set of mutually exclusive disjoint subvertices and a set of transitions. A given state may only be decomposed in one of these two ways.

Any state enclosed within a region of a composite state is called a substate of that composite state. It is called a direct substate when it is not contained by any other state; otherwise it is referred to as an indirect substate.

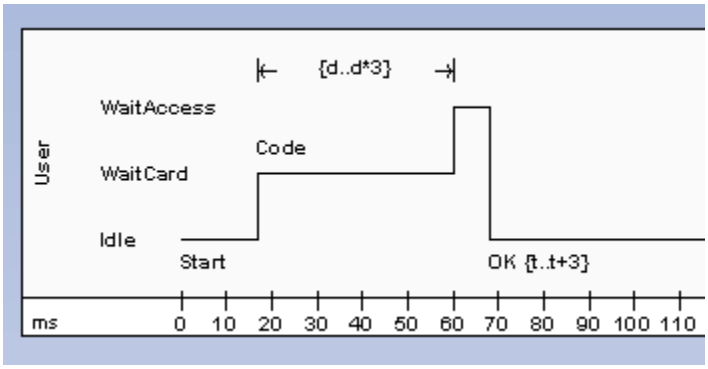
Each region of a composite state may have an initial pseudostate and a final state. A transition to the enclosing state represents a transition to the initial pseudostate in each region. A newly-created object takes its topmost default transitions, originating from the topmost initial pseudostates of each region.

A transition to a final state represents the completion of activity in the enclosing region. Completion of activity in all orthogonal regions represents completion of activity by the enclosing state and triggers a completion event on the enclosing state. Completion of the topmost regions of an object corresponds to its termination.

15.2.3.54 State Lifeline

A *Lifeline* is the path an object takes across a measure of time, as indicated by the x-axis. There are two sorts: *State Lifelines* (defined here) and Value Lifelines 1161, both used in Timing diagrams 1025.

A *State Lifeline* follows discrete transitions between states, which are defined along the y-axis of the timeline. Any transition has optional attributes of timing constraints, duration constraints and observations. An example of a State Lifeline is shown below:



See *UML Superstructure Specification, v2.1.1, figure 14.29, p. 519*.

A State Lifeline consists of a set of transition points. Each transition point can be defined with the following properties:

Property	Description
At time	Specifies the starting time for a change of state.
Transition to	Indicates the state to which the lifeline changes.
Event	Describes the occurring event.
Timing constraints	Refers to the time taken for a state to change within a lifeline, or the time taken to transmit a message (e.g. t..t+3).
Timing observations	Provides information on the time of a state change or sent message.
Duration constraints	Pertains to a lifeline's period at a particular state. The constraint could be instigated by a change of state within a lifeline, or that lifeline's receipt of a message.
Duration observations	Indicates the interval of a lifeline at a particular state, begun from a change in state or message receipt.

In the example diagram above, the **OK** transition point has these properties:

Property	Value
At Time	18 ms
Transition to	Idle
Event	OK
Timing constraints	t..t+3
Timing observations	–
Duration constraints	–
Duration observations	–

Toolbox Icon

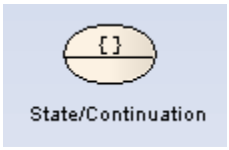
OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 518*) states:

This is the state of the classifier or attribute, or some testable condition, such as an discrete enumerable value.

It is also permissible to let the state-dimension be continuous as well as discrete. This is illustrative for scenarios where certain entities undergo continuous state changes, such as temperature or density.

15.2.3.55 State/Continuation



The *State/Continuation* element serves two different purposes for Interaction diagrams 187, as *State Invariants* 1152 and *Continuations* 1150. Enterprise Architect prompts you to identify the purpose when you create the element.

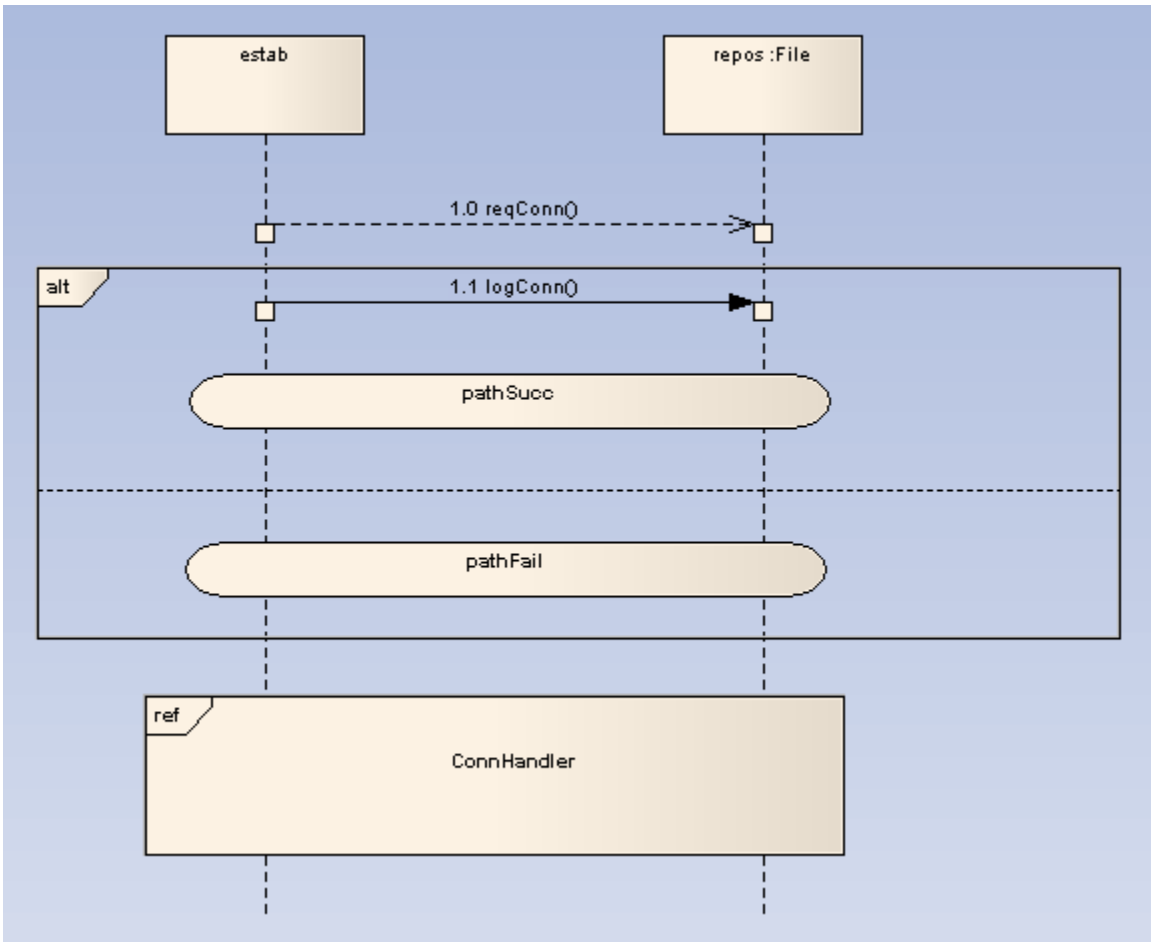
Toolbox Icon

15.2.3.55.1 Continuation

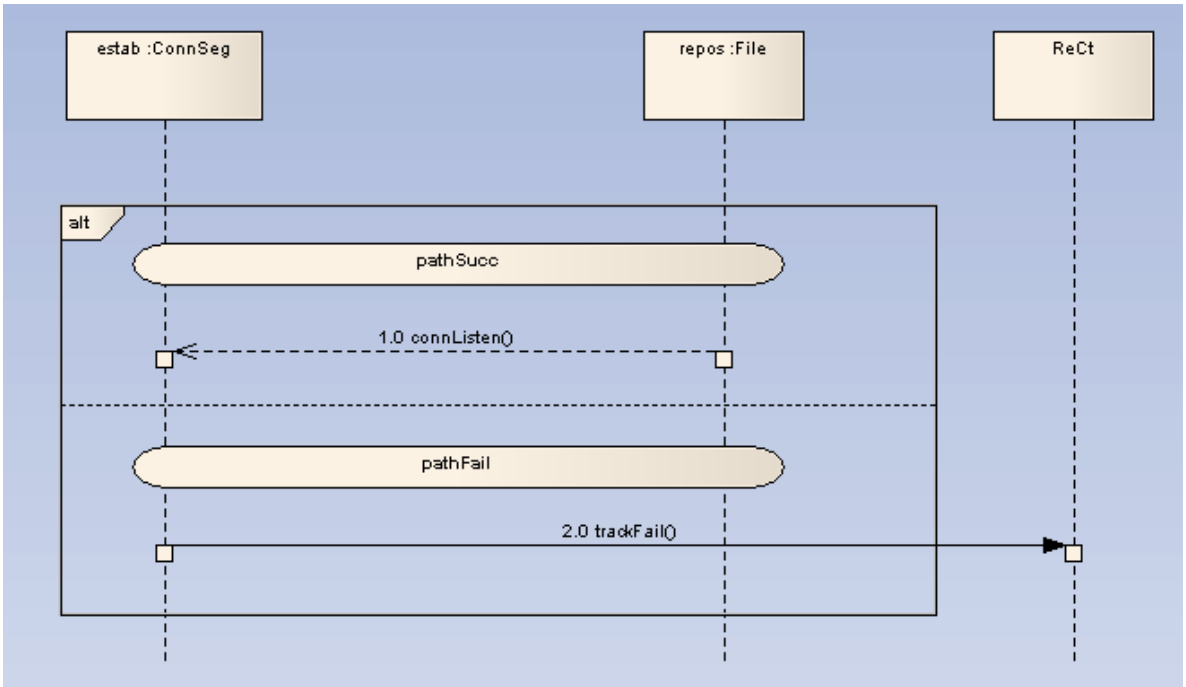
A *Continuation* is used in *seq* and *alt* *Combined Fragments* 1101, to indicate the branches of continuation an operand follows. To indicate a continuation, end an operand with a Continuation, and indicate the continuation branch with a matching Continuation (same name) preceding the *Interaction Fragment*.

You create a Continuation by dragging the *State/Continuation* 1150 element onto the diagram from the *Interaction Elements* page of the Enterprise Architect UML *Toolbox*.

For the following continuation example, an *alt* Combined Fragment has Continuations *pathSucc* and *pathFail*. These Continuations are located within the *Interaction Occurrence* 1126 *ConnHandler*, which has subsequent events based on the continuation.



Below is the interaction referenced by the *Interaction Occurrence*.



OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 474*) states:

A Continuation is a syntactic way to define continuations of different branches of an Alternative CombinedFragment. Continuation is intuitively similar to labels representing intermediate points in a flow of control.

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 474*) also states:

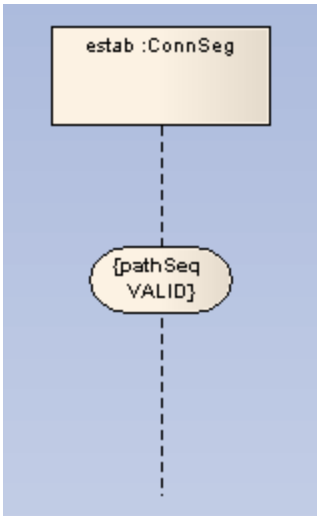
Continuations have semantics only in connection with Alternative CombinedFragments and (weak) sequencing.

If an InteractionOperand of an Alternative CombinedFragment ends in a Continuation with name (say) X, only InteractionFragments starting with the Continuation X (or no continuation at all) can be appended.

15.2.3.55.2 State Invariant

A *State Invariant* is a condition applied to a *Lifeline* 1131, which must be fulfilled for the Lifeline to exist. You create a State Invariant by dragging the *State/Continuation* 1150 element onto the diagram from the *Interaction Elements* page of the Enterprise Architect UML *Toolbox*.

A State Invariant is illustrated below.



When a State Invariant is moved near to a Lifeline, it snaps to the center. If the sequence object is dragged left or right, the State Invariant moves with it.

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 502*) states:

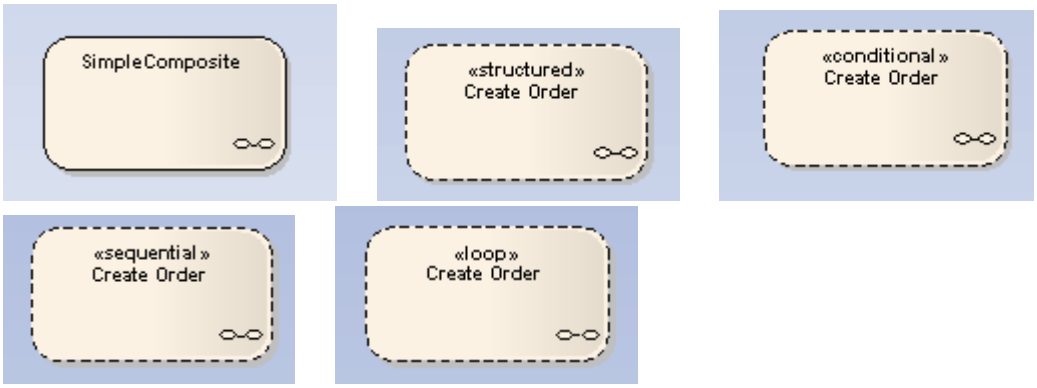
A StateInvariant is a runtime constraint on the participants of the interaction. It may be used to specify a variety of different kinds of constraints, such as values of attributes or variables, internal or external states, and so on.

A StateInvariant is an InteractionFragment and it is placed on a Lifeline.

15.2.3.56 Structured Activity

You can add a *Structured Activity* element to an Activity diagram 1009. A Structured Activity element is a composite of an element, a link and a child Activity diagram, which is represented by the small symbol in the bottom right-hand corner of the element.

There are five types of Structured Activity, each representing a particular structure of activity events. The five types are represented below:

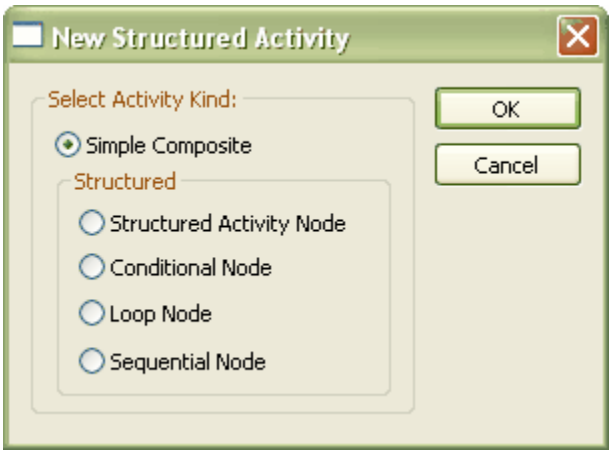


- *Simple Composite* - represents an arrangement of activities that take place independent of each other
- *Structured Activity node* - represents an ordered arrangement of activities; that is, activities that have

relationships

- *Conditional node* - represents an arrangement of activities where choice determines which activities are performed
- *Sequential node* - represents a sequential arrangement of activities
- *Loop node* - represents a sequence of activities that are - or can be - repeated on the same object.

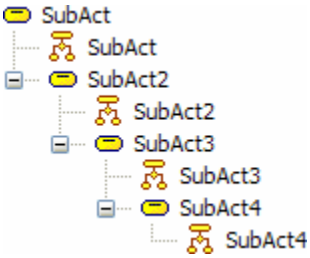
To create a Structured Activity, drag the *Structured Activity* element from the *Activity Elements* page in the Enterprise Architect UML *Toolbox* onto the diagram. The *New Structured Activity* dialog displays, on which you specify which type of Structured Activity to create.



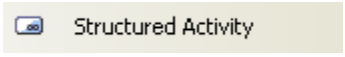
To display the Activity diagram represented by the Structured Activity element, double-click on the element.

Nested Structured Activities

Structured Activity elements can point to child diagrams that themselves contain or consist of Structured Activity elements; that is, the Structured Activity elements are nested. When you create nested Structured Activity elements, they are shown as nested in the *Project Browser* window; see the example below.



Toolbox Icon



OMG UML Specification

Structured Activity Node

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 409)* states:

A structured activity node is an executable activity node that may have an expansion into subordinate nodes as an ActivityGroup. The subordinate nodes must belong to only one structured activity node, although they

may be nested.

A structured activity node represents a structured portion of the activity that is not shared with any other structured node, except for nesting.

Loop Node

The OMG UML specification (*UML Superstructure Specification, v2.1.1, pp. 384-385*) states:

A loop node is a structured activity node that represents a loop with setup, test, and body sections.

Each section is a well-nested subregion of the activity whose nodes follow any predecessors of the loop and precede any successors of the loop. The test section may precede or follow the body section. The setup section is executed once on entry to the loop, and the test and body sections are executed repeatedly until the test produces a false value. The results of the final execution of the test or body are available after completion of execution of the loop.

Sequential Node

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 408*) states:

A sequence node is a structured activity node that executes its actions in order.

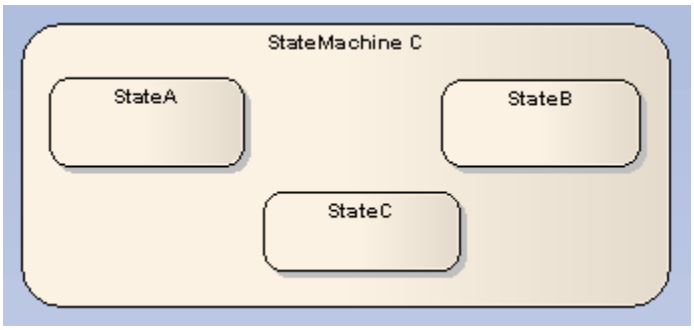
Conditional Node

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p.355*) states:

A conditional node is a structured activity node that represents an exclusive choice among some number of alternatives.

A conditional node consists of one or more clauses. Each clause consists of a test section and a body section. When the conditional node begins execution, the test sections of the clauses are executed. If one or more test sections yield a true value, one of the corresponding body sections will be executed. If more than one test section yields a true value, only one body section will be executed. The choice is nondeterministic unless the test sequence of clauses is specified. If no test section yields a true value, then no body section is executed; this may be a semantic error if output values are expected from the conditional node.

15.2.3.57 State Machine



A State Machine element is a container for groups of related State elements. You can create sections of a State Machine diagram, showing the organization of the inter-related State elements, and enclose each section in a State Machine element.

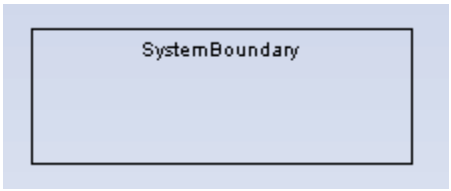
Toolbox Icon

15.2.3.58 Synch

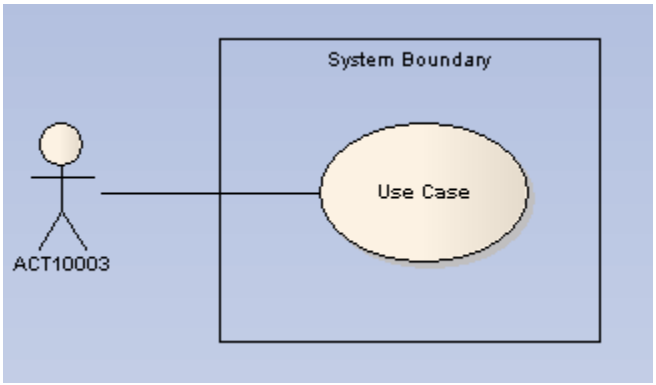
A *Synch* state is useful for indicating that concurrent paths of a State Machine 1013 are synchronized. After bringing the paths to a synch state, the emerging transition indicates unison.

Toolbox Icon

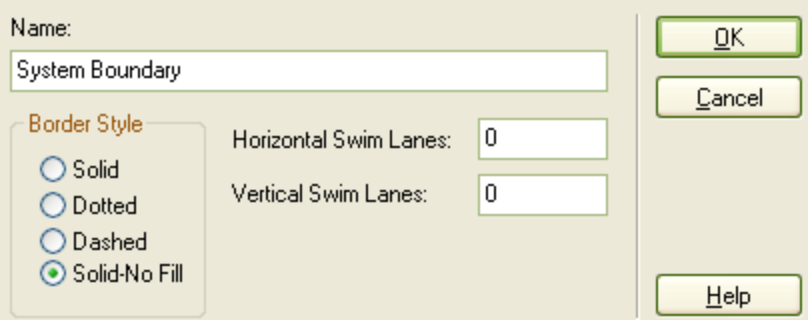
15.2.3.59 System Boundary



A *System Boundary* element signifies a classifier, such as a *Class* 1095, *Component* 1107 or *Sub-system*, to which the enclosed *Use Cases* 1158 are applied. By depicting a boundary, its referenced classifier does not reflect ownership of the embodied Use Cases, but instead indicates usage.



The following properties of a System Boundary can be set: the name, the border style, and the number of horizontal or vertical swim lanes.



A System Boundary element can be marked as *Selectable*, using the element's context menu. When not selectable, you can click within the System Boundary space without activating or selecting the Boundary itself. This is useful when you have many elements within the Boundary and the Boundary makes their selection difficult.

Note: *A System Boundary can have an associated image that it displays instead of its default format. Use the* **Appearance | Select Alternate Image** *menu option to select an image.*

Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 594*) states:

If a subject (or system boundary) is displayed, the use case ellipse is visually located inside the system boundary rectangle. Note that this does not necessarily mean that the subject classifier owns the contained use cases, but merely that the use case applies to that classifier.

15.2.3.60 Terminate

The *Terminate* pseudo-state indicates that upon entry of its pseudo-state, the State Machine's execution ends.

Toolbox Icon

15.2.3.61 Trigger

A *Trigger* indicates an event that initiates an action (and might arise from completion of a previous action). You initially define a Trigger in one of two ways:

- As a property of a Transition 1219 relationship
- As an event in a State Machine Table 1022.

When you save the Trigger, it is added to the list of elements for the parent package in the *Project Browser*. You can then right-click on it and, if required, edit its properties 355. You can also drag the Trigger element onto another diagram, although there are limited uses for the element in that context.

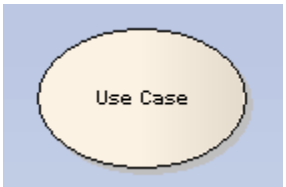
This element is not the same as a *Trigger Operation* 862, which is an operation automatically executed as a result of the modification of data in a database.

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 456*) states:

Events may cause execution of behavior (e.g., the execution of the effect activity of a transition in a state machine). A trigger specifies the event that may trigger a behavior execution as well as any constraints on the event to filter out events not of interest.

15.2.3.62 Use Case

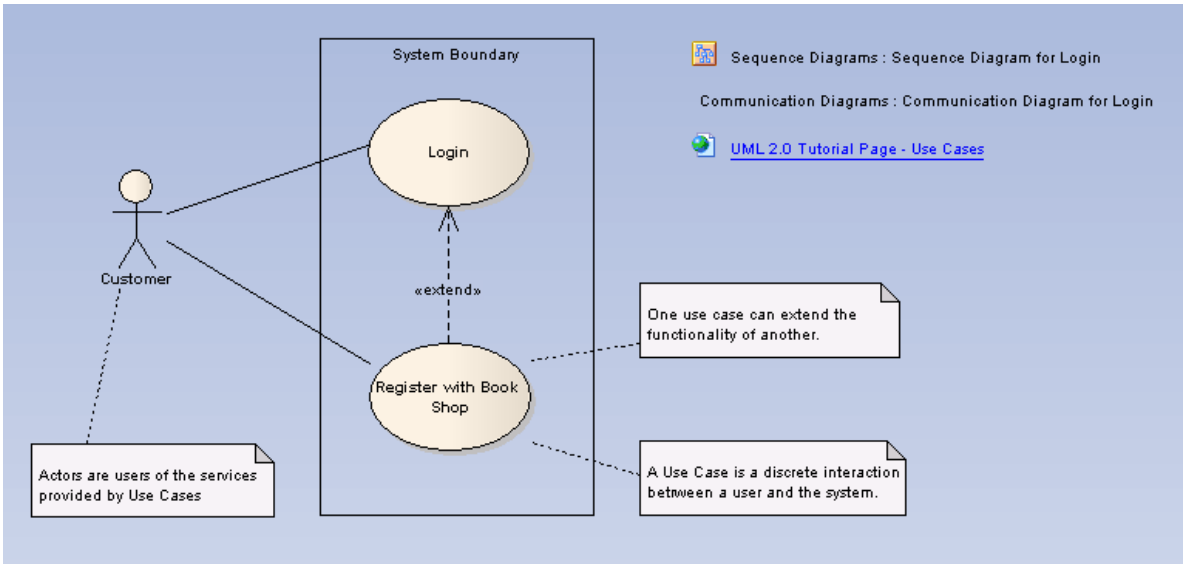


A *Use Case* is a UML modeling element that describes how a user of the proposed system interacts with the system to perform a discrete unit of work. It describes and signifies a single interaction over time that has meaning for the end user (person, machine or other system), and is required to leave the system in a complete state: the interaction either completed or rolled back to the initial state. A Use Case:

- Typically has requirements and constraints that describe the essential features and rules under which it operates
- Can have an associated Sequence diagram 1042 illustrating behavior over time; who does what to whom, and when
- Typically has scenarios associated with it that describe the work flow over time that produces the end result; alternative work flows (for example, to capture exceptions) are also enabled.

Tip: *Use a Use Case diagram and model to build up the functional requirements and implementation details of the system.*

The following is an example Use Case model:



Toolbox Icon

See Also

- Use Case Extension Points 1159
- Rectangle Notation 1160

OMG UML Specification

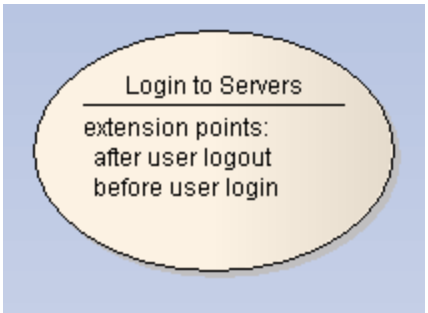
The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 592*) states:

A UseCase is a kind of behaviored classifier that represents a declaration of an offered behavior. Each use case specifies some behavior, possibly including variants, that the subject can perform in collaboration with one or more actors.

15.2.3.62.1 Use Case Extension Points

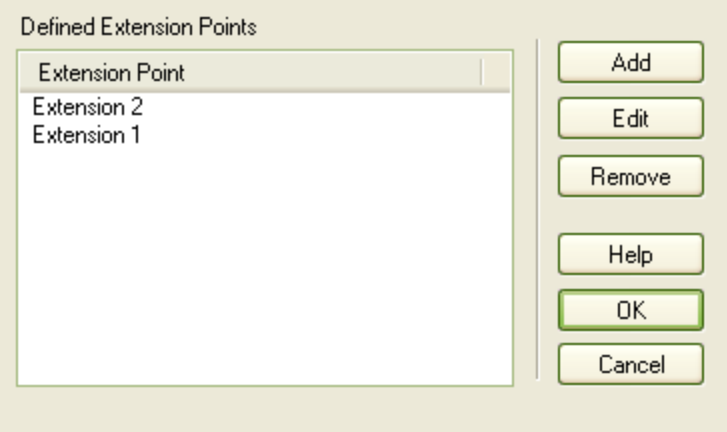
Use *extension points* to specify the point of an extended Use Case 1158 where an extending Use Case's behavior should be inserted. The specification text can be informal or precise to define the location of the extension point.

Note: *Conditions to apply that extending Use Case and the extension point to use should be attached as a note to the extend relationship.*



To work with extension points, follow the steps below:

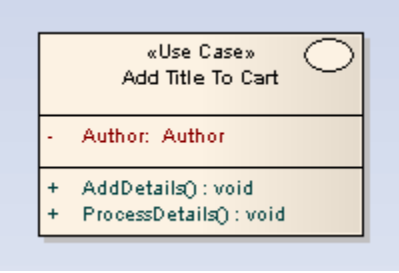
1. Right-click on the Use Case element. The context menu displays.
2. Select the **Advanced | Edit Extension Points...** menu option. The *Use Case Extension Points* dialog displays, listing defined points for that Use Case.



3. Select an extension point in the list and click on the appropriate button to add, edit or remove an extension point.

15.2.3.62.2 Rectangle Notation

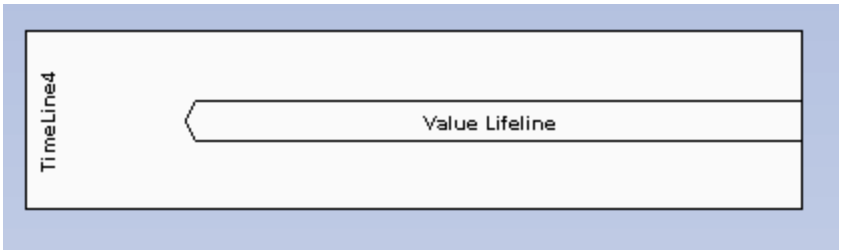
You can display a Use Case 1158 using *rectangle notation*. This displays the Use Case in a rectangle, with an oval in the top right-hand corner. Any attributes, operations or constraints belonging to the Use Case are shown, in the same style as a Class 1095.



To show a Use Case using rectangle notation, right-click on the Use Case object on the diagram and select the **Advanced | Use Rectangle Notation** context menu option. This setting only applies to the selected Use Case, and can be toggled on and off.

Tip: *Actor* 1093 *elements can also be displayed using rectangle notation.*

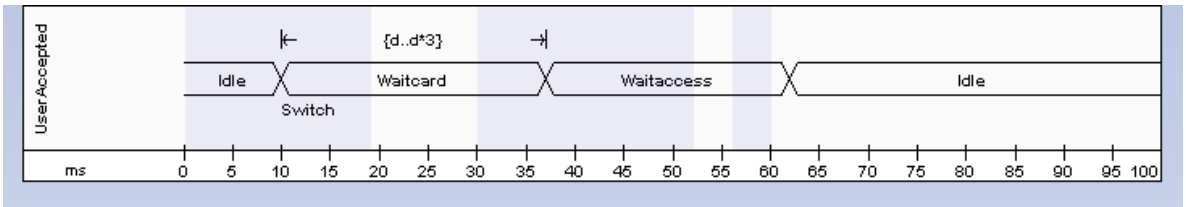
15.2.3.63 Value Lifeline



A *Lifeline* is the path an object takes across a measure of time, indicated by the x-axis. There are two sorts: *Value Lifelines* (defined here) and *State Lifelines* 1149, both used in Timing diagrams 1025.

A *Value Lifeline* shows the Lifeline's state across the diagram, with parallel lines indicating a steady state. A cross between the lines indicates a transition or change in state.

An example of a Value Lifeline is shown below:



See *UML Superstructure Specification, v2.1.1, Figure 14.30, p. 520*.

A Value Lifeline consists of a set of transition points. Each transition point can be defined with the following properties:

Property	Description
At time	Specifies the starting time for a change of state.
Transition to	Indicates the state to which the Lifeline will change.
Event	Describes the occurring event.
Timing constraints	Refers to the time taken for a state to change within a Lifeline, or the time taken to transmit a message.
Timing observations	Provides information on the time of a state change or sent message.
Duration constraints	Pertains to a Lifeline's period at a particular state. The constraint could be instigated by a change of state within a Lifeline, or that Lifeline's receipt of a message.
Duration observations	Indicates the interval of a Lifeline at a particular state, begun from a change in state or message receipt.

In the example diagram above, the **10ms** transition point has these properties:

Property	Text

At Time	10ms
Transition to	Waitcard
Event	Switch
Timing constraints	–
Timing observations	–
Duration constraints	d..3*d
Duration observations	–

Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 518*) states:

Shows the value of the connectable element as a function of time. Value is explicitly denoted as text. Crossing reflects the event where the value changed.

15.2.4 Inbuilt and Extended Stereotypes

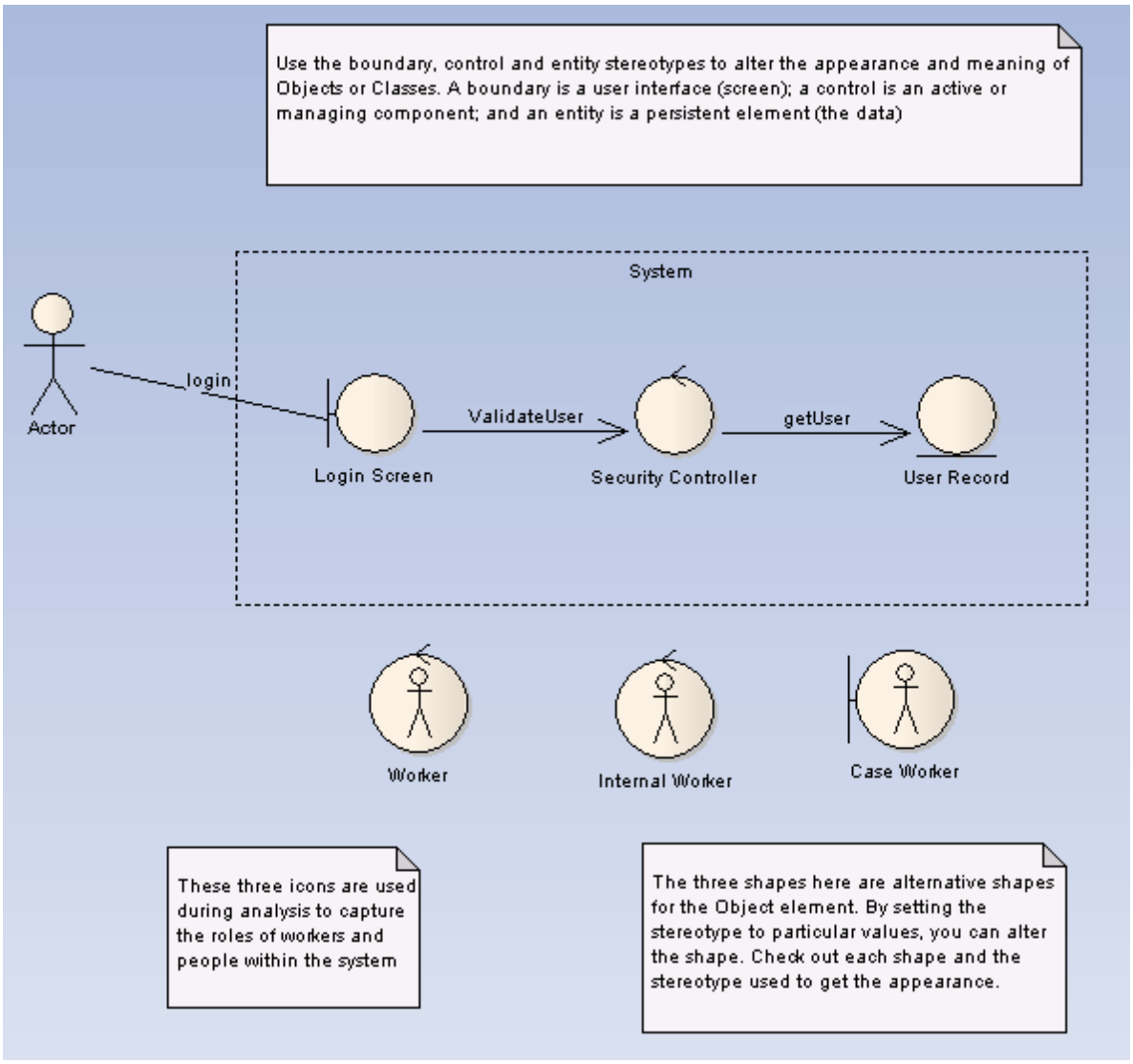
There are many other UML elements that you can also work with in Enterprise Architect, most of which are basic elements extended by the use of stereotypes. This topic gives a brief introduction to some of these elements.

- Analysis Stereotypes 1163
- Boundary Element 1164
- Business Modeling Stereotypes 1165
- Composite Elements 1166
- Control Element 1167
- Entity Element 1167
- Event Elements 1169
- Hyperlinks 1169
- N-Ary Association 1172
- Process 1173
- Requirements 1174
- Screen 1175
- Table 1176
- UI Control Elements 1176
- Web Stereotypes 1178
- Worker Stereotypes 1179

For more information on the use of stereotypes in Enterprise Architecture, see the UML Stereotypes 417 topic.

15.2.4.1 Analysis Stereotypes

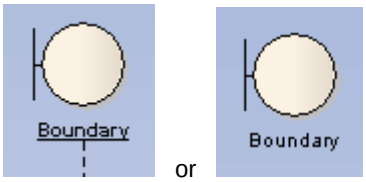
Enterprise Architect has some built in stereotypes that you can assign to an element during analysis. The effect of these stereotypes is to display a different icon from the normal element icon, providing a visual key to the element purpose. The diagram below illustrates the main types of inbuilt icons for elements:



The stereotypes used are:

- Boundary 1164 - for a system boundary (eg. a Login screen)
- Control 1167 - to specify an element is a controller of some process (as in the Model-View-Controller pattern)
- Entity 1168 - the element is a persistent or data element
- Worker 1179, Caseworker 1179 and Internal Worker 1179 - denote specific roles in the analysis based on RUP and Robustness analysis guidelines

15.2.4.2 Boundary



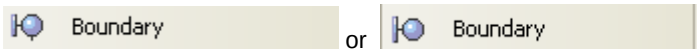
or

A *Boundary* is a stereotyped Class 1095 that models some system boundary, typically a user interface screen. It is used in the conceptual phase to capture users interacting with the system at a screen level (or some other boundary interface type). It is often used in Sequence 1042 and Robustness 1078 (Analysis 1069) diagrams. It is the *View* in the *Model-View-Controller* 1164 pattern.

To create 1164 a Boundary, click on the link.

Tip: *Use Boundary elements in analysis to capture user interactions, screen flows and element interactions (or 'collaborations').*

Toolbox Icon



or

15.2.4.2.1 Create a Boundary

Using the Toolbox

To create a Boundary 1164 element on a diagram, follow the steps below:

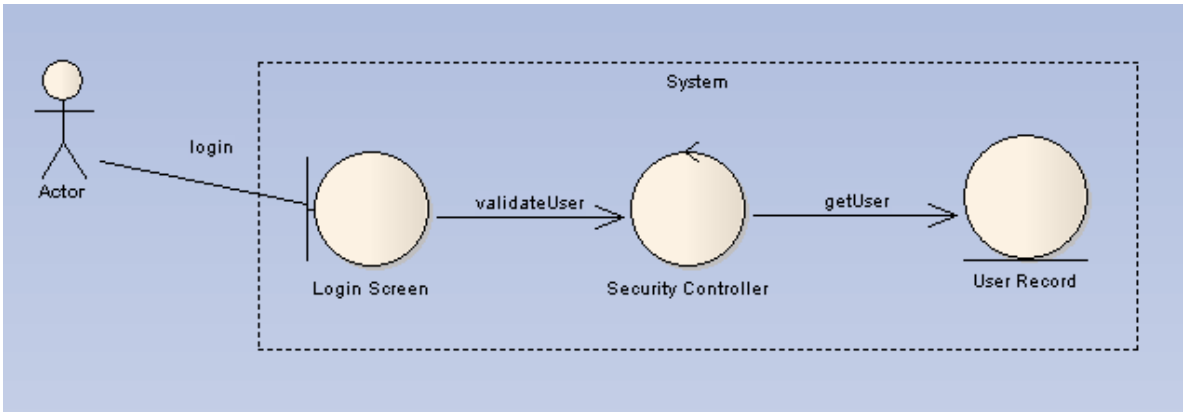
1. In the Enterprise Architect UML *Toolbox*, select the **More Tools | UML | Analysis** menu option.
2. From the *Analysis Elements* 115 page, drag the *Boundary* element onto the diagram.

Using the Properties Dialog

To create a Boundary element using the *Properties* dialog, follow the steps below:

1. Insert a new Class.
2. Right-click on the element and select the **Properties** menu option; the *Properties* dialog displays.
3. In the **Stereotype** field, type the value **boundary**.
4. Click on the **Apply** and **OK** buttons.
5. Save the diagram (**[Ctrl]+[S]**).

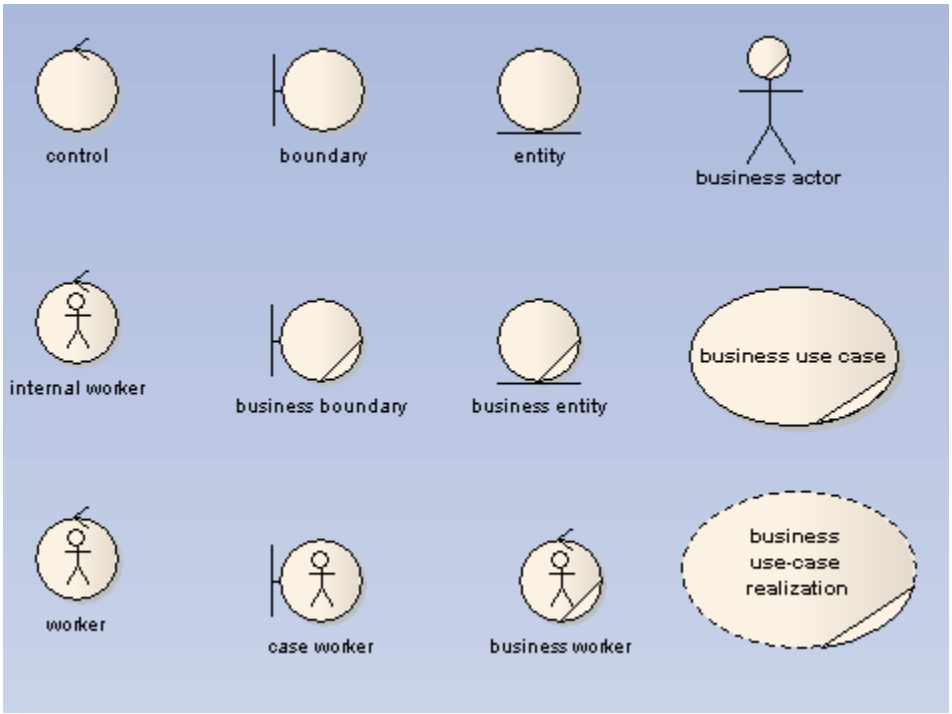
The illustration below shows an Actor 1093 interacting with a Boundary (in this case, a Login screen).



Note: *The Model-View-Controller (MVC) pattern is a design pattern for building a wide range of applications that have a user interface, business or application logic and persistent data.*

15.2.4.3 Business Modeling Stereotypes

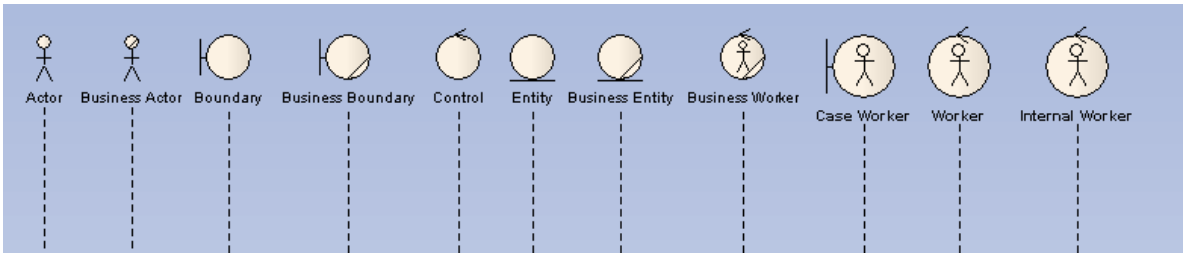
This diagram shows the range of inbuilt stereotyped icons for business modeling. These include business stereotypes for Classes 1095 and Objects 1134, and one each for Actors 1093 (*Business Actor*), Use Cases 1158 (*Business Use Case*) and Collaborations 1099 (*Business Use Case Realization*).



The name of each graphical element shown in the diagram is the value you type into the **Stereotype** field in the element *Properties* dialog. For example, for the *Business Use Case* element, type **business use case** in the **Stereotype** field.

The following diagram shows the inbuilt stereotype icons for business modeling with Sequence diagrams 187. As above, the name of each graphical element shown in the diagram is the value you type into the **Stereotype**

field in the element *Properties* dialog.



15.2.4.4 Composite Elements

Enterprise Architect supports *Composite elements* for Classes, Objects, Use Cases and such. A Composite element is a pointer to a child diagram.

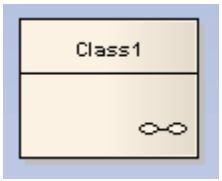
Create a Composite Element

To set Composite elements from the element context menu, follow the steps below:

1. Create the element to set as a Composite element.
2. Right-click on the element in the diagram and select the **Advanced | Composite Element** context menu option.

   Note: *If the* **Composite Element** *option is not listed in the context menu, the option is not available for the type of element you have selected.*

   The element displays as follows:



   Note the small icon in the bottom right hand corner indicating that this is now a Composite element.
3. Double-click on the Composite element to access the child diagram that it points to.

The Composite element and its child diagram are represented in the *Project Browser* window as follows:

Note that ClassX, ClassY and ClassZ are elements in the child diagram.

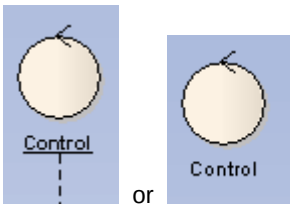
Alternative Notation

Composite elements might show their contents instead of their usual notation. To enable this notation, right-click on the element to open the context menu, then select the **Advanced | Show Composite Diagrams Contents** option.

The Automation Interface

Automation support is available for Composite elements. *Element* has an *Elements* collection and a *Diagrams* collection.

15.2.4.5 Control

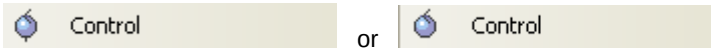


or

A *Control* is a stereotyped Class 1095 that represents a controlling entity or manager. A Control organizes and schedules other activities and elements, typically in Analysis 1069, Sequence 1042 and Communication 1052 diagrams. It is the *controller* of the *Model-View-Controller* 1167 pattern.

To create 1167 a Control, click on the link.

Toolbox Icon



or

15.2.4.5.1 Create a Control Element

Using the Toolbox

To create a Control 1167 element on a diagram, follow the steps below:

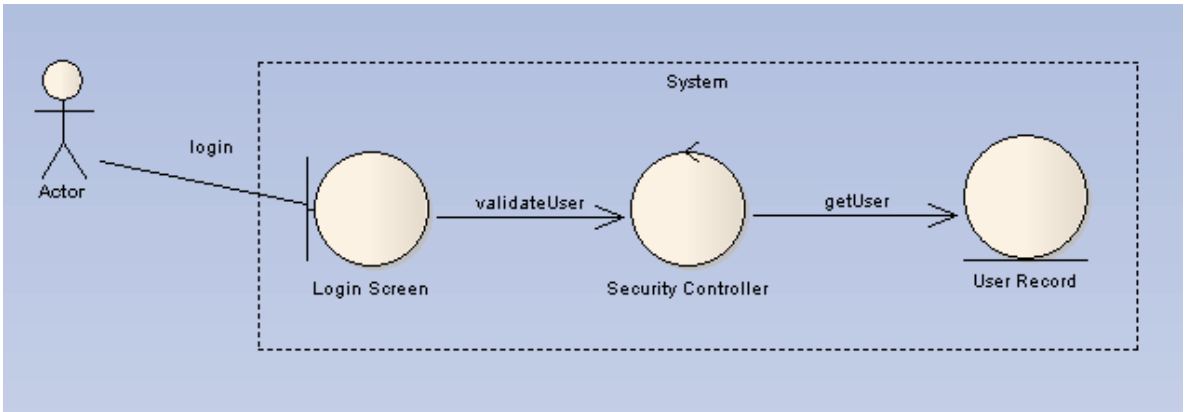
1. In the Enterprise Architect UML *Toolbox*, select the **More Tools | UML | Analysis** menu option.
2. From the *Analysis Elements* 115 page, drag the *Control* element onto the diagram.

Using the Properties Dialog

To create a Control element using the *Properties* dialog, follow the steps below:

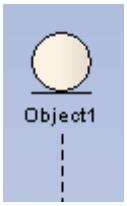
1. Insert a new Class.
2. Right-click on the element and select the **Properties** menu option; the *Properties* dialog displays.
3. In the **Stereotype** field, type the value **control**.
4. Click on the **Apply** and **OK** buttons.
5. Save the diagram (**[Ctrl]+[S]**).

The appearance changes as illustrated in the diagram below (for the *Security Controller* element):



Note: *The Model-View-Controller (MVC) pattern is a design pattern for building a wide range of applications that have a user interface, business or application logic and persistent data.*

15.2.4.6 Entity



From: Sequence Diagram 1042 Communication 1052, Object 1062, Analysis 1069 Diagrams

An *Entity* is a store or persistence mechanism that captures the information or knowledge in a system. It is the *Model* in the *Model-View-Controller* 1167 pattern.

To create 1168 an Entity, click on the link.

Toolbox Icon

or

15.2.4.6.1 Create an Entity

Using the Toolbox

To create an Entity 1168 element on a diagram, follow the steps below:

1. In the Enterprise Architect UML *Toolbox*, select the **More Tools | UML | Analysis** menu option.
2. From the *Analysis Elements* 115 page, drag the *Entity* element onto the diagram.

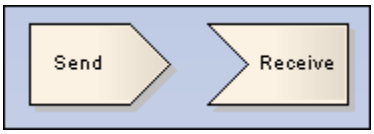
Using the Properties Dialog

To create an Entity element using the *Properties* dialog, follow the steps below:

1. Insert a new Class.
2. Right-click on the element and select the **Properties** menu option; the *Properties* dialog displays.
3. In the **Stereotype** field, type the value **entity**.
4. Click on the **Apply** and **OK** buttons.
5. Save the diagram (**[Ctrl]+[S]**).

15.2.4.7 Event

The UML includes two elements that are used to model *Events*. The first element is the *Send Event*. This element models the generation of a stimulus in the system and the passing of that stimulus to other elements, either within the system or external to the system.

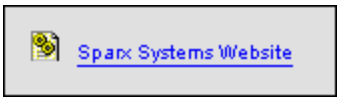


The second element is the *Receive Event*, which is depicted as a rectangle with a recessed 'V' on the left side. This element indicates that an event occurs in the system due to some external or internal stimulus. Typically this invokes further activities and processing.

Send and Receive Events can be added from the *Analysis* 115 and *Activity* 110 *Element* pages of the Enterprise Architect UML *Toolbox*.

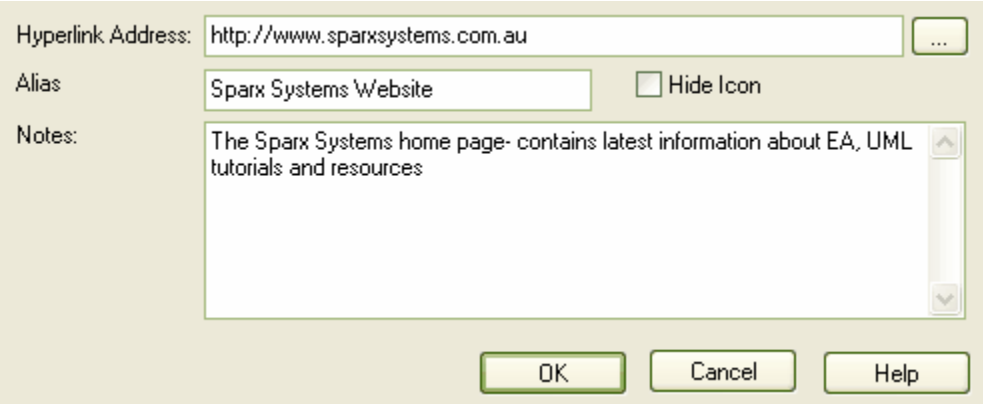
Toolbox Icons

15.2.4.8 Hyperlinks



You can place a *Hyperlink* element onto a diagram. This element is a type of text element, but one that can contain a pointer to a document file or web address. When you double-click on the element, Enterprise Architect executes the related file or address. You can connect diagrams to associated files, web pages, Help and even other Enterprise Architect model files. To add a Hyperlink element, click on the **Hyperlink** icon in the *Elements* toolbar and then click on the diagram.

Configure the Hyperlink

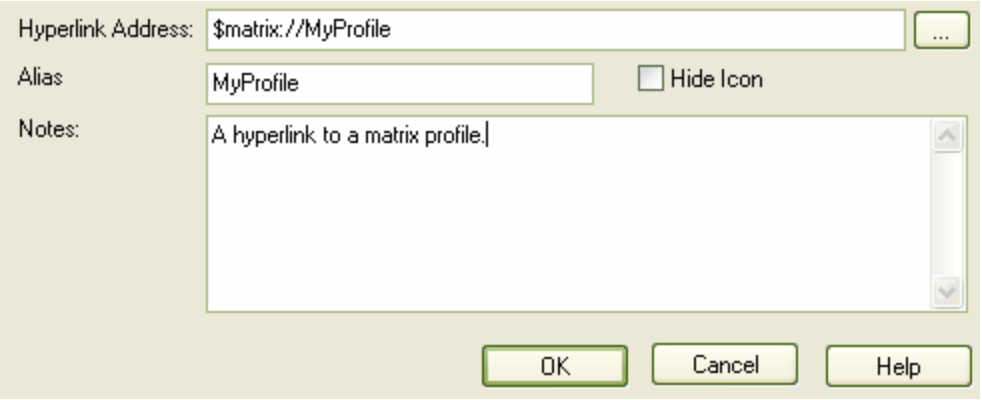


Create Hyperlinks to Enterprise Architect Views

Hyperlinks can also be added as a Hyperlink object in a diagram with various other targets, such as a Matrix Profile or Help topic.The target opens within the Enterprise Architect work area, as a view. In the **Hyperlink Address** field:

- For a Matrix Profile, use *$matrix://* followed by the name of the profile (eg. *$matrix://MyProfile*).
- For a Help topic, use *$help://* followed by the name of the Help topic file (eg. *$help://ShipDiag.htm*)
- For a search, use *$search://Name=Searchtype;Term=Searchterm;* (eg. *$search://Name=Changes - In Progress;Term=High Priority;*)
- To open the discussion forum, use *$forum://*
- To access an internet facility use *$inet://* followed by the http address(eg. *$inet://http://www.google.com/*)

Note: *The difference between this* $inet *Hyperlink and the direct* (http://*) link is that whilst the* $inet *link opens the target as an Enterprise Architect view, the direct link opens the target as a new window separate from Enterprise Architect.*

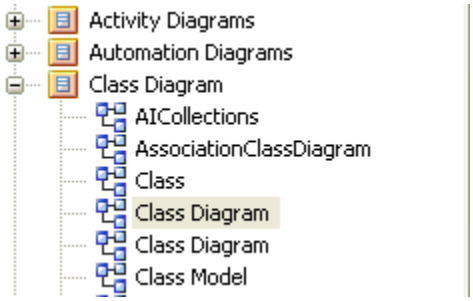


Create Hyperlinks Between Diagrams

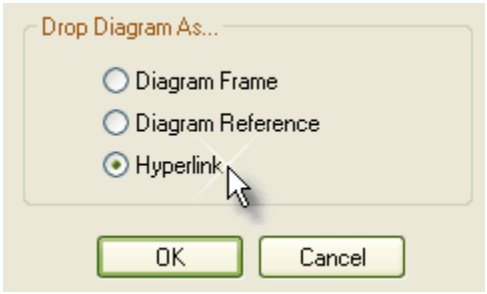
To create Hyperlinks between diagrams, follow the steps below.

Note: *If the Hyperlinks appear as Sub Activities select the* **Tools | Options | Diagram | Behavior** *menu option and deselect the* **Use Automatic SubActivities** *checkbox.*

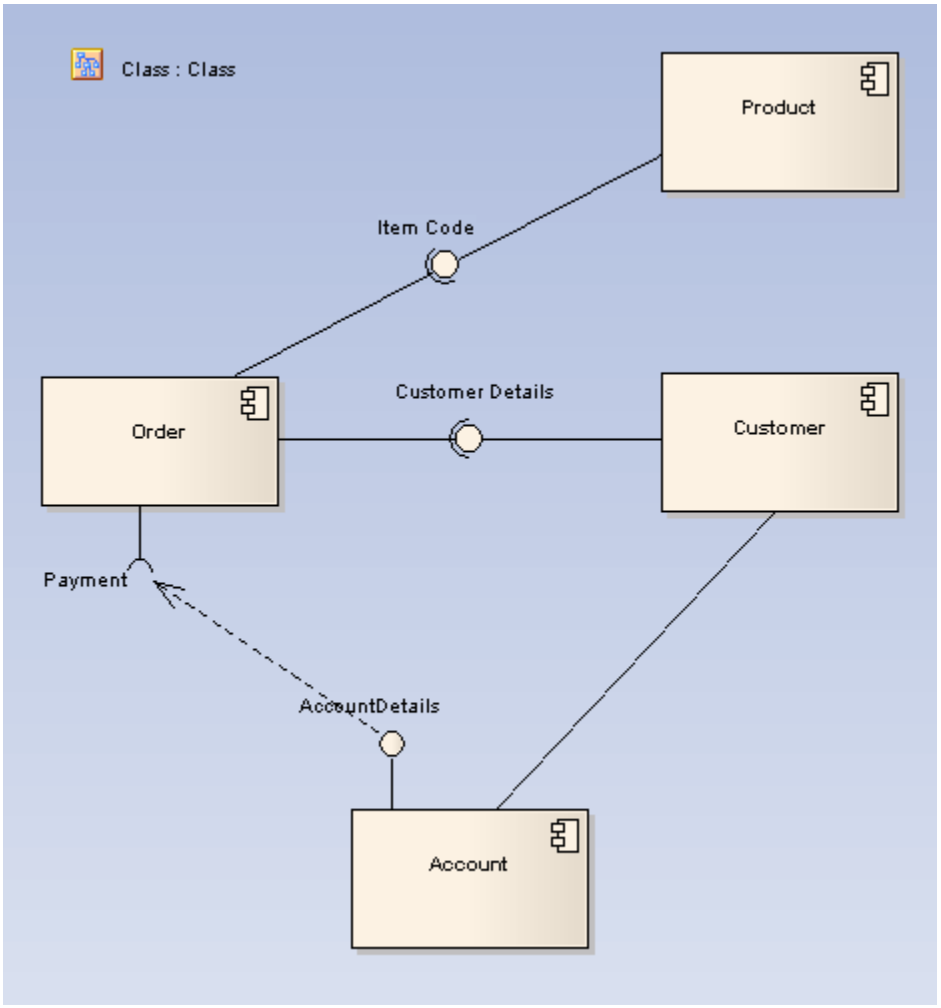
1. Open the diagram in which to display a Hyperlink to another diagram. From the *Project Browser* window select the diagram you want to create a Hyperlink to.



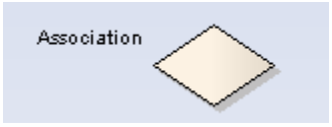
2. Drag the diagram on to the current diagram. The *Select Type* dialog displays.



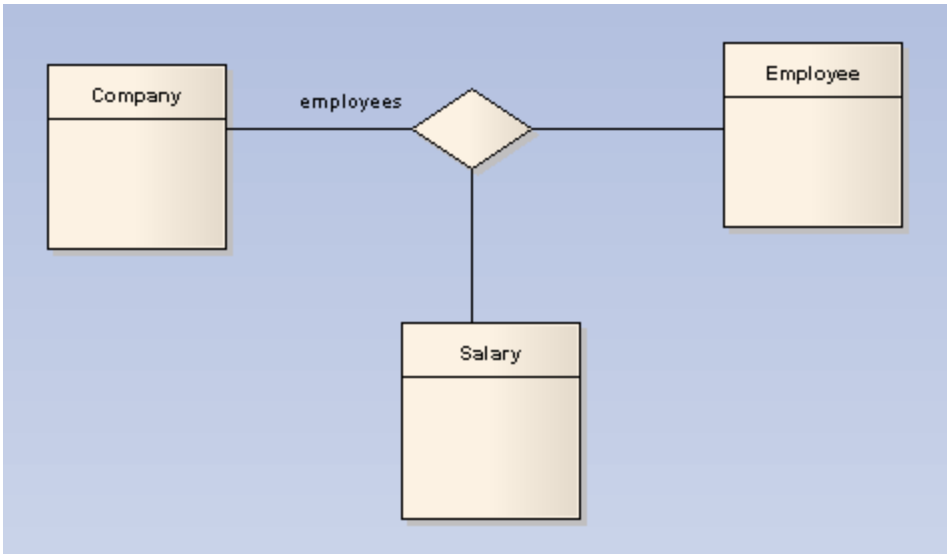
3. Select the **Hyperlink** option and click on the **OK** button. The final hyperlinked diagram should resemble the diagram below, where the *Class* diagram is the diagram to which the *Product Order* diagram hyperlinks.



15.2.4.9 N-Ary Association



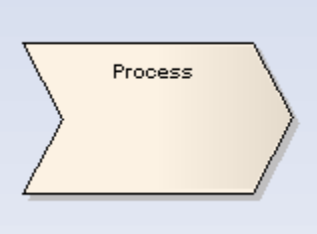
An *n-Ary* A*ssociation* element is used to model complex relationships between three or more elements, typically in a Class diagram 1060. It is not a commonly-employed device, but can be used to good effect where there is a dependant relationship between several elements. It is generally used with the Associate 1183 connector, but the relationships can include other types of connector.



In the example above there is a relationship between a *Company,* an *Employee* and a *Salary*.

Toolbox Icon

15.2.4.10 Process



A *Process* is an *Activity* 1088 element with the stereotype **process**, which expresses the concept of a business process. Typically this involves inputs, outputs, work flows, goals and connections with other Processes. The Process element is typically used in Analysis diagrams 1069.

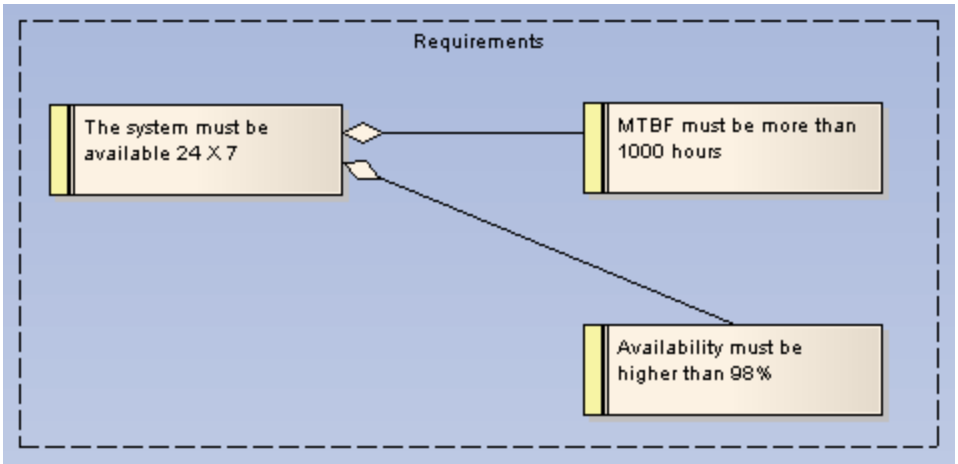
Business processes typically range across many parts of the organization and span one or more systems.

Toolbox Icon

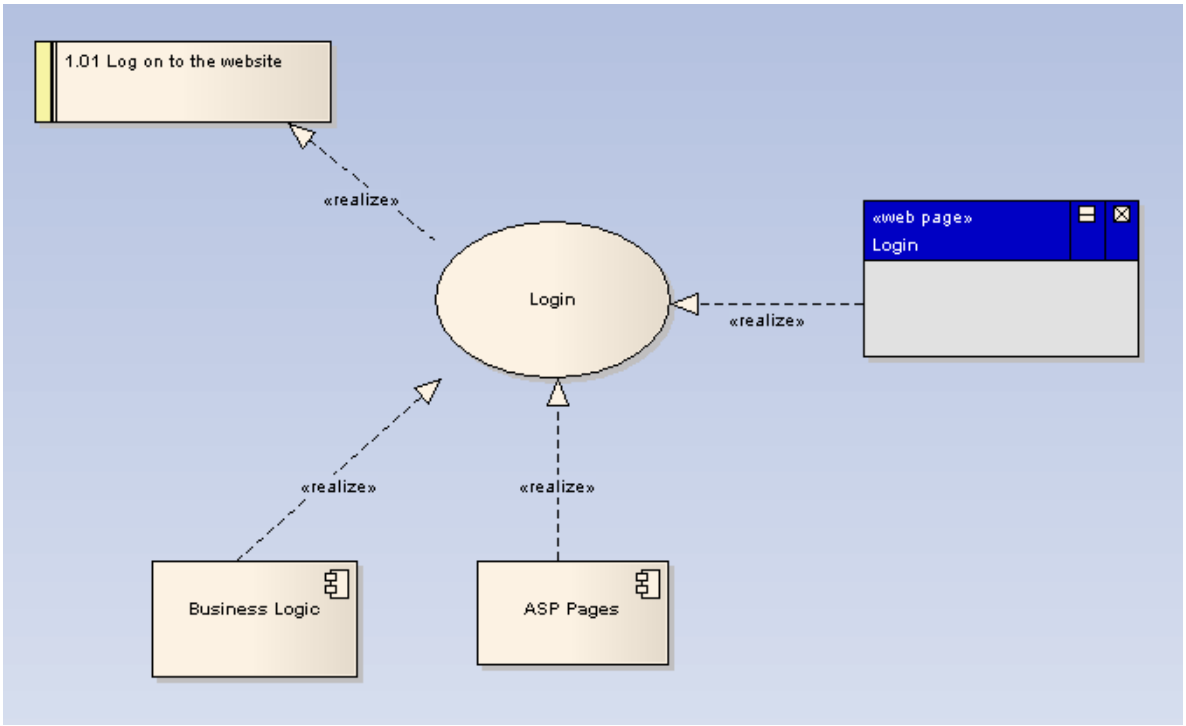
15.2.4.11 Requirements

As an analysis step, often it is desirable to capture simple *system requirements*. These are eventually realized by Use Cases 1158.

In the initial requirement gathering phase, cataloging requirements can be achieved using the *Requirement* extension on a *Custom diagram* 1071.



Requirements can also be aggregated to create a hierarchy. The diagram below illustrates how this might be done.



A requirement that a user can log into a website is implemented by the *Login* use case, which in turn is implemented by the *Business Logic*, *ASP Pages* and *Login Web Page*. Using this approach, you can easily model quite detailed and complex dependencies and implementation relationships.

Note: *External requirements can be created with or without an identifying* ***E*** *in the top right corner of the element. To toggle display of the this letter, select or deselect the* **Show stereotype icon for requirements** *checkbox on the Options dialog, Objects 188 page.*

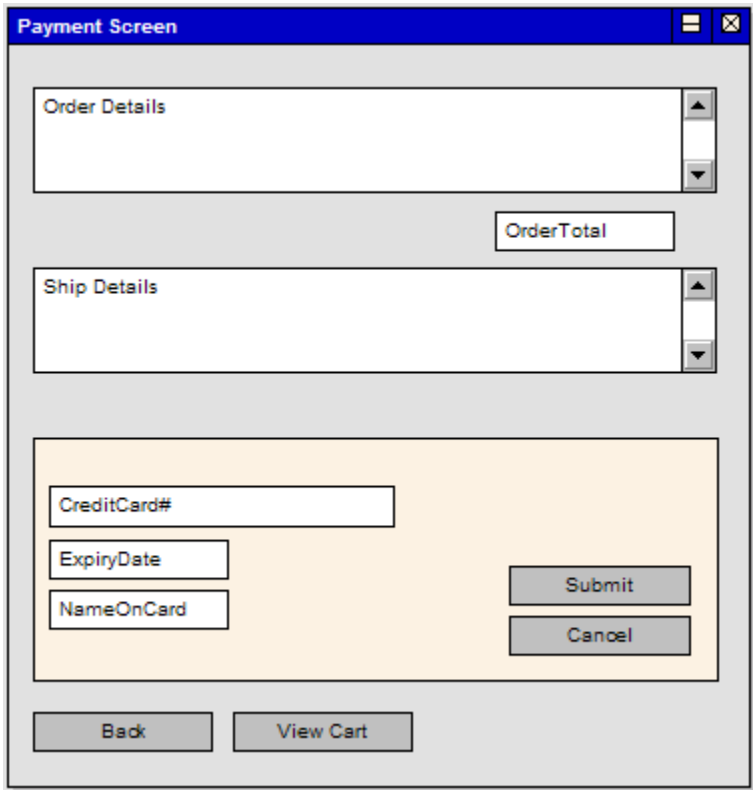
Toolbox Icon

15.2.4.12 Screen

A *Screen* is used to prototype User Interface screen flow. By using UML features such as requirements, constraints and scenarios against User Interface 1075 diagram elements, you can build up a solid and detailed understanding of user interface behavior without having to use code. This becomes an excellent means of establishing the precise behavior the system has from a user perspective, and in conjunction with the Use Case 32 model, defines exactly how a user gets work done.

Web pages can also be prototyped and specified rigorously using Enterprise Architect's custom interface extensions.

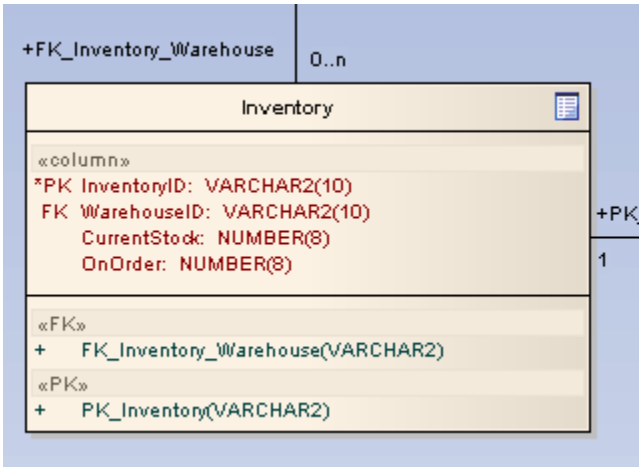
The example diagram below illustrates some features of Enterprise Architect's screen modeling extensions that support web page prototyping. By adding requirements, rules, scenarios and notes to each element, a detailed model is built up of the form or web page, without having to resort to GUI builders or HTML.



Note: *Enterprise Architect displays UI Controls 1176 as a range of special icons, depending on the stereotype used; for example, a Control stereotyped as a* <<list>> *displays with a vertical scroll bar.*

Toolbox Icon

15.2.4.13 Table



A *Table* is a stereotyped *Class* 1095. It is drawn with a small table icon in the upper right corner. You typically use this element in Data Modeling 1077 and Class 1060 diagrams.

A Table element has a special *Properties* dialog, with settings for database type and the ability to set column information and data-related operations such as triggers and indexes. When setting up a Table, make sure you set the default database type 839 for that Table, otherwise you do not have any data types to choose from when creating columns.

Toolbox Icon

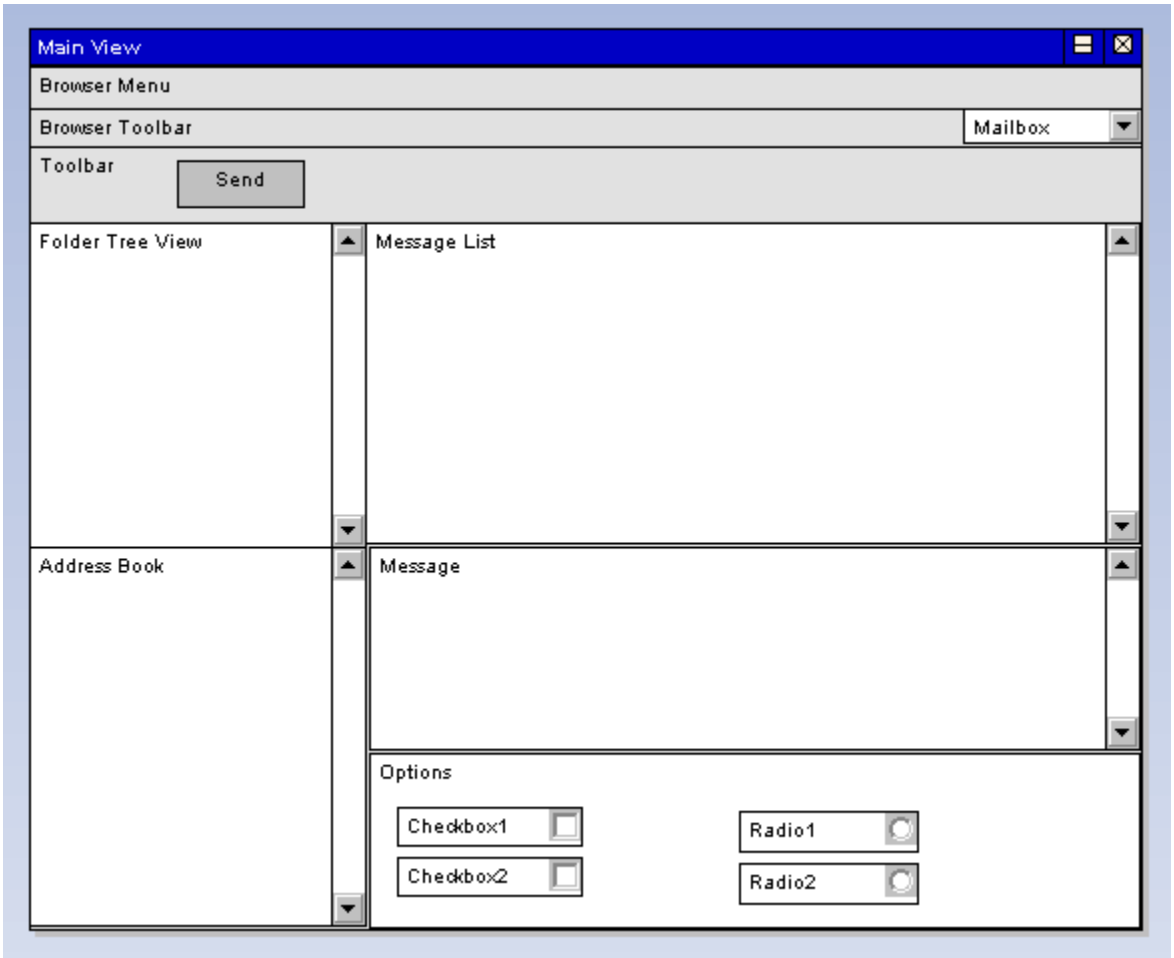
15.2.4.14 UI Control Element

A *UI Control element* represents any user interface control element (eg. edit box). It is used for capturing the components of a screen 1175 layout and requirements in a Custom 1071 or User Interface 1075 diagram.

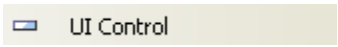
UI Controls can be drawn 1177 in a variety of ways depending on the element *stereotype*:

Control Image	Stereotype
Vertical Scrollbar	list, treelist, report, listview
Simple rectangle	textbox, text, edit, editbox, input, date, time
Shaded rectangle	form, panel, dialog
Dark rectangle	button, click on button, action
Combo-box type	combobox, combo, dropdown, drop list

Control Image	Stereotype
Checkbox	check, checkbox, tick
Radio button	radio, group, option



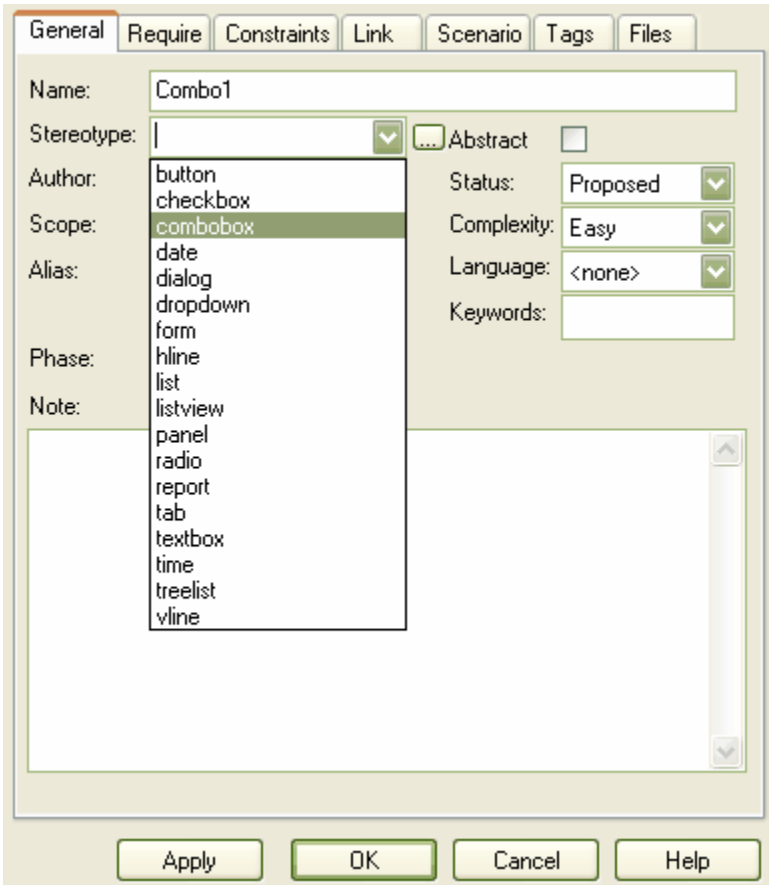
Toolbox Icon



15.2.4.14.1 Create A UI Control Element

Create a *UI Control element* with the required representation 1176, follow the steps below:

1. Create a User Interface 1075 diagram.
2. Drag a *UI Control* element from the *User Interface Elements* page of the Enterprise Architect UML *Toolbox* onto the diagram. The *GUIElement : UI Control* dialog displays.



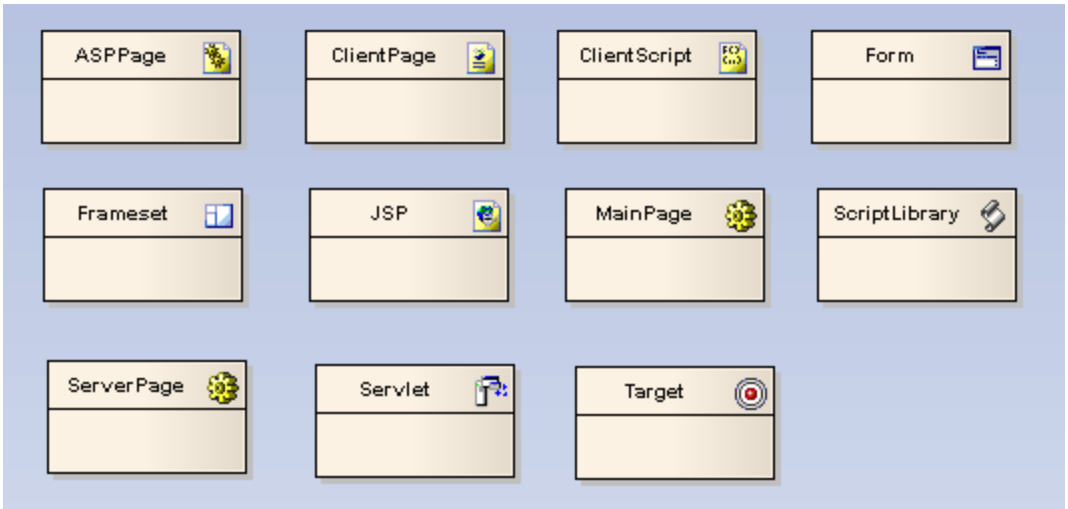
3. In the **Stereotype** field, type the required stereotype name or click on the drop-down arrow and select the appropriate stereotype.

   Note: *Initially, not every possible stereotype name is listed in the* **Stereotype** *field drop-down list; they are added as you type them into the field*

4. In the **Name** field, type an appropriate name for the element, then click on the **Apply** button.

15.2.4.15 Web Stereotypes

Enterprise Architect supports a number of stereotypes for web page modeling. These supported types display with a graphical icon instead of the usual <<*stereotype*>> format. These stereotypes are only supported for *Class* 1095 elements. The image below indicates the various graphical icons and their associated stereotypes.

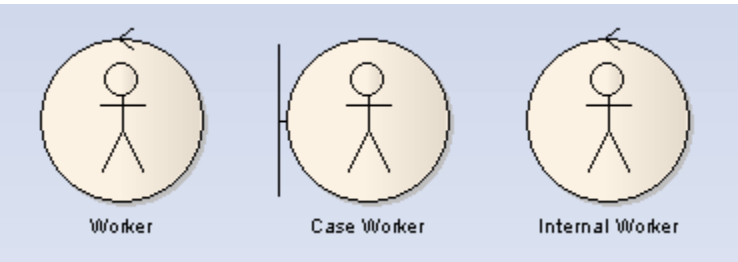


Set a Web Icon

To set a web icon, follow the steps below:

1. Create a new Class element in a diagram.
2. Display the Class *Properties* dialog.
3. In the **Stereotype** field, either type in the required stereotype name or click on the drop-down arrow and select the required stereotype (as named above).
4. Click on the **OK** button. The Class displays as in one of the examples above.

15.2.4.16 Worker Stereotypes



Some additional stereotyped Classes 1095 are available for performing business process modeling. These stereotypes are used to model the workers within and external to the system.

The additional stereotypes are:

- *Case worker* (Class with stereotype *case worker*)
- *Internal worker* (Class with stereotype *internal worker*)
- *Worker* (Class with stereotype *worker*).

15.3 UML Connectors

What is a Connector?

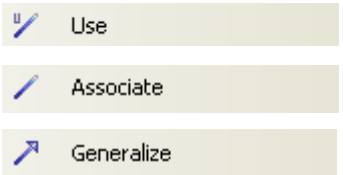
A *connector* is a logical or functional relationship between model elements. There are several different connector types, each having a particular purpose and syntax. Enterprise Architect supports all of the UML connectors as well as some custom ones of its own. Together with the UML Elements 1078, these form the basis of UML models.

For more information on using these connectors, consult the appropriate topic by clicking on the required connector icon in the table below.

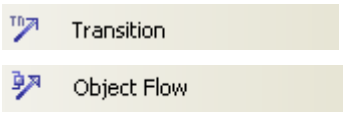
Behavioral Diagram Connectors

Activity Diagrams

Use Case Diagrams

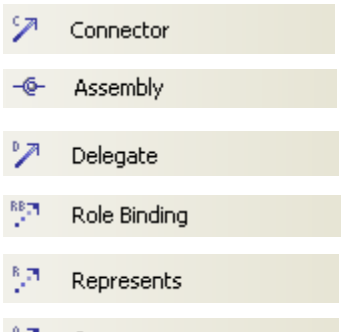


State Diagrams

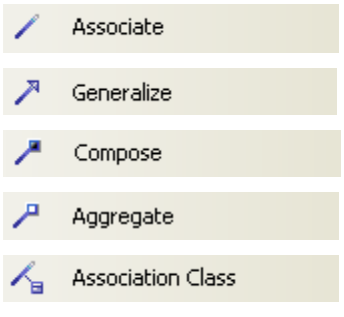


Structural Diagram Connectors

Composite Structure Diagrams

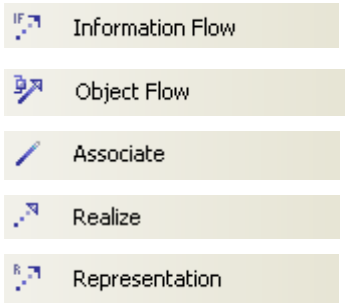


Package, Class and Object Diagrams

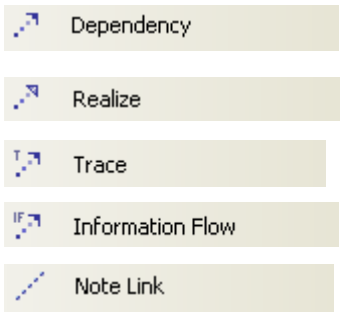


Inbuilt and Extended Connectors

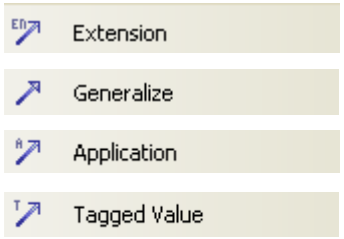
Analysis Diagrams



Common Connectors



Profile 407



Timing Diagrams

- Message

Sequence Diagrams

- Message
- Self-Message
- Recursion
- Call

Communication Diagrams

- Associate
- Realize
- Nesting

Interaction Overview Diagrams

- Control Flow
- Object Flow
- Interrupt Flow
- Fork/Join
- Fork/Join

Maintenance

- Aggregate

XML Schema

- Generalize
- Associate

- Package Merge
- Package Import

Component Diagrams

- Assembly
- Delegate
- Associate
- Realize
- Generalize

Deployment Diagrams

- Associate
- Communication Path
- Association Class
- Generalize
- Realize
- Deployment
- Manifest
- Object Flow
- Nesting

User Interface

- Associate
- Aggregate
- Generalize
- Realize

- Redefinition

Metamodel 574

- Generalize
- Associate
- Compose
- Aggregate

Custom

- Associate
- Aggregate
- Generalize
- Realize
- Nesting

Requirements

- Aggregate
- Inheritance
- Associate
- Implements

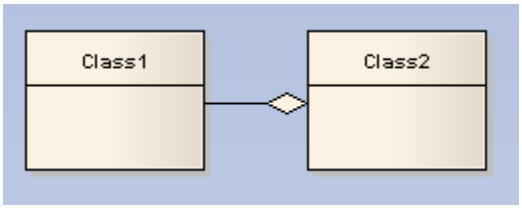
WSDL

No special connectors

Data Modeling

No special connectors

15.3.1 Aggregate



An *Aggregation* relationship is a type of association that shows that an element contains or is composed of other elements. It is used in Class models 1060, Package models 1058 and Object models 1062 to show how more complex elements (aggregates) are built from a collection of simpler elements (component parts; eg. a car from wheels, tires, motor and so on).

A stronger form of aggregation, known as Composite Aggregation, is used to indicate ownership of the whole over its parts. The part can belong to only one Composite Aggregation at a time. If the composite is deleted, all of its parts are deleted with it.

After drawing an Aggregation association, its form can be changed 1182.

Toolbox Icon

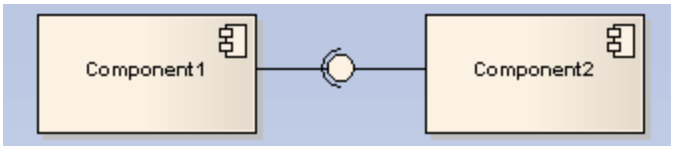
15.3.1.1 Change Aggregation Link Form

In Enterprise Architect, the default Aggregation relationship 1182 is the weak form of the relationship, represented by a hollow diamond. To change the form of an Aggregation link from weak to strong, follow the steps below.

1. Right-click on an Aggregation link to display the context menu.
2. Select **Set Aggregation to Composite**. The diamond is shown as filled.

Note: *If the link is already a Strong (Composition) link, the context menu option changes to* **Set Aggregation to Shared**.

15.3.2 Assembly



An *Assembly* connector bridges a component's required interface 1118 (Component1) with the provided interface of another component (Component2), typically in a Component diagram 1066.

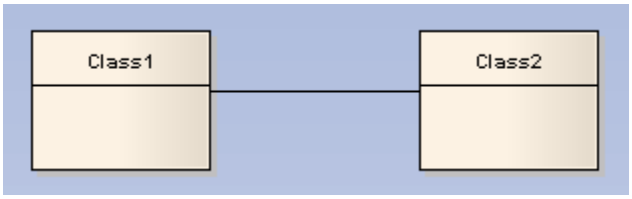
Toolbox Icon

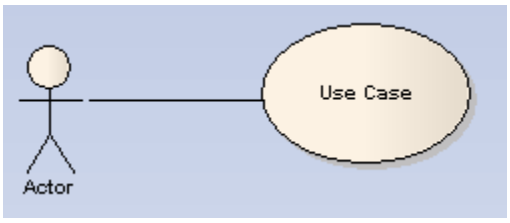
OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 156*) states:

An assembly connector is a connector between two components that defines that one component provides the services that another component requires. An assembly connector is a connector that is defined from a required interface or port to a provided interface or port.

15.3.3 Associate





An *Association* implies two model elements have a relationship, usually implemented as an instance variable in one Class 1095. This connector can include named roles at each end, multiplicity, direction and constraints. Association is the general relationship type between elements. To connect more than two elements in an association, you can use the N-Ary Association 1172 element .

When code is generated for Class diagrams 1060, Associations become instance variables in the target Class. The relationship is also used in Package, 1058 Object, 1062 Communication 1052 and Deployment 1068 diagrams.

Toolbox Icon

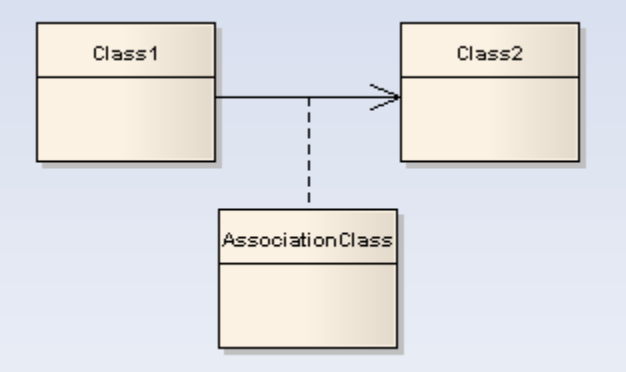
OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 41*) states:

An association specifies a semantic relationship that can occur between typed instances. It has at least two ends represented by properties, each of which is connected to the type of the end. More than one end of the association may have the same type.

An end property of an association that is owned by an end class or that is a navigable owned end of the association indicates that the association is navigable from the opposite ends; otherwise, the association is not navigable from the opposite ends.

15.3.4 Association Class

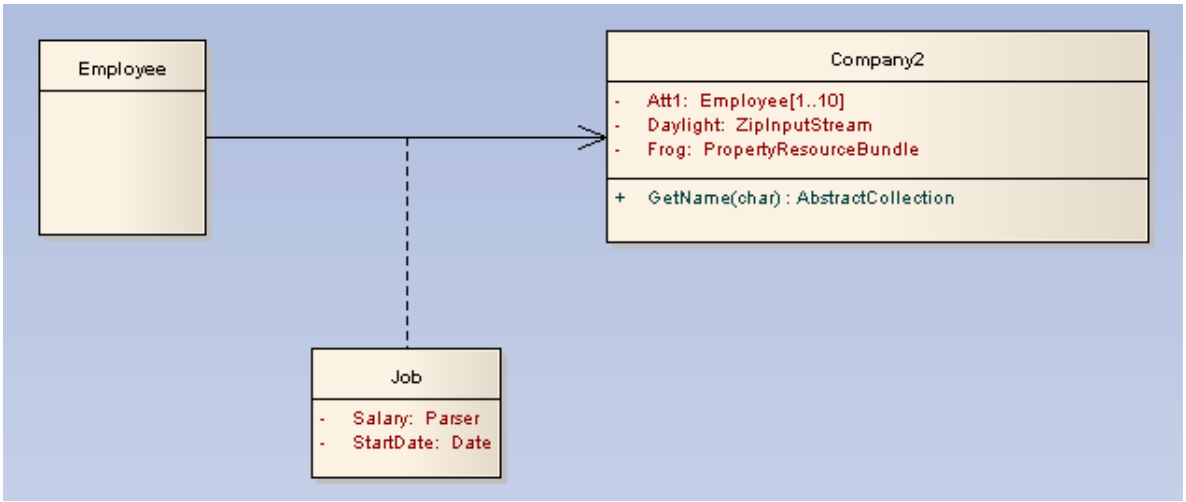


An *Association Class* connection is a UML construct that enables an Association 1183 connector to have attributes 329 and operations 341 (features). This results in a hybrid relation with the characteristics of a connection and a Class 1095. It is used to model particular types of connections in UML (see the OMG UML Specification 1185 for more details).

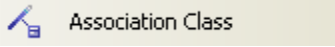
When you add an Association Class connection, Enterprise Architect also creates a Class that is automatically linked to the Association. When you hide or delete the Association, the Class is also hidden or deleted.

To add an Association Class to a Class 1060 or Deployment 1068 diagram, click on the *Association Class* icon in the Enterprise Architect UML *Toolbox*. Click and hold on the source object in the diagram while you drag the line to the target element, then release the mouse button. Enterprise Architect draws the connector and adds the Class, then prompts you to add the Class name. Note that the names of the Class and the connector are the same. You can also link a new Class to an existing Association 1185.

The following diagram illustrates an Association Class between model elements. Note the dotted line from the Class to the Association. You cannot move or delete this line.



Toolbox Icon



OMG UML Specification

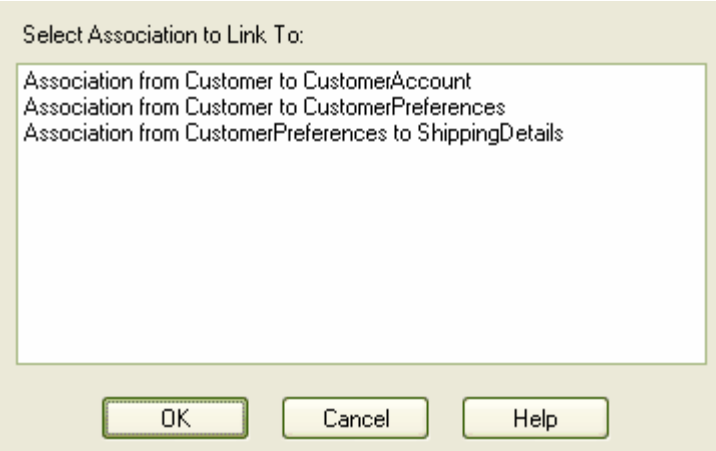
The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 49*) states:

A model element that has both association and class properties. An AssociationClass can be seen as an association that also has class properties, or as a class that also has association properties. It not only connects a set of classifiers but also defines a set of features that belong to the relationship itself and not to any of the classifiers.

15.3.4.1 Link a New Class to an Existing Association

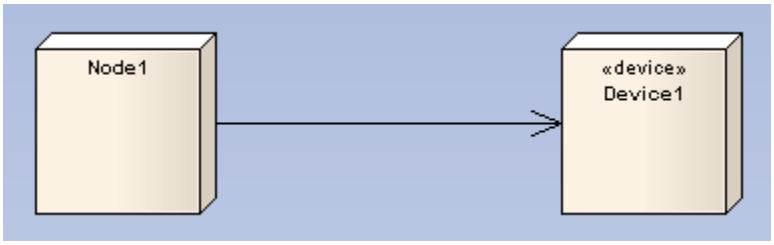
To link a new Class to an existing Association, follow the steps below:

1. Create a Class in the diagram containing the Association to link.
2. Right-click on the new Class. The context menu displays.
3. Select the **Advanced | Make Association Class** 1184 menu option. The *Create Association Class* dialog displays.



4. Select the link to connect to.
5. Click on the **OK** button.

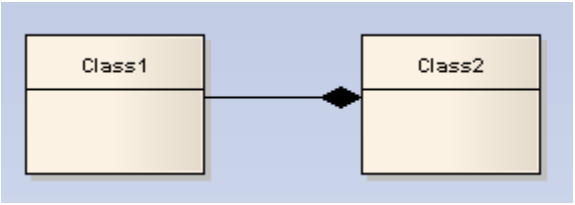
15.3.5 Communication Path



A *Communication Path* defines the path through which two *DeploymentTargets* are able to exchange signals and messages. Communication Path is a specialization of *Association* 1183. A DeploymentTarget is the target for a deployed Artifact 1093 and can be a Node 1133, Property or InstanceSpecification 1109 in a Deployment diagram 1068.

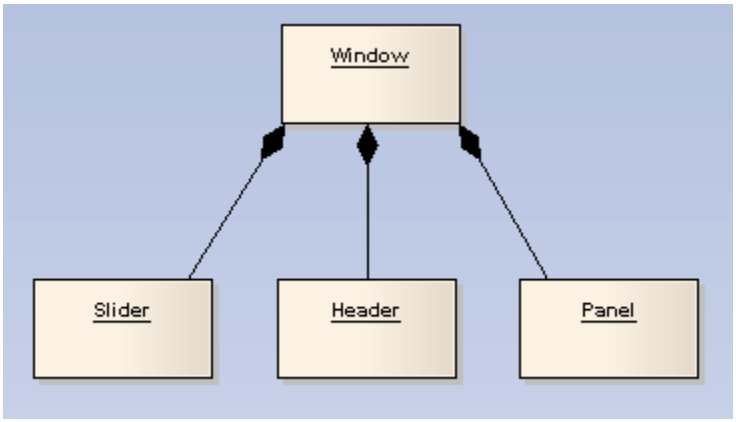
Toolbox Icon

15.3.6 Compose



A *Composite* Aggregation 1182 is used to depict an element that is made up of smaller components, typically in a Class 1060 or Package 1058 diagram. A component - or part instance - can be included in a maximum of one composition at a time. If a composition is deleted, usually all of its parts are deleted with it; however, a part can be individually removed from a composition without having to delete the entire composition. Compositions are transitive, asymmetric relationships and can be recursive.

See the example below.



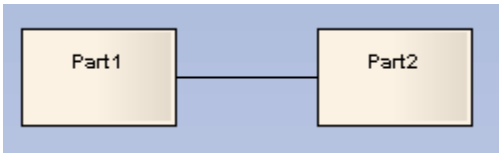
Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 43*) states:

Composite aggregation is a strong form of aggregation that requires a part instance be included in at most one composite at a time. If a composite is deleted, all of its parts are normally deleted with it.

15.3.7 Connector



Connectors illustrate communication links between parts to fulfill the structure's purpose, typically in a Composite Structure 1063 diagram. Each Connector end is distinct, controlling the communication pertaining to its connecting element. These elements can define constraints specifying this behavior. Connectors can have multiplicity.

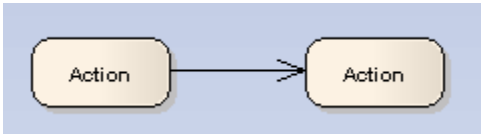
Toolbox Icon

OMG UML Specification

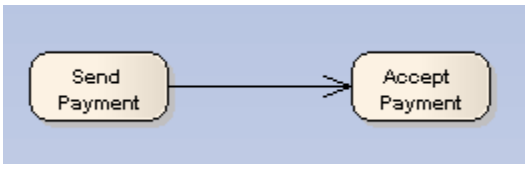
The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 177*) states:

Specifies a link that enables communication between two or more instances. This link may be an instance of an association, or it may represent the possibility of the instances being able to communicate because their identities are known by virtue of being passed in as parameters, held in variables or slots, or because the communicating instances are the same instance. The link may be realized by something as simple as a pointer or by something as complex as a network connection. In contrast to associations, which specify links between any instance of the associated classifiers, connectors specify links between instances playing the connected parts only.

15.3.8 Control Flow



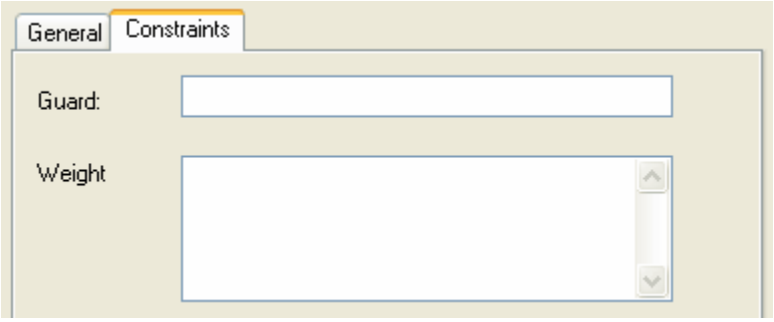
The *Control Flow* is a connector linking two nodes in an Activity diagram 1009. Control Flow connectors bridge the flow between Activity nodes, by directing the flow to the target node once the source node's activity is completed.



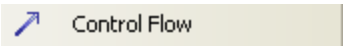
Control Flows and *Object Flows* can define a *Guard* and a *Weight* condition.

A *Guard* defines a condition that must be true before control passes along that activity edge. A practical example of this is where two or more activity edges (Control Flows) exit from a *Decision* 1108 element. Each flow should have a Guard condition that is exclusive of the other and defines which edge is taken under what conditions. The Control Flow *Properties* dialog enables you to set up Guard conditions on Control Flows and on Object Flows.

A *Weight* defines the number of tokens that can flow along a Control or Object Flow connection when that edge is traversed. Weight can also be defined on the Control Flow and Object Flow *Properties* dialogs.



Toolbox Icon



See Also

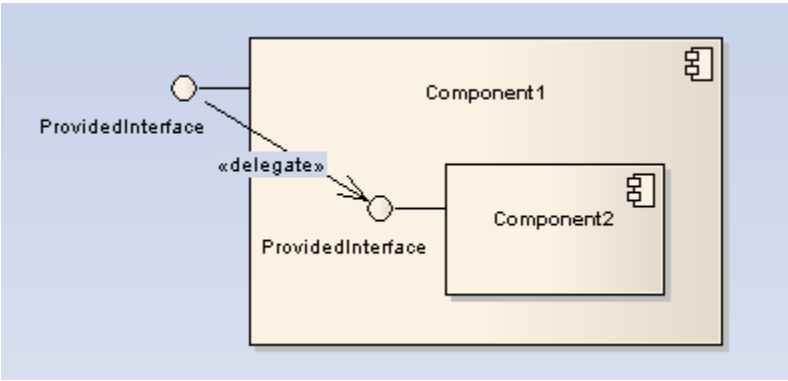
- Actions 1083

OMG UML specification:

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 356*) states:

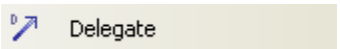
A control flow is an edge that starts an activity node after the previous one is finished.

15.3.9 Delegate



A *Delegate Connector* defines the internal assembly of a component's external Ports 1139 and Interfaces 1127, on a Component diagram 1066. Using a Delegate Connector wires the internal workings of the system to the outside world, by a delegation of the external interfaces' connections.

Toolbox Icon

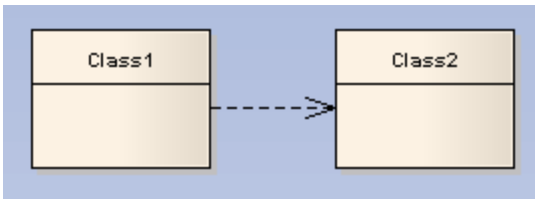


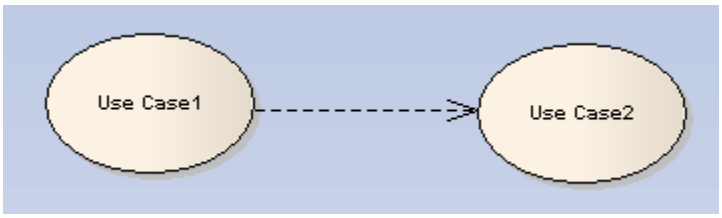
OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 156*) states:

A delegation connector is a connector that links the external contract of a component (as specified by its ports) to the internal realization of that behavior by the component's parts. It represents the forwarding of signals (operation requests and events): a signal that arrives at a port that has a delegation connector to a part or to another port will be passed on to that target for handling.

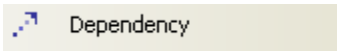
15.3.10 Dependency





Dependency relationships are used to model a wide range of dependent relationships between model elements in Use Case 1011, Activity 1088 and Structural 1057 diagrams, and even between models themselves. You can create the Dependency from the *Common* 104 page of the Enterprise Architect UML *Toolbox*. The Dependencies package as defined in UML 2.1 has many derivatives, such as *Realization* 1216, *Deployment* 1190 and *Use* 1221. Once you create a Dependency you can further refine its meaning by applying a specialized stereotype 1189.

Toolbox Icon



OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 64*) states:

A dependency is a relationship that signifies that a single or a set of model elements requires other model elements for their specification or implementation. This means that the complete semantics of the depending elements is either semantically or structurally dependent on the definition of the supplier element(s).

15.3.10.1 Apply a Stereotype

To apply a stereotype to a *Dependency* 1189 relationship, follow the steps below:

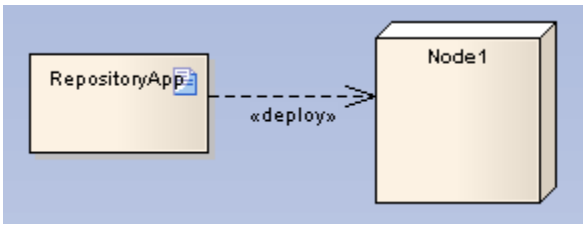
1. Select the Dependency relationship to change.
2. Right-click on the link and, from the context menu, select the **Dependency Properties** option. The *Dependency Properties* dialog displays.
3. In the **Stereotype** field, either type in the required stereotype name or click on the drop-down arrow and

select the stereotype from the list.

4. Click on the **OK** button.

Alternatively, you can right-click on the Dependency relationship and select the the **Advanced | Dependency Stereotypes** menu option, then select from a shorter list of standard stereotypes.

15.3.11 Deployment



A *Deployment* is a type of Dependency 1189 relationship that indicates the deployment of an artifact onto a node or executable target, typically in a Deployment diagram 1068. A Deployment can be made at type and instance levels. At the type level, a Deployment would be made for every instance of the node. Deployment can also be specified for an instance of a node, so that a node's instances can have varied deployed artifacts. With composite structures modeled with nodes defined as Parts 1138, Parts can also serve as targets of a Deployment relationship.

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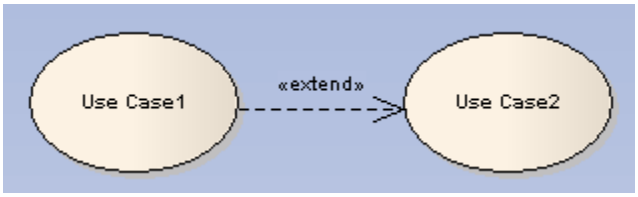
15.3.12 Extend



An *Extend* connection is used to indicate that an element extends the behavior of another. Extensions are used in Use Case models 1011 to indicate that one Use Case 1158 (optionally) extends the behavior of another. An extending Use Case often expresses alternate flows.

Toolbox Icon

OMG UML Specification

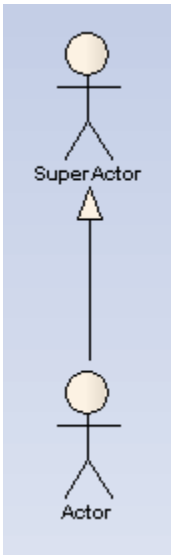
The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 587*) states:

This relationship specifies that the behavior of a use case may be extended by the behavior of another (usually supplementary) use case. The extension takes place at one or more specific extension points defined in the extended use case. Note, however, that the extended use case is defined independently of the

extending use case and is meaningful independently of the extending use case. On the other hand, the extending use case typically defines behavior that may not necessarily be meaningful by itself. Instead, the extending use case defines a set of modular behavior increments that augment an execution of the extended use case under specific conditions.

Note that the same extending use case can extend more than one use case. Furthermore, an extending use case may itself be extended.

15.3.13 Generalize



A *Generalization* is used to indicate inheritance. Drawn from the specific classifier to a general classifier, the generalize implication is that the source inherits the target's characteristics. It is used typically in Class 1060, Component 1066, Object 1062, Package 1058, Use Case 1011 and Requirements 1073 diagrams.

Toolbox Icon

(and 

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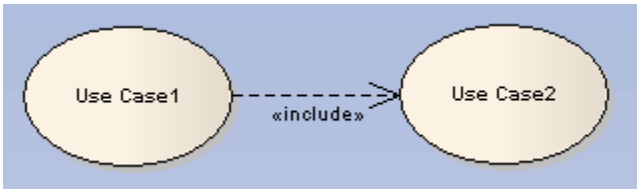
OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 73*) states:

A generalization is a taxonomic relationship between a more general classifier and a more specific classifier. Each instance of the specific classifier is also an indirect instance of the general classifier. Thus, the specific classifier inherits the features of the more general classifier.

15.3.14 Include



An *Include* connection indicates that the source element includes the functionality of the target element. Include connections are used in Use Case models 1011 to reflect that one Use Case 1158 includes the behavior of another. Use an Include relationship to avoid having the same subset of behavior in many Use Cases; this is similar to delegation 1188 used in Class models 1060.

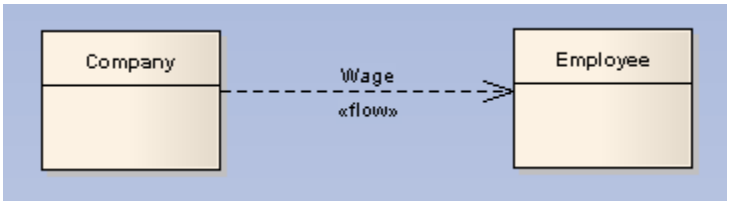
Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 591*) states:

Include is a DirectedRelationship between two use cases, implying that the behavior of the included use case is inserted into the behavior of the including use case. It is also a kind of NamedElement so that it can have a name in the context of its owning use case. The including use case may only depend on the result (value) of the included use case. This value is obtained as a result of the execution of the included use case.

15.3.15 Information Flow



The *Information Flow* is a connector linking two Nodes 1133 in an Activity diagram 1009. It represents information items 1125 or classifiers flowing between two elements.

Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 606*) states:

An InformationFlow specifies that one or more information items circulates from its sources to its targets.

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 607*) also states:

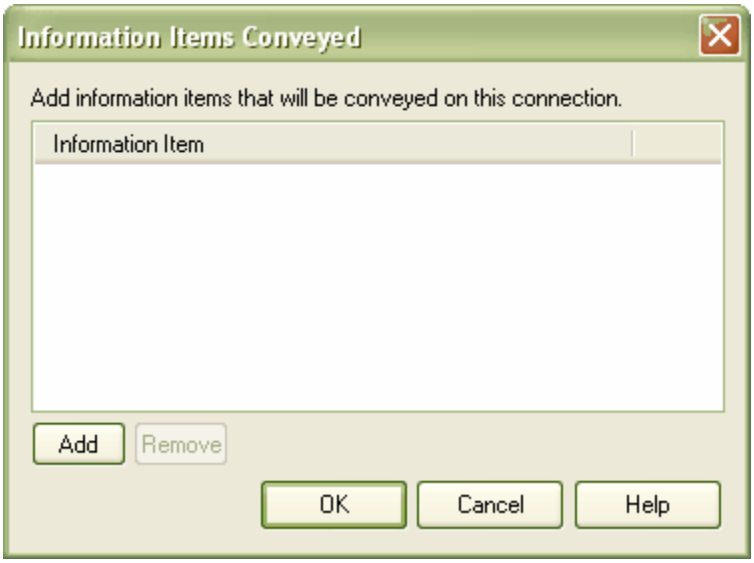
An information flow is an abstraction of the communication of an information item from its sources to its targets. It is used to abstract the communication of information between entities of a system. Sources or

targets of an information flow designate sets of objects that can send or receive the conveyed information item.

15.3.15.1 Convey Information on a Flow

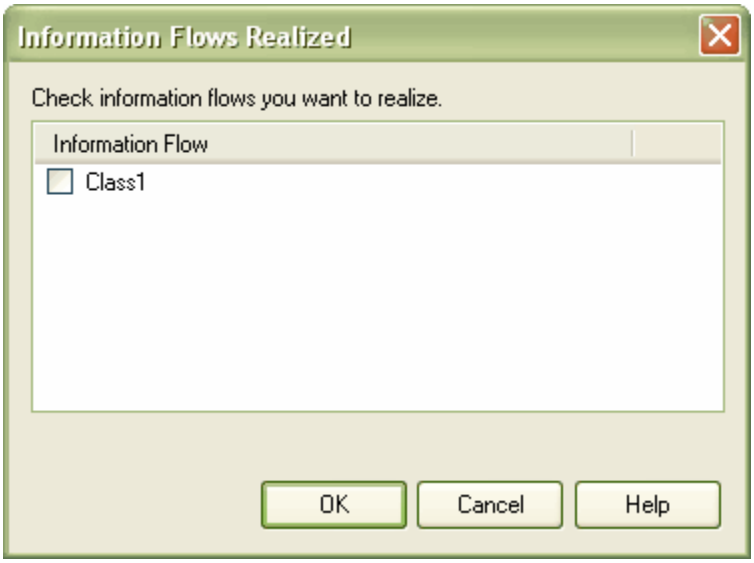
Once you have created an Information Flow 1192 connector between two elements, you can specify which Information Items 1125 or classifiers are conveyed on this flow.

To specify these Information Items or classifiers, right-click on the connection and select **Advanced | Information Item Conveyed**. The *Information Items Conveyed* dialog displays, enabling you to specify what information items or classifiers are conveyed on this flow.



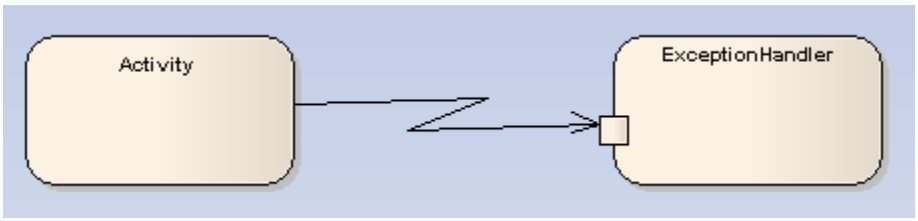
Button	Description
Add	Add an Information or Classifier element.
Remove	Remove the selected item.

15.3.15.2 Realize an Information Flow



The *Information Flows Realized* dialog displays all flows that can be realized on the selected connector. To realize an Information Flow 1192 on this connector, select the corresponding checkbox.

15.3.16 Interrupt Flow



The *Interrupt Flow* is a connection used to define the two UML concepts of connectors for Exception Handler 1114 and Interruptible Activity Region 1128. An Interrupt Flow is also known as an *activity edge*. It is typically used in an Activity diagram 1009.

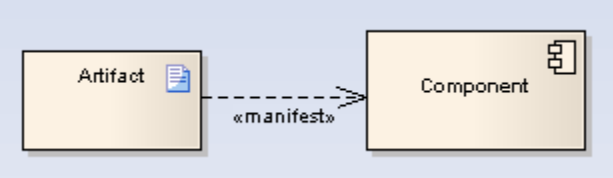
Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 327*) states:

An activity edge is an abstract class for directed connections between two activity nodes.

15.3.17 Manifest



A *Manifest* relationship indicates that the Artifact 1093 source embodies the target model element, typically in Component 1066 and Deployment 1068 diagrams. Stereotypes 417 can be added to Enterprise Architect to classify the type of manifestation of the model element.

Toolbox Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 212*) states:

An artifact embodies or manifests a number of model elements. The artifact owns the manifestations, each representing the utilization of a packageable element.

Specific profiles are expected to stereotype the manifestation relationship to indicate particular forms of manifestation, eg. <<tool generated>> and <<custom code>> might be two manifestations for different classes embodied in an artifact.

15.3.18 Message

Messages indicate a flow of information or transition of control between elements. Messages can be used by all Interaction diagrams 1024 (except the Interaction Overview 1055 diagram) to reflect system behavior. If between Classes 1095 or classifier instances, the associated list of operations is available to specify the event.

Toolbox Icon

See Also

- Messages for Timing Diagrams 1208
- Messages for Sequence Diagrams 1200
- Messages for Communication Diagrams 1200

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 491*) states:

A Message defines a particular communication between Lifelines of an Interaction.

A Message is a NamedElement that defines one specific kind of communication in an Interaction. A communication can be, for example, raising a signal, invoking an Operation, creating or destroying an Instance. The Message specifies not only the kind of communication given by the dispatching ExecutionSpecification, but also the sender and the receiver.

A Message associates normally two OccurrenceSpecifications - one sending OccurrenceSpecification and

one receiving OccurrenceSpecification.

Note: *Communication diagrams were known as Collaboration diagrams in UML 1.4.*

15.3.18.1 Message (Communication Diagram)

A Message in a Communication diagram 1052 is equivalent in meaning to a Message in a Sequence diagram. It implies that one object uses the services of another object, or sends a message to that object. Communication Messages in Enterprise Architect are always associated with an Association 1183 link between object instances. Always create the Association link first, then add Messages to the link.

Messages can be dragged into a suitable position by clicking and dragging on the message text.

Communication Messages should be ordered to reflect the sequencing of the diagram. The numbering scheme should reflect the nesting of each event. A sample sequencing scheme could be:

1
2, 2.1, 2.2
3.

This would indicate events 2.1 and 2.2 occur within an operation initiated by event 2.

If the target object is a Class or has its instance classifier set, the drop-down list of possible message names includes the exposed operations for the base type.

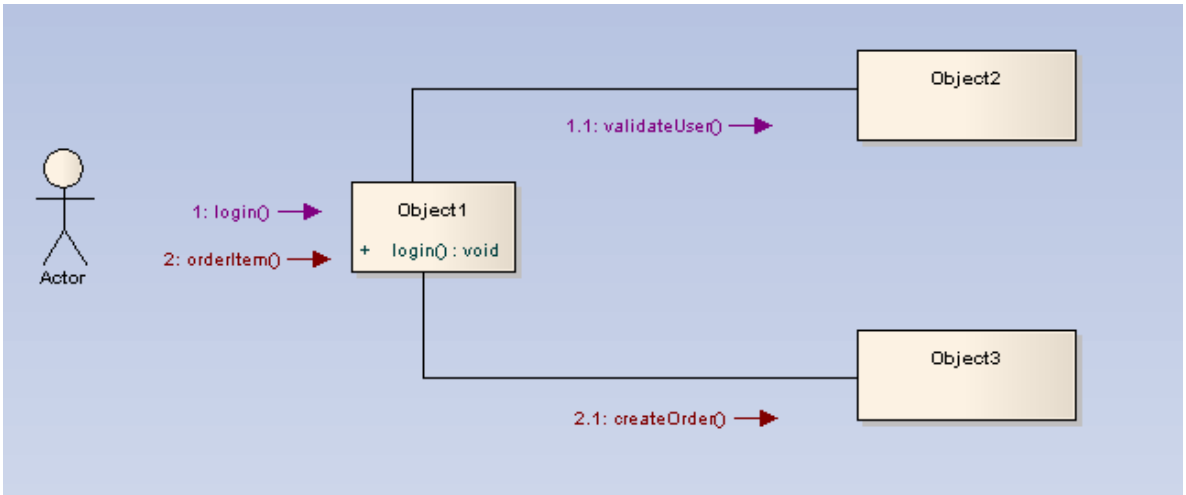
See Also

- Create a Communication Message 1196
- Re-order Messages 1197

15.3.18.1.1 Create a Communication Message

To create a Communication Message 1196, follow the steps below:

1. Open a diagram (one of: Communication, Analysis, Interaction Overview, Object, Activity or State Machine).
2. Add the required objects.
3. Add an *Association* 1183 relationship between all objects that communicate.
4. Right-click on an *Association* to display the context menu.
5. Select the option to add a message from one object to another.
6. When the *Message Properties* 1200 dialog displays, type in a name and any other required details.
7. Click on the **OK** button. The message is added, linked to the association and object instances.
8. Move the message to the required position.



15.3.18.1.2 Re-Order Messages

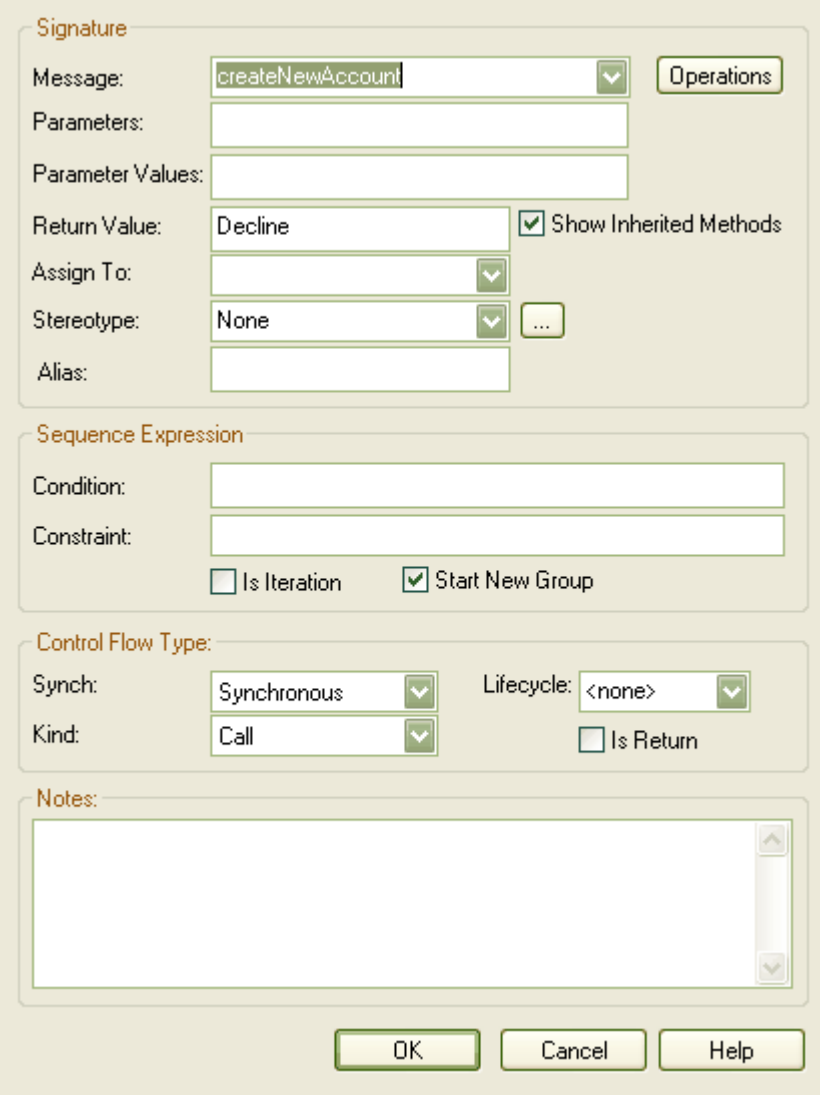
When constructing your Communication diagram, it is frequently necessary to re-order the sequence of Messages and to create or delete Message 'groups'. There are two dialogs that help you perform these tasks: the *Message Properties* dialog and the *Sequence Communications* dialog.

Organize Message Groups

If you have several Messages 1196 in the form 1.1, 1.2, 1.3, 1.4, for example, but would like to start a new numbering group on, say, the third Message (ie. 1.1, 1.2, **2.1**, 2.2, 2.3), you can change a Message in the series to a *Start Group* message.

To reorganize *message groups*, follow the steps below:

1. Double-click on a Message *name*. The *Message Properties* dialog displays.

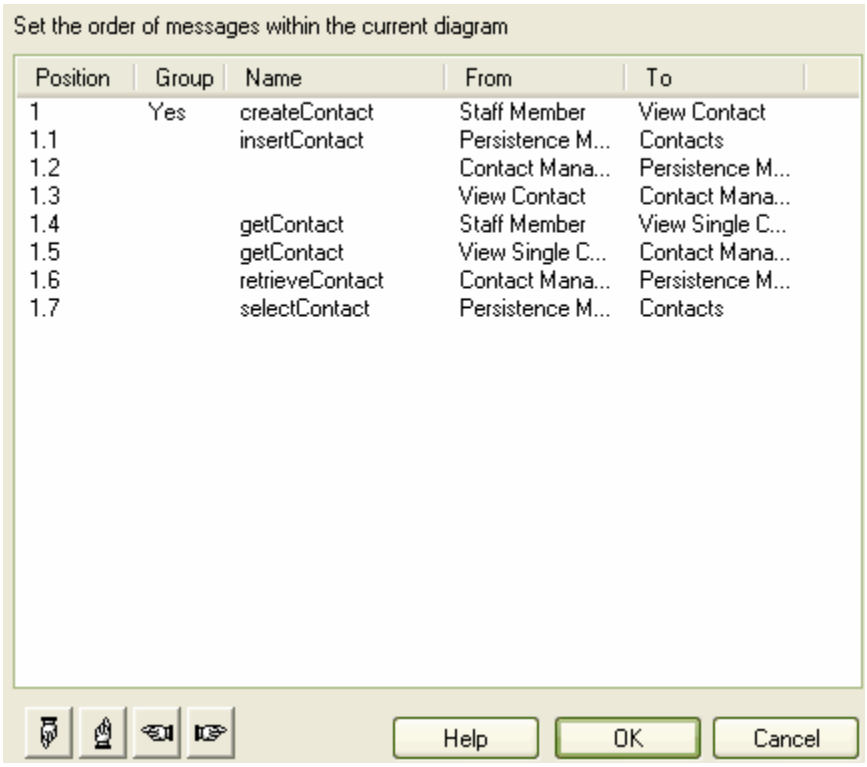


2. To make the selected Message the start of a new group, select the **Start New Group** checkbox.
3. Click on the **OK** button to save changes.

Sequence Messages

To re-order *messages*, follow the steps below:

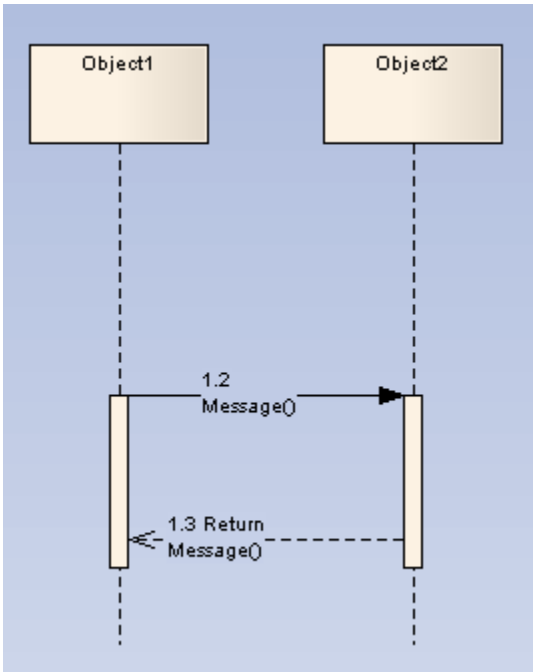
1. Select the **Diagram | Sequence Communication Messages** menu option. The *Communication Messages* dialog displays.



2. Click on the Message to move, and click on the 'hand' buttons at the bottom of the dialog to move the messages up or down the sequence. Repeat until the sequence matches your requirements.
3. Click on the **OK** button to save changes.

Note: *Communication diagrams were known as Collaboration diagrams in UML 1.4.*

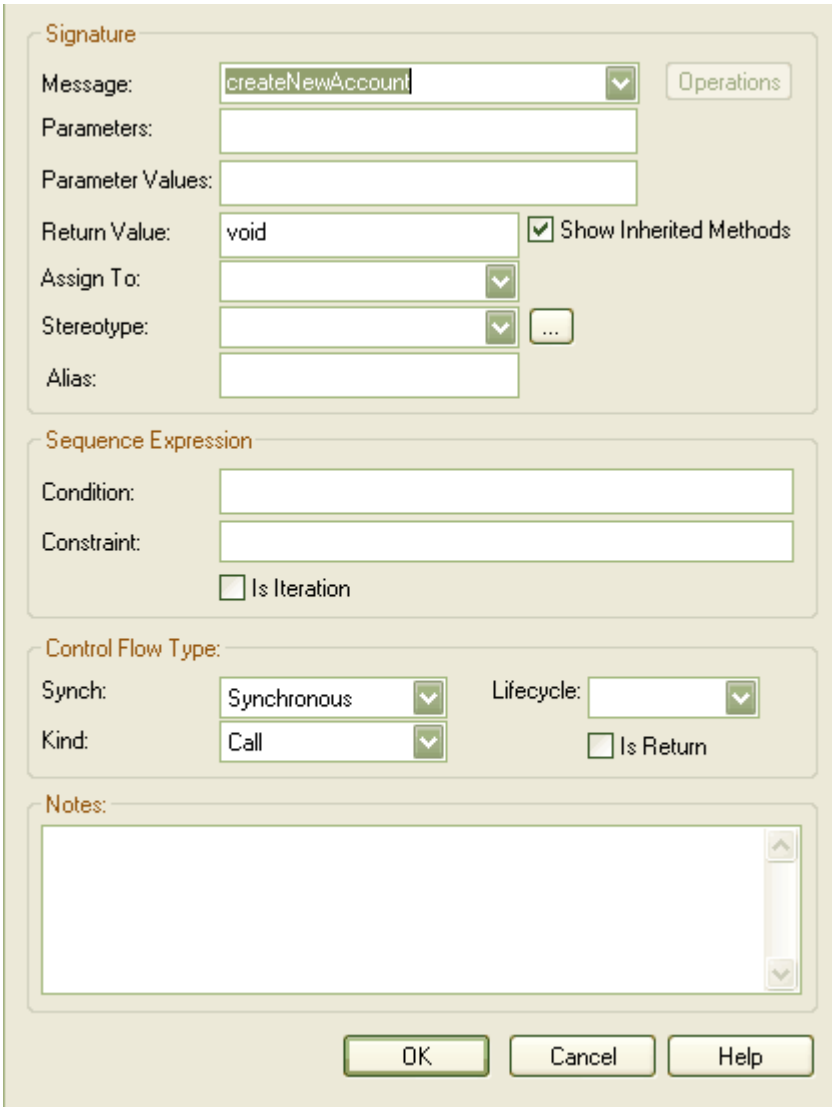
15.3.18.2 Message (Sequence Diagram)



Sequence diagrams 187 depict work flow or activity over time using Messages passed from element to element. These Messages correspond in the software model to Class operations and behavior. They are semantically similar to the Messages passed between elements in a Communication diagram.

To create a Message on a Sequence diagram, follow the steps below:

1. Access the Sequence diagram. The *Interaction* pages of the Enterprise Architect UML *Toolbox* display.
2. In the *Interaction Relationships* page, click on the **Message** icon, click on the source object and drag the cursor to the destination (target) object. The *Message Properties* dialog displays (if not, right-click on the Message and select the **Message Properties** menu option).



3. In the **Message** field, type the Message name.

   Note: *If the Message flow is **towards** a Class element (dropped in from a Class diagram) or a Lifeline element having a classifier, and the destination Class has defined operations, you can click on the drop-down arrow and select an appropriate operation name. The Message reflects the destination Class operations.*

   *Similarly, if the Message flow is **from** a Class element or Lifeline element with classifier, and the source Class has defined attributes, you can click on the drop-down arrow and select an appropriate attribute name. The Message reflects the attributes from the source Class.*

4. In the **Parameters** field, type any parameters that the Message has, as a comma-separated list. If required, in the **Parameter Values** field type the actual value for each parameter, again as a comma-separated list.
5. If the Message is a return message, in the **Return Value** field enter the returned value or type.

   Note: *It is possible to depict returns from a Self Message. Simply create a second Self Message at the end of execution and select the* **Is Return** *checkbox in the Control Flow Type panel.*

6. In the **Stereotype** field, type or select an optional stereotype for the link (this is displayed on the diagram, if entered).

7. If required, in the **Alias** field type an alias for the name of the Message.

   Note: *On the diagram, the alias displays if the* **Use Alias if Available** *checkbox is selected on the Diagram tab of the Diagram Properties dialog. The Alias displays instead of or as well as the Message name, depending on the setting selected in the Alias Usage panel of the Diagram Behavior 185 page of the Options dialog.*

8. In the **Condition** field, type any conditions that must be true in order for the message to be sent.
9. In the **Synch**: field in the *Control Flow Type* panel, select **Synchronous** or **Asynchronous** as appropriate.
10. In the **Lifecycle** field, select **New** to create a new element at the end of the Message, or **Delete** to terminate the message flow at the end of the Message. If neither case applies, leave the field at the default of **<none>**.
11. Click on the **OK** button to save the Message definition.

Co-Region Notation

Co-Region notation can be used as a short hand for parallel combined fragments. To access the Co-Region submenu, right-click on a connector in a Sequence diagram and select the **Co-Region** menu option. There are four sub-options available:

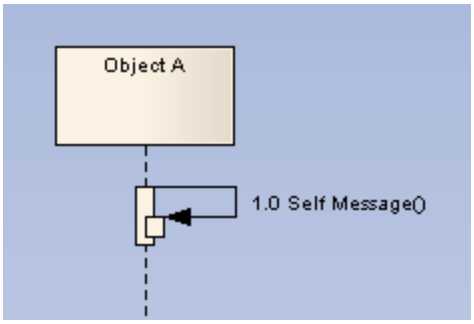
- Start at head
- End at head
- Start at tail
- End at tail.

Toolbox Icon

See Also

- Call 1203
- Change the Timing Details 1204
- General Ordering 1205
- Message Examples 1207

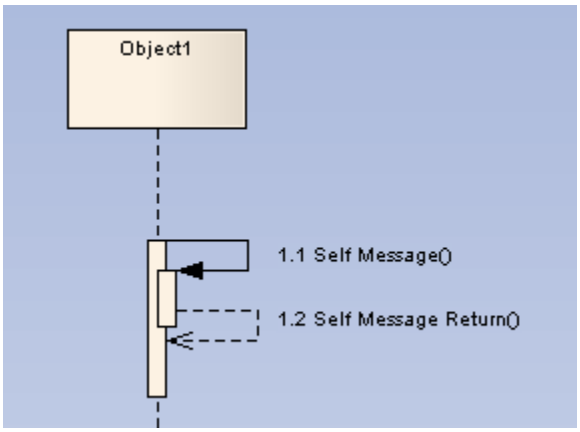
15.3.18.2.1 Self-Message



A *Self-Message* reflects a new process or method invoked within the calling lifeline's operation. It is a specification of a Message 1195, typically in a Sequence diagram 1042.

Self-Message as Return

It is possible to depict a return from a Self Message call.

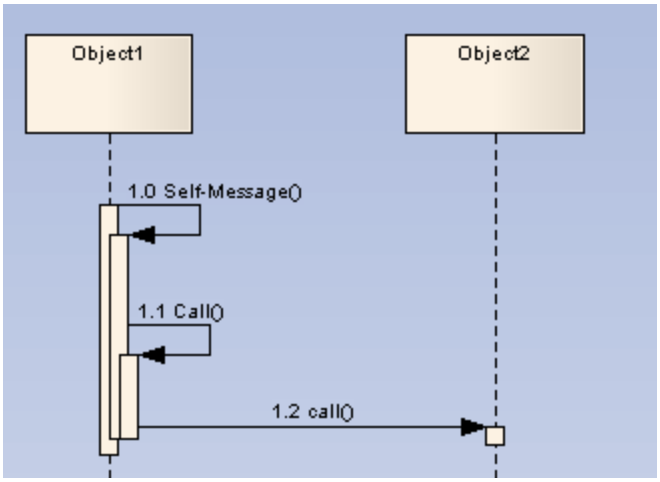


To create a Self Message return:

1. Create a second Self Message at the end of execution.
2. Double-click on the Message name to open the *Message Properties* dialog.
3. Select the **Is Return** checkbox.
4. Raise the Activation level 1049 of the return.

Toolbox Icon

15.3.18.2.2 Call



A *Call* is a type of Message 1200 element that extends the level of activation from the previous Message. All Self-Messages 1202 create a new activation level, but this focus of control usually ends with the next Message (unless activation levels 1047 are manually adjusted). Self-Message Calls, as depicted above by the first Call,

indicate a nested invocation; new activation levels are added with each Call. Unlike a regular Message between elements, a Call between elements continues the existing activation in the source element, implying that the Call was initiated within the previous Message's activation scope.

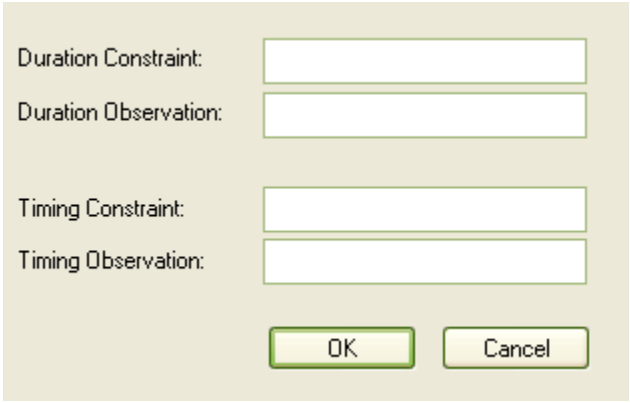
Toolbox Icon

See Also

- Lifeline Activation Levels 1049

15.3.18.2.3 Change the Timing Details

It is possible to change the timing details of a Message in a Sequence diagram 1042 by right-clicking on the Message 1195 connector and selecting the **Timing Details** menu option. The *Timing Details* dialog displays.



Complete the fields on this dialog as follows:

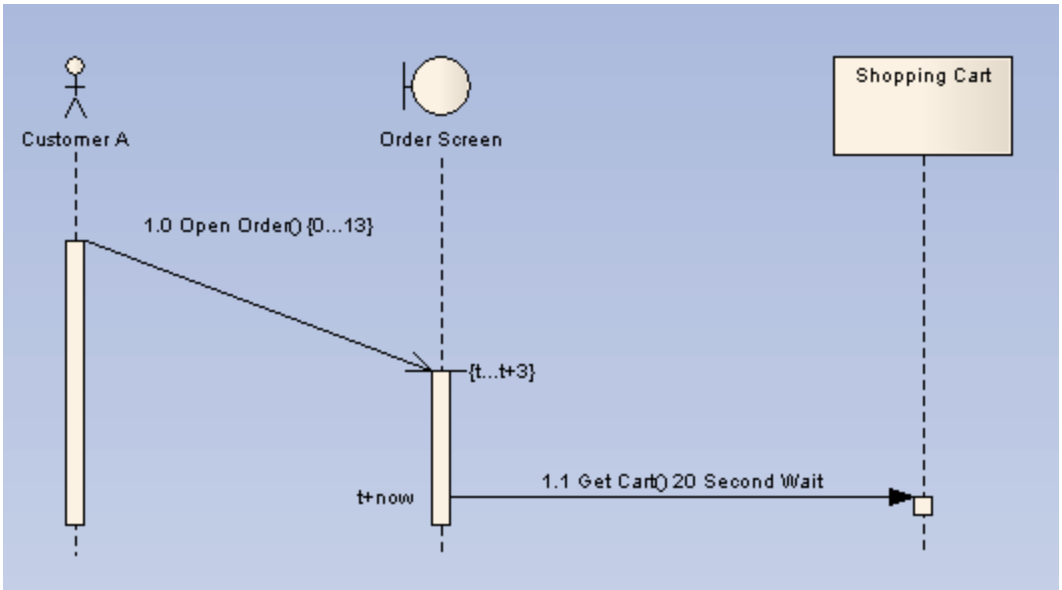
Field	Description
Duration Constraint	Indicates how long to wait before the message is sent, after the previous change in state or message receipt.
Duration Observation	Indicates the interval of a particular state, begun from message receipt.
Timing Constraint	Indicates the time taken to transmit a message (e.g. t..t+3).
Timing Observation	Indicates when the message was sent.

In the diagram below, on the *Open Order* Message:

- **Duration Constraint** has been set to **0...13**
- **Timing Constraint** has been set to **t...t+3**.

On the *Get Cart* Message:

- **Duration Observation** has been set to **20 Sec Wait**
- **Timing Observation** has been set to **t+now**.



By typing a value in the **Duration Constraint** field, you enable the Message angle to be adjusted. After clicking on the **OK** button on the *Timing Details* dialog, click on the head of the Message connector and drag the connector up or down to change the angle. You cannot extent the angle beyond the life line of the connecting sequence object or create an angle of less than 5 degrees.

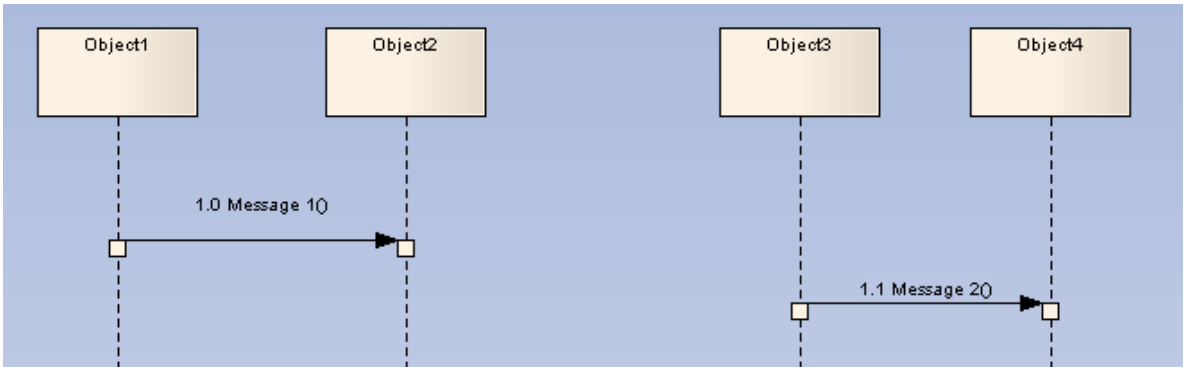
See Also

- Denote Lifecycle of an Element 1044
- Layout of Sequence Diagrams 1045
- Sequence Element Activation 1047
- Lifeline Activation Levels 1049
- Change the Top Margin 1051
- General Ordering 1205

15.3.18.2.4 General Ordering

In a Sequence diagram 1042, the workflow is represented by the sequence of Messages down the diagram. Messages near the top of the diagram are passed before Messages lower down the diagram.

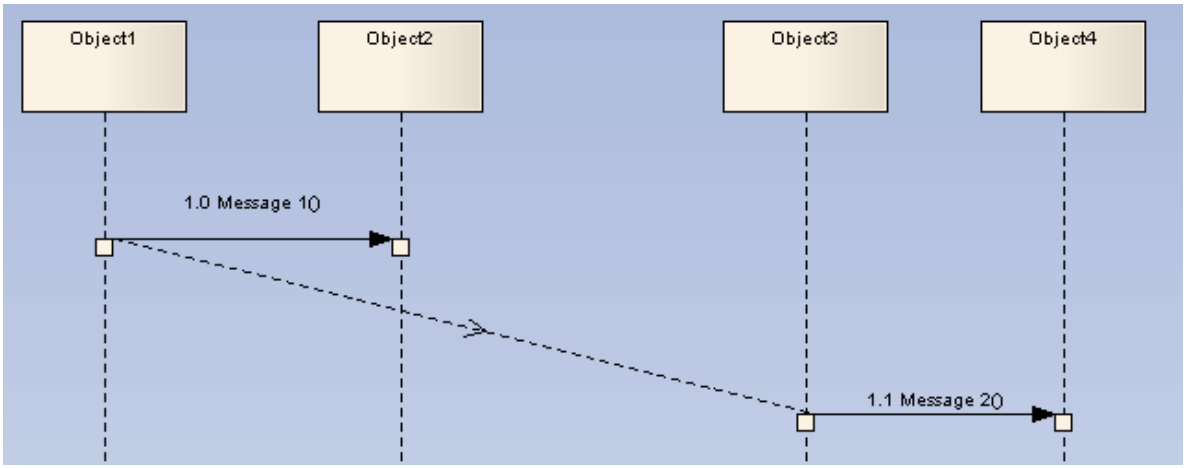
Consider the following diagram.



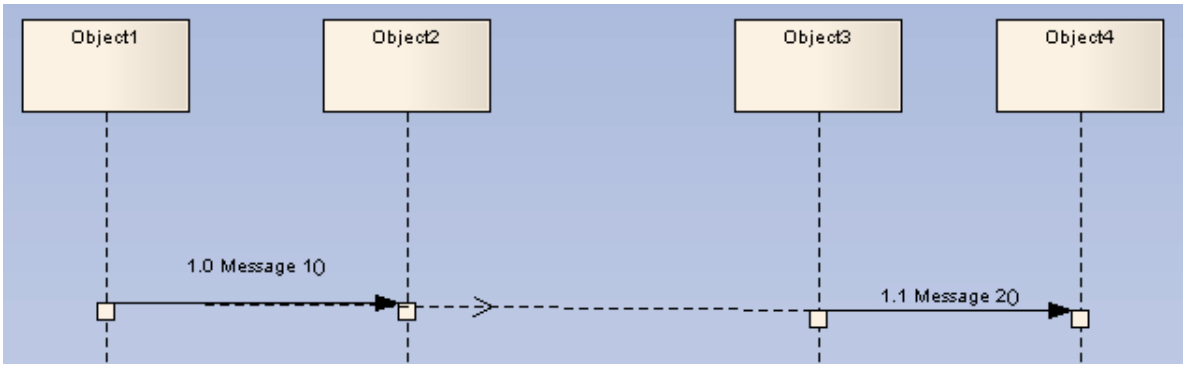
Message 1 is earlier than Message 2. However, in a complex diagram, or when representing finely timed operations or parallel processing, this might not be apparent. You can reinforce the sequence using a *General Ordering* arrow.

Click on the Message arrow. A small arrow displays at the source anchor point.

Click on this arrow and drag it to the start of the next Message in sequence (Message 2 in the example). The General Ordering arrow displays, indicating that the second Message follows the first.



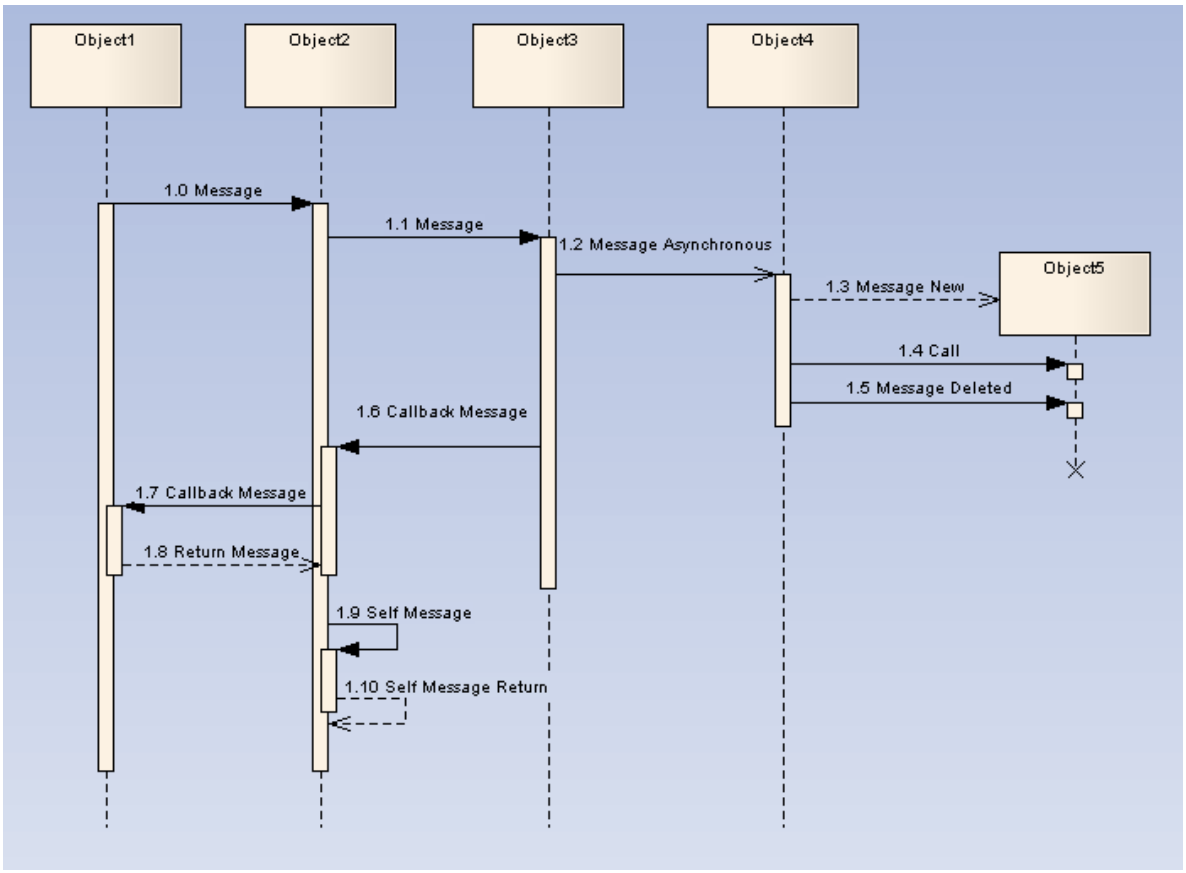
The General Ordering arrow is exaggerated in the above figure. You would normally have the arrow running almost horizontal across the diagram.



You can have more than one General Ordering arrow issuing from or targeting a Message, if necessary.

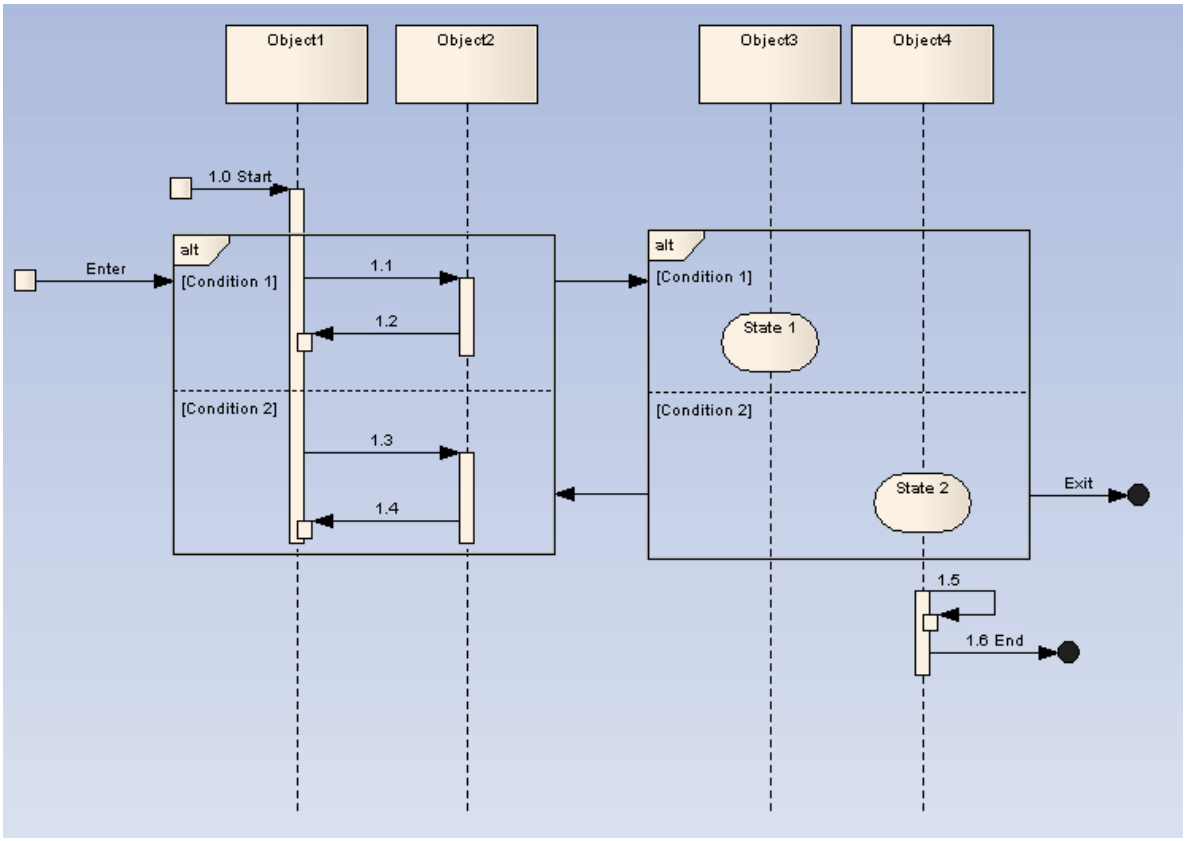
15.3.18.2.5 Message Examples

The following are different types of Messages 1200 available on Sequence Diagrams 1042.

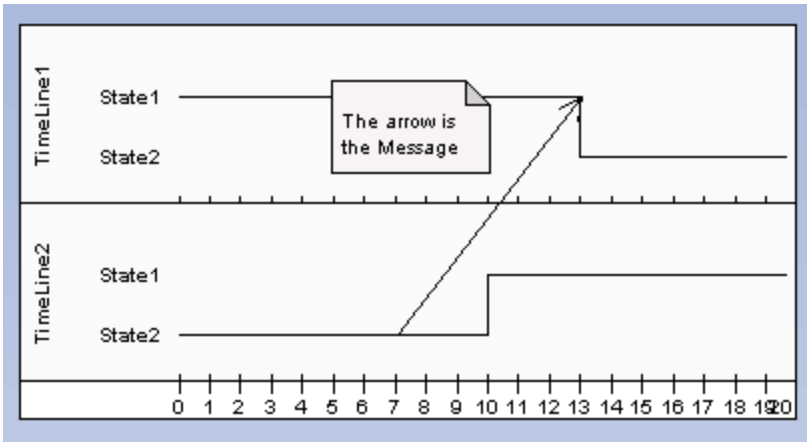


Other Sequence Messages

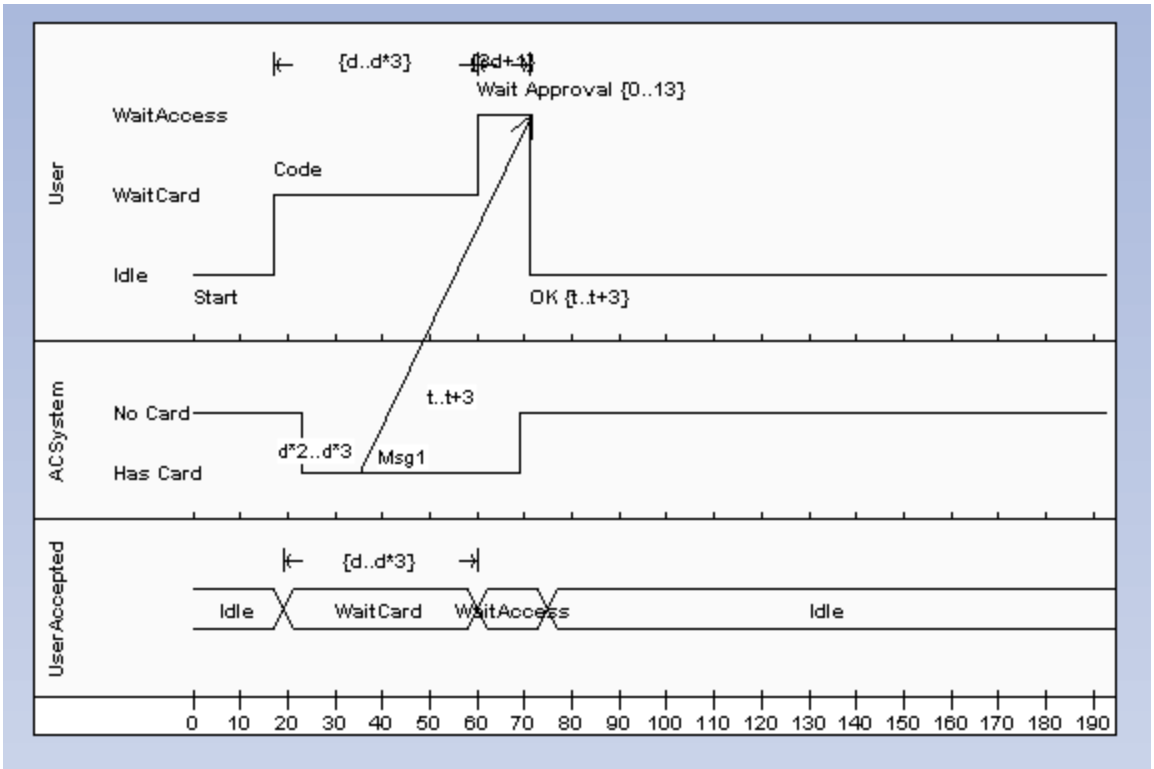
The following are examples of Messages that are not part of the sequence described by the diagram.



15.3.18.3 Message (Timing Diagram)



Messages are the communication links between Lifelines 1149 in a Timing diagram 1025. In the case of a Timeline, a Message is a connection between two Timeline objects.



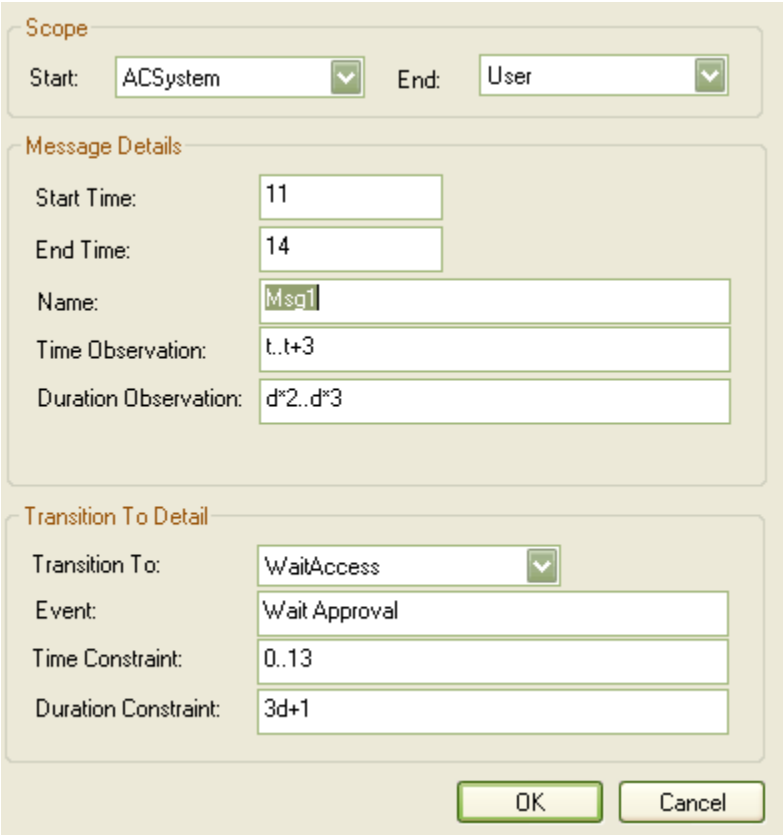
See *UML Superstructure Specification, v2.1.1, figures 14.30 and 14.31, p. 520*.

Toolbox Icon

15.3.18.3.1 Create a Timing Message

To create a Message 1208 in a Timing diagram 1025, at least two Lifeline objects (State 1146 or Value 1161) must be created first, each with existing transition points. To create a Message between lifelines, follow the steps below:

1. Click on one of the Lifelines in the Timing diagram.
2. Select the **Message** icon from the *Timing Relationships* page of the Enterprise Architect UML *Toolbox* (**More tools | UML | Timing**).
3. Drag the cursor onto the Lifeline at the point at which the Message originates. The *Timing Message* dialog displays. (If not, double-click on the Message):



The dialog consists of a set of transition points. Each transition point can be defined with the following properties:

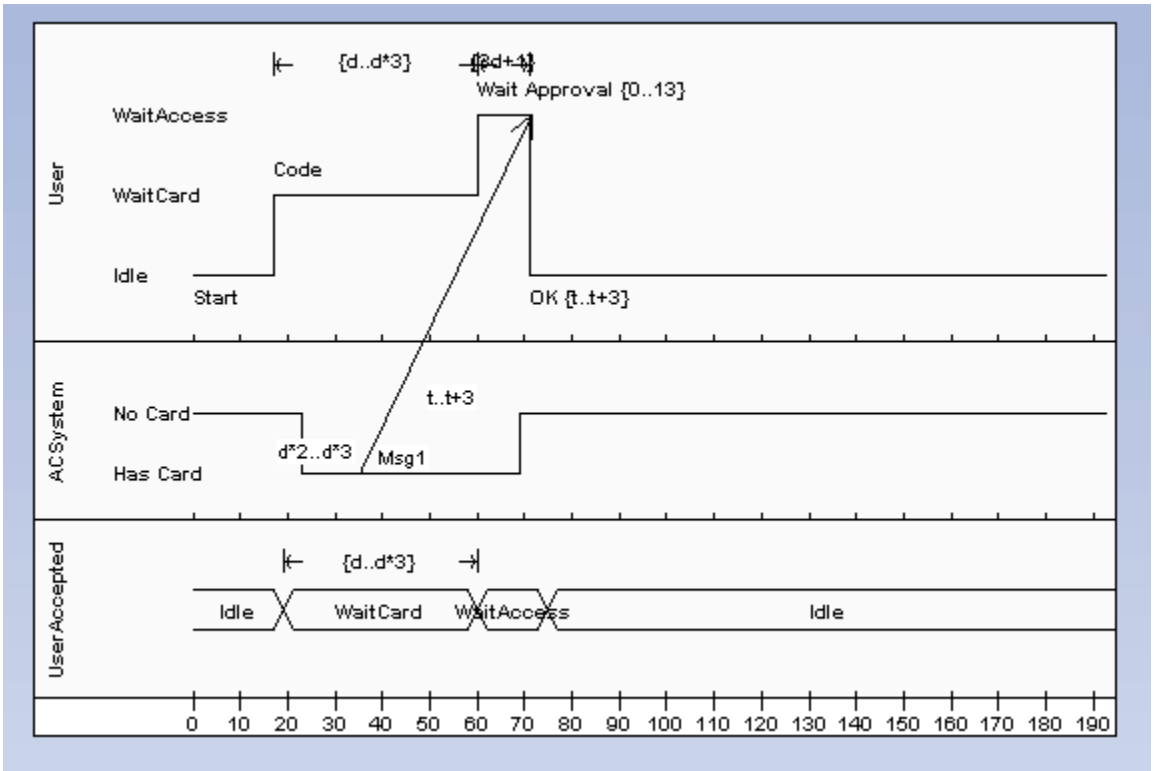
Property	Description
Start	Defines the lifeline where the message originates.
End	Defines the lifeline where the message terminates.

These are set by default when a Message is created by dragging the cursor between two Lifelines.

Property	Description
Start Time	Specifies the start time for a message.
End Time	Specifies the end time for a message.
Name	The name of the message.
Time Observation	Provides information on the time of a sent message.
Duration Observation	Indicates the interval of a Lifeline at a particular state, begun from a message receipt.
Transition To	The state in the target Lifeline that the Message points to.
Event	The occurring event.
Time Constraint	The time taken to transmit a message.

Property	Description
Duration Constraint	Pertains to a lifeline's period at a particular state. The constraint could be instigated by that Lifeline's receipt of a message.

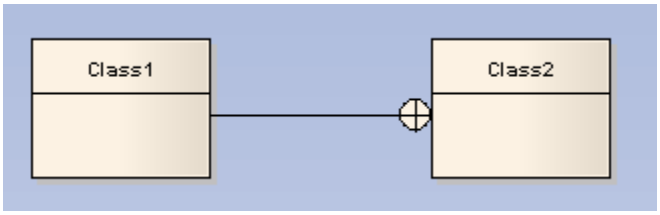
The following diagram shows the Message configured by the above dialog snapshot.



See *UML Superstructure Specification, v2.1.1, figures 14.30 and 14.31, p. 520*.

Note: *You can move the source end of the Message freely along the source timeline. However, the target end (arrow head) must attach to a transition. If you create a new Message and do not give it a target transition, it automatically finds and attaches to the nearest transition. If you move the target end, it drags the transition with it.*

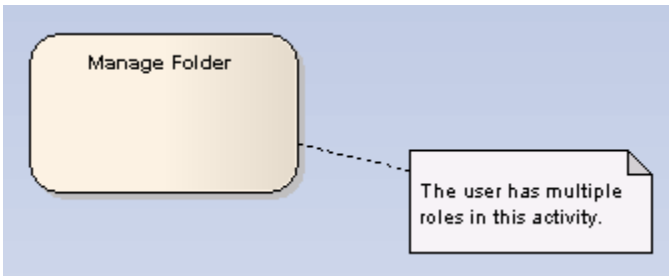
15.3.19 Nesting



The *Nesting Connector* is an alternative graphical notation for expressing containment or nesting of elements within other elements. It is most appropriately used for displaying Package 1137 nesting in a Package diagram 1058

Toolbox Icon

15.3.20 Notelink

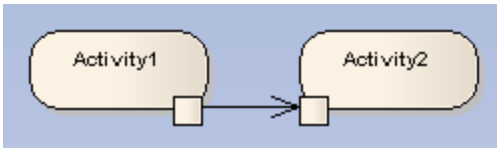


A *Notelink* connector connects a *Note* 1133 to one or more other elements of any other type.

Both Note and Notelink are available in any category of the Enterprise Architect UML *Toolbox*, in the *Common* 104 pages. You can also select them from the *UML Elements* 127 toolbar.

Toolbox Icon

15.3.21 Object Flow



Object Flows are used in Activity diagrams 1009 and State Machine diagrams 1013. When used in an Activity diagram, an Object Flow connects two elements, with specific data passing through it. To view sample Activity diagrams using Object Flows, see the Using Object Flows in Activity Diagrams 1213 topic

In State Machine diagrams, an Object Flow is a specification of a state flow or transition. It implies the passing of an object instance between elements at run-time.

You can insert an Object Flow from the *State* or *Activity* pages of the Enterprise Architect UML *Toolbox*, or from the drop-down list of all relationships located in the header toolbar. You can also modify a transition connection to an Object Flow by selecting the **ObjectFlow** checkbox on the connection *Properties* dialog.

See Control Flow 1187 for information on setting up Guards and Weights on Object Flows.

Toolbox Icon

See Also

- Action Pin 1086
- Object 1134

OMG UML Specification

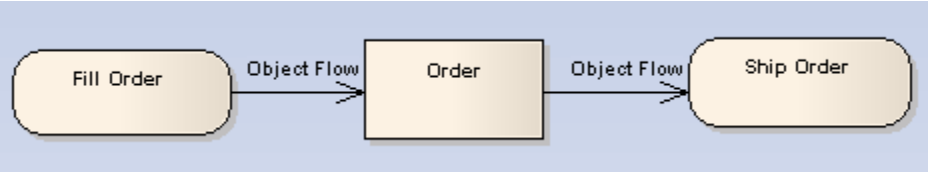
The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 389*) states:

An object flow is an activity edge that only passes object and data tokens.

15.3.21.1 Using Object Flows in Activity Diagrams

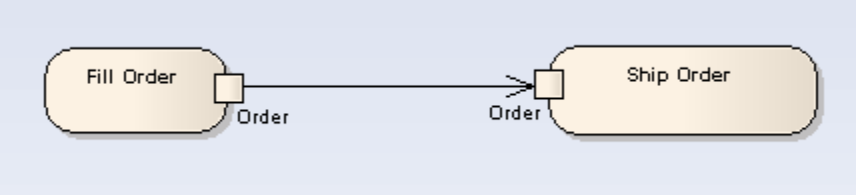
In Activity diagrams 1009, there are several ways to define the flow of data between objects.

The following diagram depicts a simple *Object Flow* 1212 between two actions, *Fill Order* and *Ship Order*, both accessing order information.



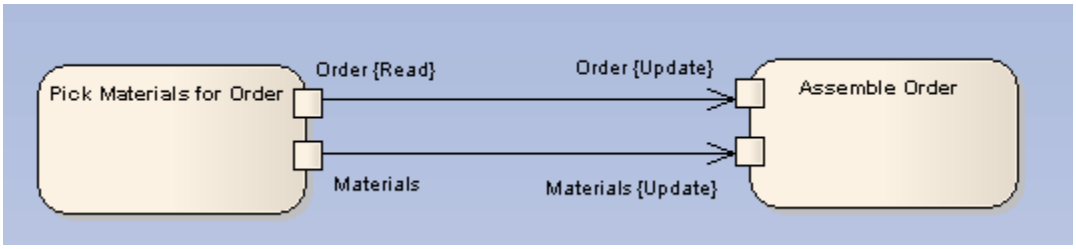
See *UML Superstructure Specification, v2.1.1, figure 12.110, p. 391*.

This explicit portrayal of the data object *Order*, connected to the Activities by two Object Flows, can be refined by using the following format. Here, Action Pins 1086 are used to reflect the order.



See *UML Superstructure Specification, v2.1.1, figure 12.110, p. 391*.

The following diagram is an example of multiple Object Flows exchanging data between two actions.

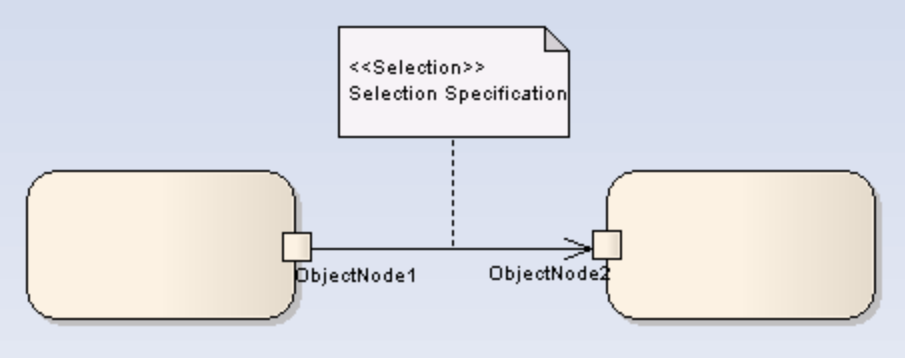


See *UML Superstructure Specification, v2.1.1, figure 12.111, p. 391*.

Selection and transformation behavior, together composing a sort of query, can specify the nature of the Object Flow's data access. Selection behavior determines which objects are affected by the connection. Transformation behavior might then further specify the value of an attribute pertaining to a selected object.

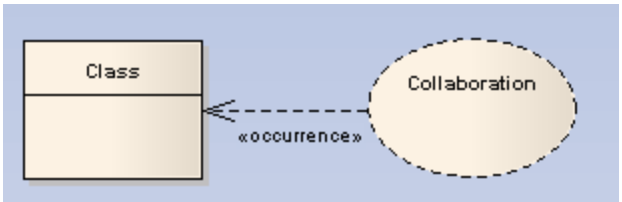
Selection and transformation behaviors can be defined by attaching a note to the Object Flow. To do this,

right-click on the Object Flow and select the **Attach Note or Constraint** context menu option. A dialog lists other flows in the diagram, to which you can select to attach the note, if the behavior applies to multiple flows. To comply with UML 2, preface the behavior with the notation <<selection>> or <<transformation>>.



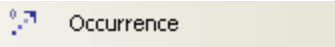
See *UML Superstructure Specification, v2.1.1, figure 12.112, p. 392*.

15.3.22 Occurrence

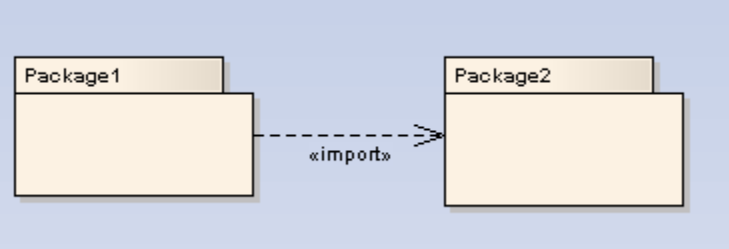


An *Occurrence* relationship indicates that a Collaboration 1099 represents a classifier, in a Composite Structure diagram 1063. An Occurrence connector is drawn from the Collaboration to the classifier.

Toolbox Icon



15.3.23 Package Import



A *Package Import* relationship is drawn from a source Package 1137 to a Package whose contents are to be imported. Private members of a target Package cannot be imported. The relationship is typically used in a Package diagram 1058.

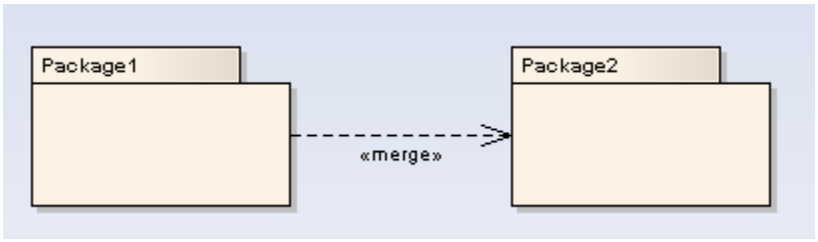
Toolbar Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 112*) states:

A package import is a relationship between an importing namespace and a package, indicating that the importing namespace adds the names of the members of the package to its own namespace. Conceptually, a package import is equivalent to having an element import to each individual member of the imported namespace, unless there is already a separately-defined element import.

15.3.24 Package Merge



In a Package diagram 1058, a *Package Merge* indicates a relationship between two Packages 1137 whereby the contents of the target Package are merged with those of the source Package. Private contents of a target Package are not merged. The applicability of a Package Merge addresses any situation where multiple packages contain identically-named elements, representing the same thing. A Package Merge merges all matching elements across its merged Packages, along with their relationships and behaviors. Note that a Package Merge essentially performs generalizations and redefinitions of all matching elements, but the merged Packages and their independent element representations still exist and are not affected.

The Package Merge serves a graphical purpose in Enterprise Architect, but creates an ordered Package relationship applied to related Packages (which can be seen under the *Link* tab in the Package's *Properties* dialog). Such relationships can be reflected in XMI exports or Enterprise Architect Automation Interface scripts for code generation or other Model Driven Architecture (MDA) interests.

Package Merge relationships are useful to reflect situations where existing architectures contain functionalities involving like elements, which are merged in a developing architecture. Merging doesn't affect the merged objects, and supports the common situation of product progression.

Toolbar Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 113-114*) states:

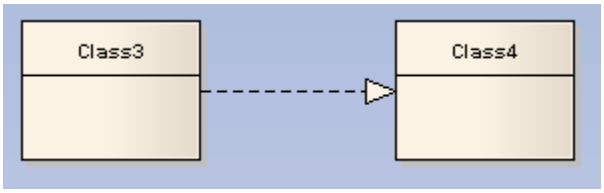
A package merge is a directed relationship between two packages that indicates that the contents of the two packages are to be combined. It is very similar to Generalization in the sense that the source element conceptually adds the characteristics of the target element to its own characteristics resulting in an element that combines the characteristics of both.

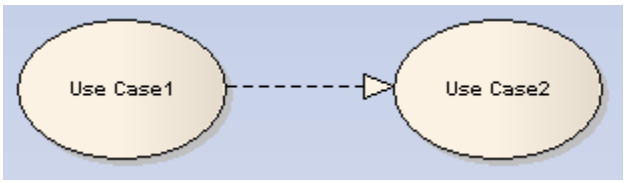
This mechanism should be used when elements defined in different packages have the same name and are intended to represent the same concept. Most often it is used to provide different definitions of a given concept

for different purposes, starting from a common base definition. A given base concept is extended in increments, with each increment defined in a separate merged package. By selecting which increments to merge, it is possible to obtain a custom definition of a concept for a specific end. Package merge is particularly useful in meta-modeling and is extensively used in the definition of the UML metamodel.

Conceptually, a package merge can be viewed as an operation that takes the contents of two packages and produces a new package that combines the contents of the packages involved in the merge. In terms of model semantics, there is no difference between a model with explicit package merges, and a model in which all the merges have been performed.

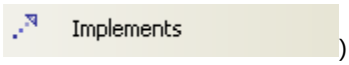
15.3.25 Realize





A source object implements or *Realizes* its destination object. Realize is used in a Use Case 1011, Component 1066 or Requirements 1073 diagram to express traceability and completeness in the model. A business process or *Requirement* 1174 is realized by one or more *Use Cases* 1158, which in turn are realized by some *Classes* 1095, which in turn are realized by a *Component* 1107, and so on. Mapping Requirements, Classes and such across the design of your system, up through the levels of modeling abstraction, ensures the big picture of your system remembers and reflects all the little pictures and details that constrain and define it.

Toolbar Icon

(and 

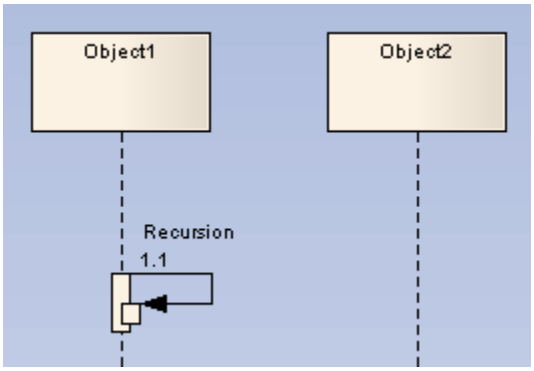
)

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 131*) states:

A Realization signifies that the client set of elements are an implementation of the supplier set, which serves as the specification. The meaning of 'implementation' is not strictly defined, but rather implies a more refined or elaborate form in respect to a certain modeling context. It is possible to specify a mapping between the specification and implementation elements, although it is not necessarily computable.

15.3.26 Recursion



A *Recursion* is a type of Message 1200 used in Sequence diagrams 187 to indicate a recursive function.

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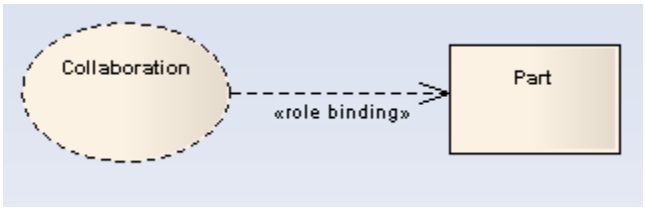
15.3.27 Role Binding



Role Binding is the mapping between a *Collaboration Occurrence's* 1100 internal roles and the respective Parts 1138 required to implement a specific situation, typically in a Composite Structure diagram 1063. The associated Parts can have properties defined to enable the binding to occur, and the Collaboration to take place.

A Role Binding connector is drawn between a *Collaboration* 1099 and the classifier's fulfilling roles, with the Collaboration's internal binding roles labeled on the classifier end of the connector.

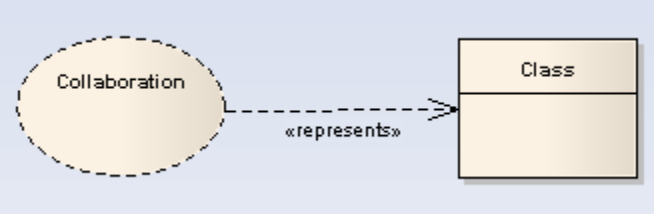
Toolbar Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 174*) states:

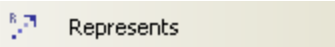
A mapping between features of the collaboration type and features of the classifier or operation. This mapping indicates which connectable element of the classifier or operation plays which role(s) in the collaboration. A connectable element may be bound to multiple roles in the same collaboration occurrence (that is, it may play multiple roles).

15.3.28 Represents

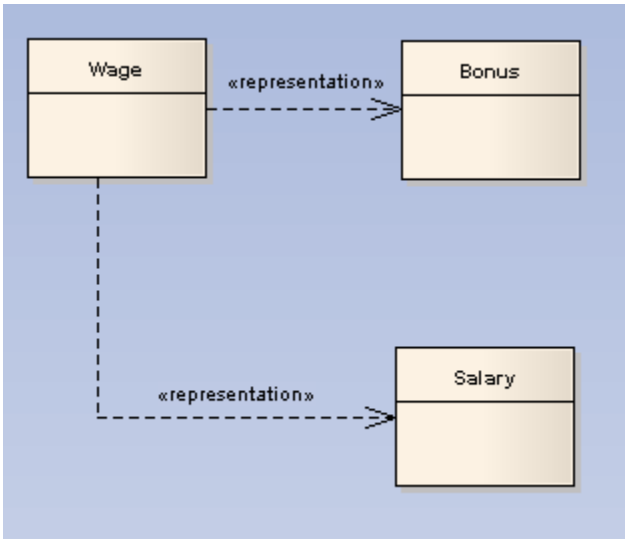


The *Represents* connector indicates that a *Collaboration* 1099 is used in a classifier, typically in a Composite Structure diagram 1063. The connector is drawn from the Collaboration to its owning classifier.

Toolbar Icon

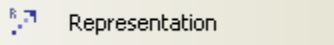


15.3.29 Representation



The *Representation* relationship is a specialization of a *Dependency* 1189, linking *Information Item* 1125 elements that represent the same idea across models, typically in an Analysis diagram 1069. For example, *Bonus* and *Salary* are both a representation of the InformationItem *Wage*.

Toolbar Icon



See Also

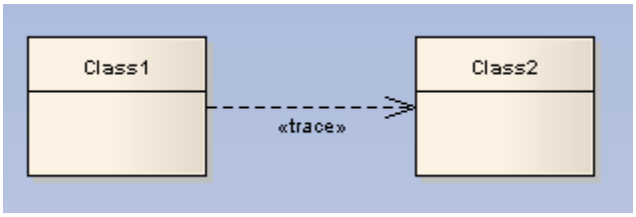
- Information Flow 1192

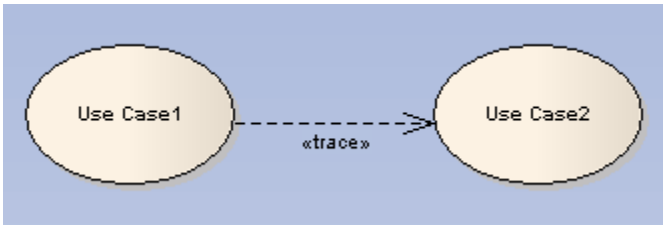
OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 609*) states:

An information item is usually represented attached to an information flow, or to a relationship realizing an information flow.

15.3.30 Trace

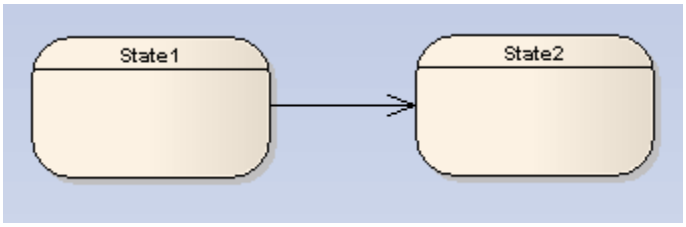




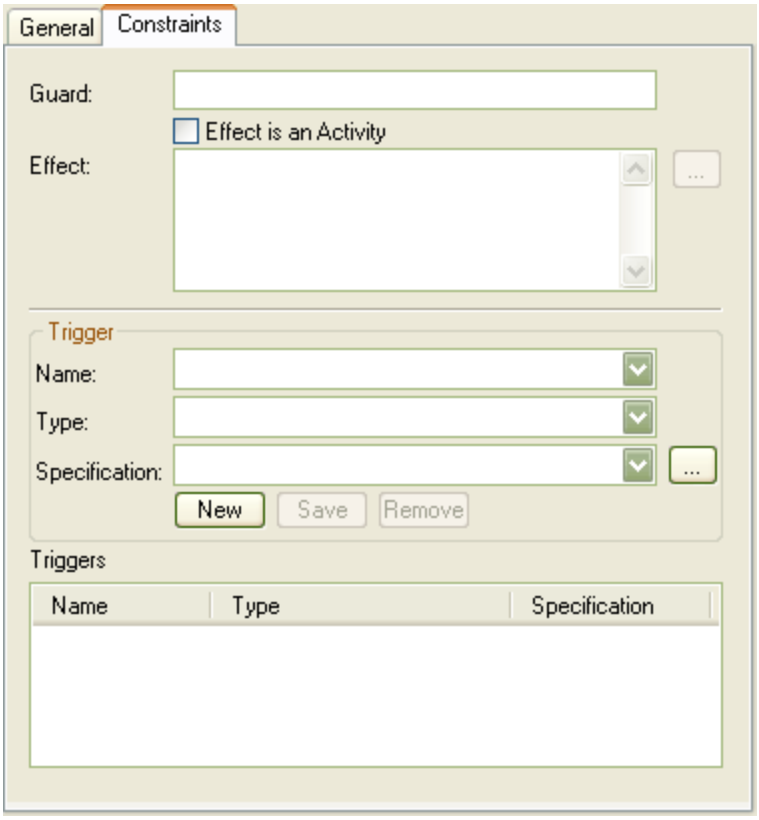
The *Trace* relationship is a specialization of a Dependency 1189, linking model elements or sets of elements that represent the same concept across models. Traces are often used to track requirements and model changes, typically in a Class 1060, Use Case 1011, Object 1062 or Composite Structure 1063 diagram. As changes can occur in both directions, the order of this Dependency is usually ignored. The relationship's properties can specify the trace mapping, but the trace is usually bi-directional, informal and rarely computable.

Toolbar Icon

15.3.31 Transition



A *Transition* defines the logical movement from one State 1148 to another, in a State Machine diagram 1013. The Transition can be controlled through the following connector *Properties* dialog:



Field/Button	Description
Guard	An expression that is evaluated after an Event is dispatched, but before the corresponding Transition is triggered. If the guard is true at that time, the Transition is enabled; otherwise, it is disabled.
Effect is an Activity	Specifies that the effect is an activity.
Effect	Specifies an optional activity to be performed during the Transition.
Trigger	
Name	The name of the trigger.
Type	The type of trigger: **Call**, **Change**, **Signal** or **Time**.
Specification	Specifies the event instigating the Transition.
New	Creates a new trigger.
Save	Saves the current trigger.
Remove	Removes the selected trigger from the list.
Triggers	Lists the current triggers for the Transition.

Note: *Fork and Join segments can have neither triggers nor guards.*

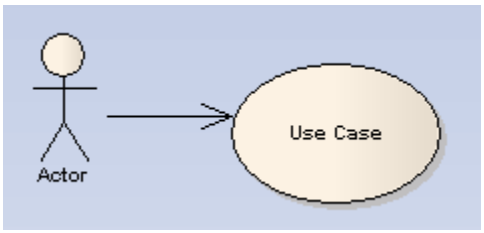
Toolbar Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 568*) states:

A transition is a directed relationship between a source vertex and a target vertex. It may be part of a compound transition, which takes the state machine from one state configuration to another, representing the complete response of the state machine to an occurrence of an event of a particular type.

15.3.32 Use



A *Use* relationship indicates that one element requires another to perform some interaction. The Use (or *Usage*) relationship does not specify how the target supplier is used, other than that the source client uses it in definition or implementation. A Use relationship is a sub-typed Dependency 1189 relationship.

You typically use the Use relationship in Use Case diagrams 1011 to model how Actors 1093 use system functionality (Use Cases 1158), or to illustrate usage dependencies between Classes 1095 or Components 1107.

Note: *it is more usual (and correct UML) to have an Association Connector 1183 between an Actor and a Use Case.*

Note: *To depict a usage dependency on a Class 1060 or Component 1066 diagram, draw a Dependency connector. Right-click on the Dependency, and select the* **Dependency Stereotypes | Use** *menu option.*

Toolbar Icon

OMG UML Specification

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 138*) states:

A usage is a relationship in which one element requires another element (or set of elements) for its full implementation or operation. In the metamodel, a Usage is a Dependency in which the client requires the presence of the supplier.

Part 16

16 Extend Enterprise Architect - Software Developers Kit

Introduction

Welcome to the *Sparx Systems Enterprise Architect Software Developers Kit (SDK)*. This is a special section of the *Enterprise Architect User Guide*, covering the more advanced aspects of extending and customizing Enterprise Architect.

In describing aspects of extending Enterprise Architect, it is expected that you are familiar with the concepts introduced in the main body of the *Enterprise Architect User Guide*. Wherever appropriate, linked cross-references to these concepts are provided in the text.

Contents

16.1 Developing Profiles

Introduction

UML Profiles provide a means of extending the UML Language, which enables you to build UML models in particular domains. They are based on additional stereotypes 1224 and Tagged Values 1277 that are applied to UML elements, connectors and their components. A Profile is a collection of such extensions that together describe some particular modeling problem and facilitate modeling constructs in that domain. UML Profiles for Enterprise Architect are specified in XML files, with a specific format. These XML files are imported into Enterprise Architect through the *Resources* window.

The imported Profile also automatically generates a page of elements and relationships in the Enterprise Architect UML *Toolbox*.

The *Resources* window contains a tree structure with entries for items such as MDG Technologies, Documents, Stylesheets, Matrix profiles and UML Profiles. The *UML Profiles* node initially contains no entries; to be able to use Profiles you must import them into Enterprise Architect from supplied XML files.

Items in the Profile represent stereotypes. UML supports a large number of stereotypes, which are an inbuilt mechanism for logically extending or altering the meaning, display and syntax of a model element. Different model elements have different stereotypes associated with them.

For more information on the use of Profiles in Enterprise Architect, see UML Profiles 407.

For information on developing your own Profiles, see the following topics:

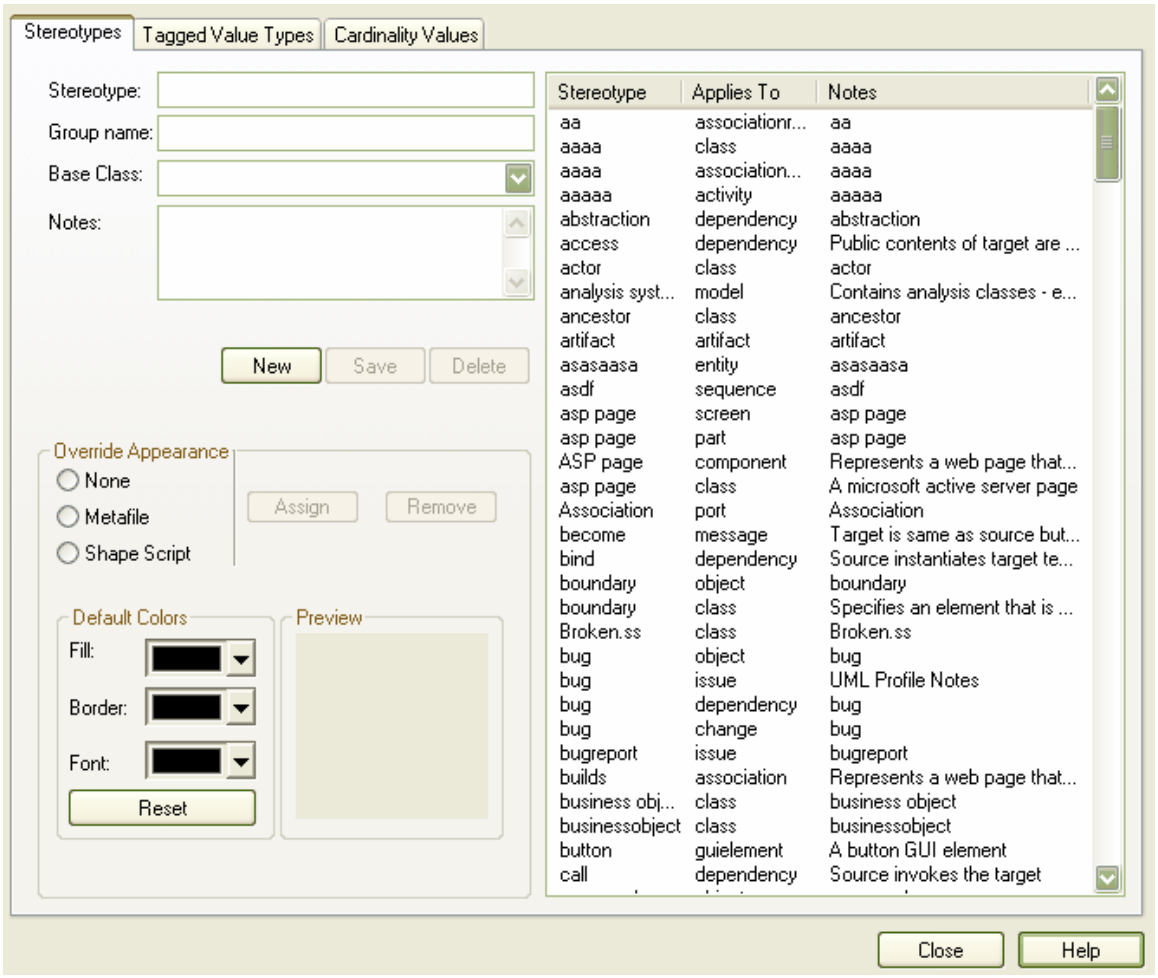
16.1.1 Custom Stereotypes

UML supports a large number of *stereotypes*, which are an inbuilt mechanism for logically extending or altering the meaning, display and syntax of a model element. Different model elements have different stereotypes associated with them. For more information on the use of stereotypes in Enterprise Architect, see UML Stereotypes 417.

In Enterprise Architect you can create new stereotypes with their own custom appearance. The stereotypes can be altered to make use of metafiles (image files) and customized colors, or you can make use of the Enterprise Architect Shape Script to make new element shapes to determine the shape and dimensions of the element.

To add your own custom stereotypes, follow the steps below:

1. From the main menu, select **Settings | UML**. The *UML Types* dialog displays, defaulted to the *Stereotypes* tab.



2. Type or select a **Stereotype** name.
3. Select a **Base Class** from the drop-down list.
4. To associate a Metafile with this stereotype, click on the **[...]** (Browse) button and locate the required .emf or .wmf file.
5. Enter optional **Notes** and select **Default Colors** for this stereotype.
6. Click on the **Save** button to save the stereotype.

The table below describes the functionality of the *Stereotypes* tab.

Field/Button	Description
Stereotype	Name of the stereotype.
Group name	Enables grouping of stereotype features by a plural name, for attributes and operations, and is shown on diagrams in the attribute and operations compartments.
Base Class	Enables the stereotyped element to inherit the base characteristics from a pre-existing element type.
Notes	Use this section to add any stereotype notes.
Override Appearance	
None	Use this option to use the default element appearance.
Metafile	Enables an image file to be used for the appearance of the stereotype.
Shape Script	Enables you to specify custom shapes for the stereotype using the *Enterprise Architect Shape Scripting* language. For more information see the Shape Scripting 1261 topic.
Assign	Adds the associated metafile or shape script from the stereotyped element.
Remove	Removes the associated metafile or shape script from the stereotyped element.
Default Colors	
Fill	Enables you to set the default background color of the element.
Border	Enables you to control the border color.
Font	Enables you to control the color of the stereotype font.
Reset	Resets the appearance of the element to the default element appearance.

Note: *You can transport these custom stereotype definitions between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

16.1.2 Create Profiles

This topic describes how to create profiles and profile items. These creation tasks include creating the profile stereotypes, defining the metaclasses they apply to, and defining Tagged Values and constraints. This topic also describes how to export a profile for use in UML modeling.

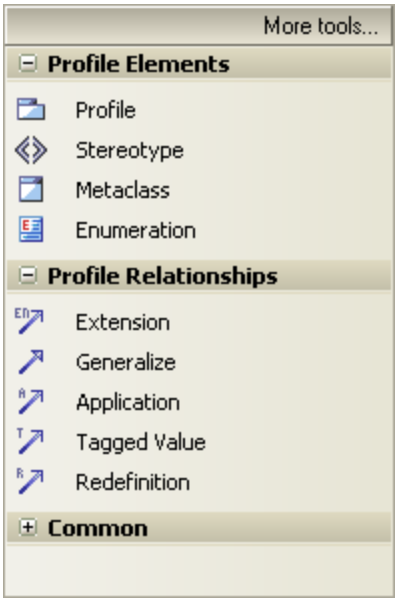
To create a UML Profile, follow the steps below:

1. Create a Profile Package 1226
2. Add Stereotypes and Metaclasses 1226
3. Define Tagged Values for Stereotypes 1228
4. Define Constraints for Stereotypes 1232
5. Add Enumerations 1234
6. Export the Profile 1237

16.1.2.1 Create a Profile Package

In Enterprise Architect, you must create a UML Profile in a Package that has the stereotype *«profile»*. To create a Profile Package, follow the steps below.

1. Open or create the appropriate Class diagram.
2. Open the *Profile* page of the Enterprise Architect UML *Toolbox* (**More tools | UML | Profile**).



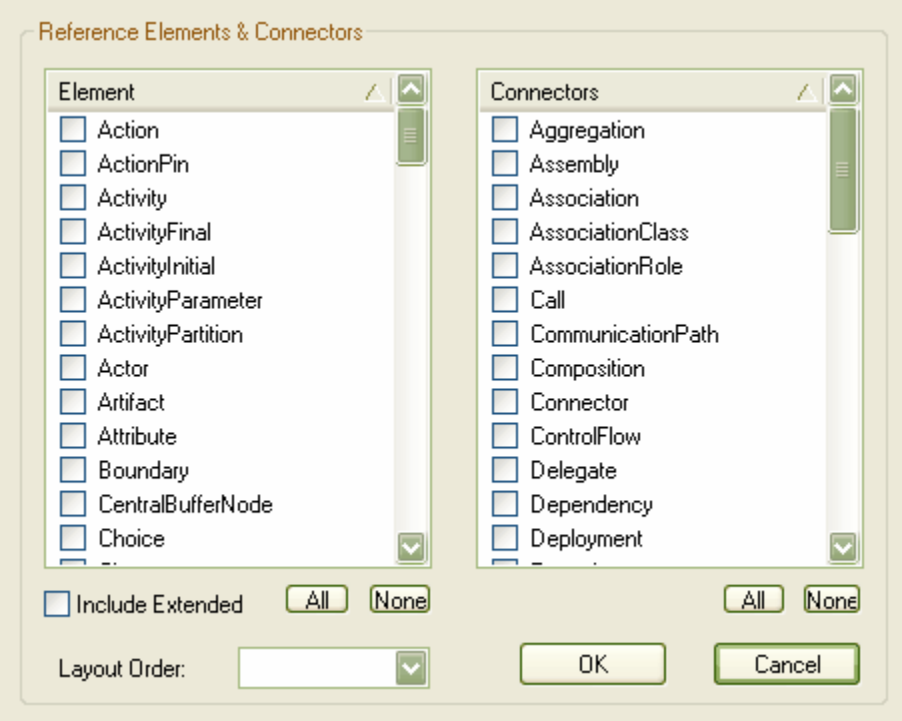
3. Drag the *Profile* item onto the Class diagram. The *New Package* dialog displays,
4. In the **Package Name** field, type a name for the Profile.
5. Click on the **OK** button. Enterprise Architect creates a package with the stereotype <<*profile*> and with a child diagram.
6. Double-click on the Profile Package on the diagram to open the child diagram.

You now use this child diagram to add stereotypes 1226 to the Profile.

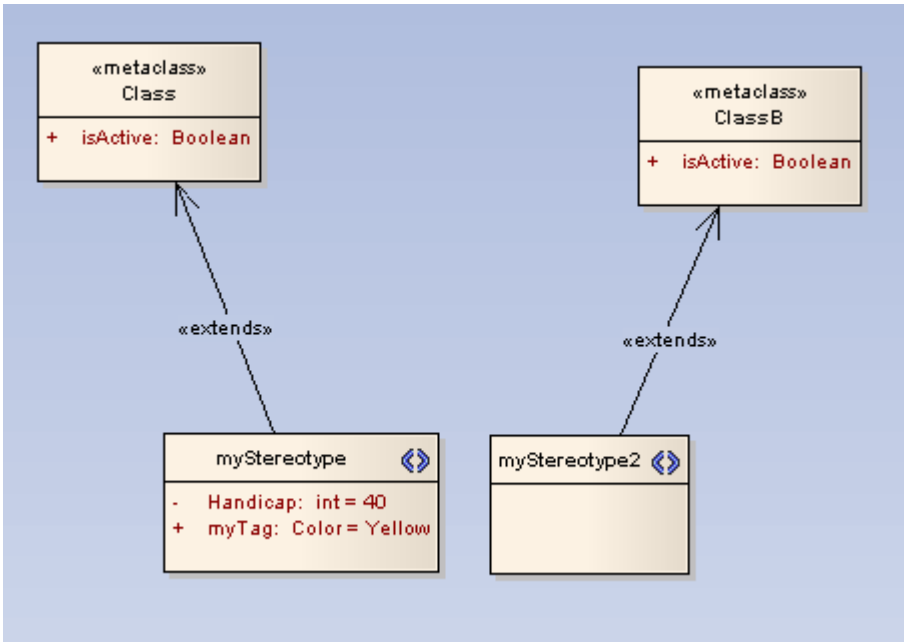
16.1.2.2 Add Stereotypes and Metaclasses to UML Profiles

To add metaclasses and stereotypes to a Profile, follow the steps below for as many stereotypes and metaclasses as you require:

1. Open the child diagram of the Profile Package.
2. Drag the *Metaclass* element from the *Profile* page of the Enterprise Architect UML *Toolbox* onto the diagram. The *Create New Metaclass* dialog displays, in which you can tick multiple metaclasses for dropping onto the diagram.



3. Scroll down the *Element* list and select the checkbox for **Class**.
4. Click on the **OK** button, and in the *Class Name* dialog type a name for the element. Click on the **OK** button again.
5. Drag a *Stereotype* element from the *Toolbox* onto the diagram. If the *Properties* dialog does not display, double-click on the element on the diagram.
6. In the **Name** field, type a name for the stereotype.
7. Click on the **OK** button and, if it displays, **Close** the *Generate Code* dialog.
8. Click on the *Extension* relationship in the *Toolbox* and drag the connection from the stereotype element to the metaclass element.
9. Your diagram should now resemble the one below:



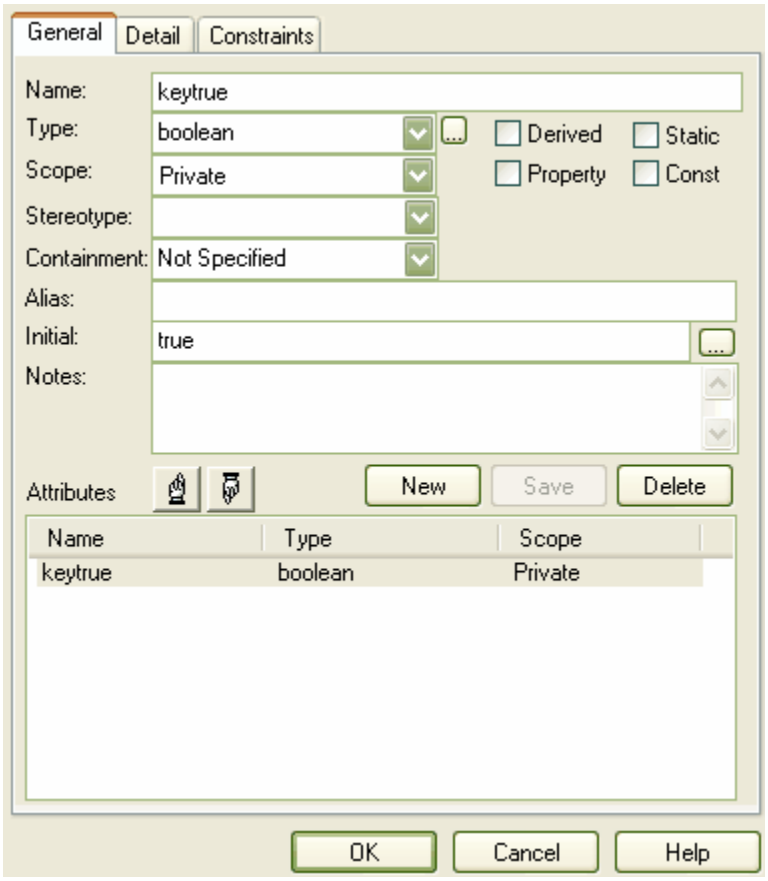
You can now add stereotype Tags 1228, Constraints 1232, Enumerations 1234, and/or Shape Scripts 1235 to your Profile.

16.1.2.3 Define Stereotype Tags

Stereotypes within a UML Profile can have one or more associated Tagged Values. When creating a UML Profile, you define these Tagged Values as attributes of the stereotype Class.

To define Tagged Values for a stereotype, follow the steps below:

1. Open the *Attributes* dialog for the stereotype element.



2. Click on the **New** button to create a new attribute.
3. In the **Name** field, type the name of the stereotype tag.
4. In the **Type** field, click on the drop-down arrow and select the attribute type.
5. In the **Initial** field, type the initial value of the tag. (See Add Enumerations to UML Profiles 1234 for the steps for creating enumerated types for Tagged Values).
6. In the **Notes** field, type a description of the tag.
7. Click on the **Save** button.

See Also

- Define Stereotype Tags with Predefined Tag Types 1229
- Define Stereotype Tags with Supported Attributes 1230
- Use the Tagged Value Connector 1231

16.1.2.3.1 Define Stereotype Tags with Predefined Tag Types

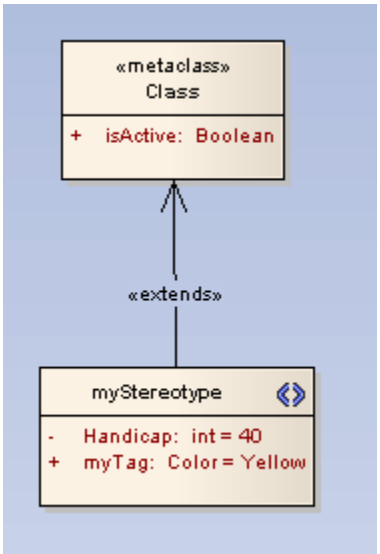
Define Predefined Tag Types

To define a stereotype tag with a predefined tag type, you must first create the predefined tag type. For full instructions on how to do this, see the Create Structured Tags 1277 topic.

Assign Predefined Tag Types to Stereotypes

To assign a predefined tag type to a stereotype, just create an attribute with the same name. For example, to make the Tagged Value *Handicap* appear in a stereotype, create an attribute named *Handicap*. You can set

the default value for the Tagged Value by giving the attribute an *Initial* value.

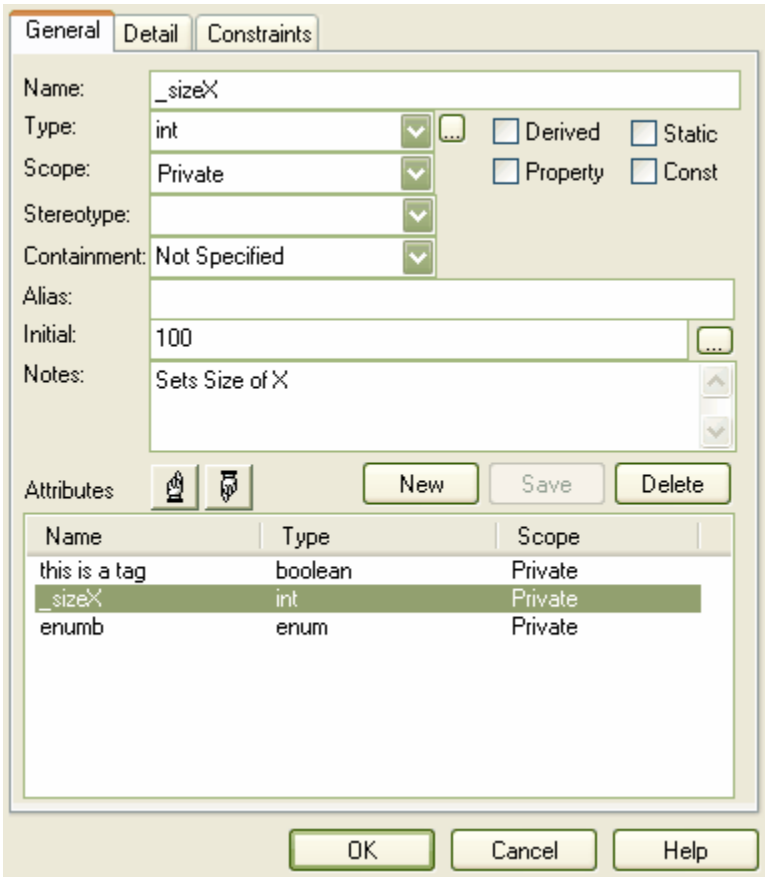


16.1.2.3.2 Define Stereotype Tags with Supported Attributes

Supported stereotype attribute tags are special tags that set the default behavior of stereotyped elements, such as the initial size of the element and the default location of any image files associated with the stereotype. For a list of supported attributes, see the Supported Attributes 1239 topic.

To define tags for a stereotype with supported attributes, follow the steps below :

1. Open the *Attributes* dialog for the stereotype element.



2. In the **Name** field, type the name of the stereotype tag.
3. In the **Initial** field, type the initial value of the tag.

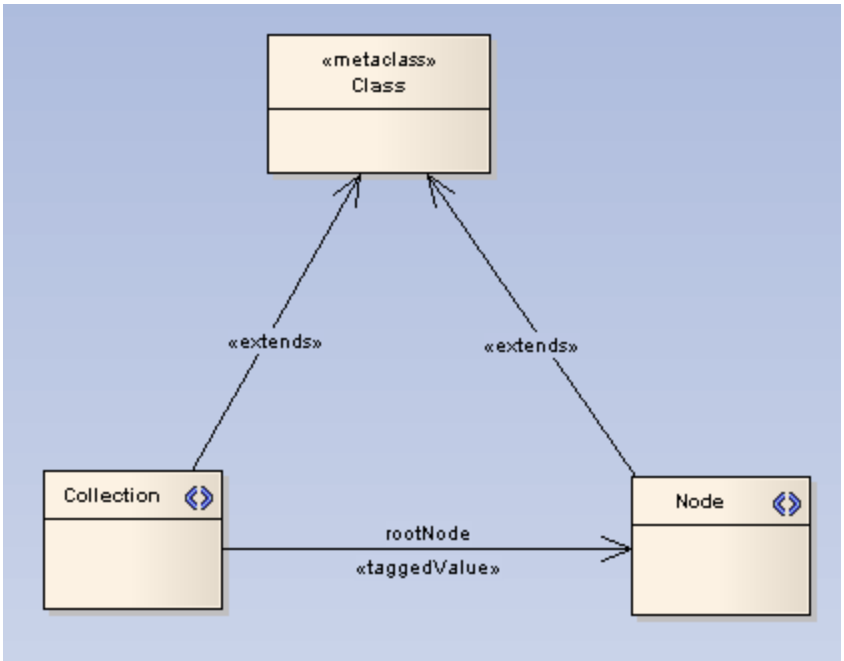
   Note: *For supported attributes you set only the* **Name** *(which must match the attributes listed in the supported attributes section) and the* **Initial** *value; do not set the other values.*

4. Click on the **Save** button.

16.1.2.3.3 Use the Tagged Value Connector

The *Tagged Value* connector, found in the *Profile* group of the Enterprise Architect UML *Toolbox*, can be used to define a Tagged Value that takes as its value an element that has the stereotype pointed to.

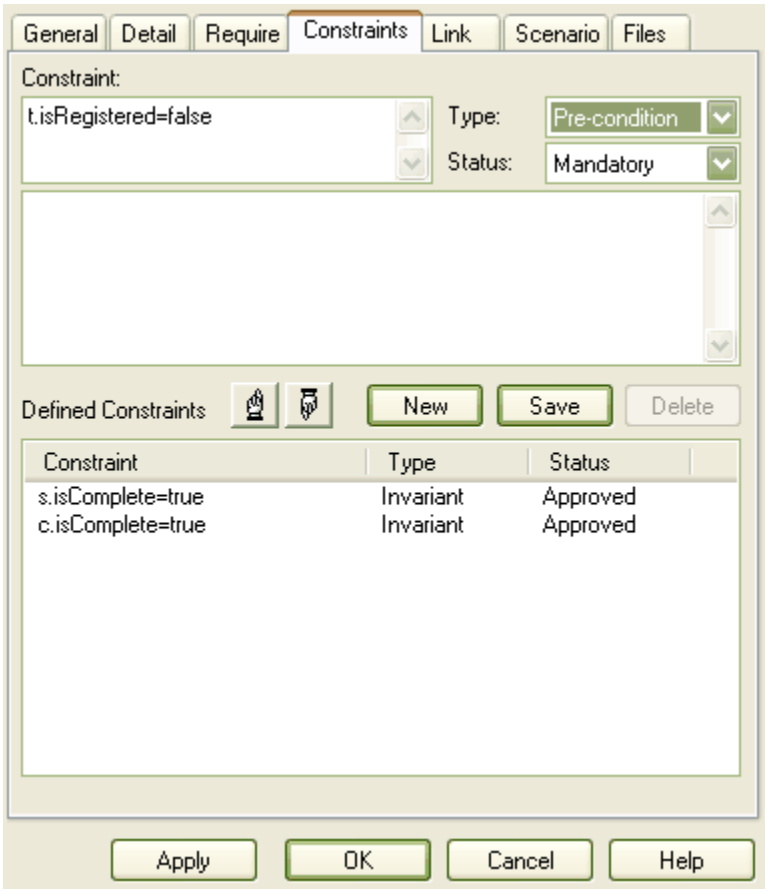
The following example demonstrates how this might be used. It shows a profile that defines two stereotypes: «*Collection*» and «*Node*». «*Collection*» adds a tag named *rootNode*. Clicking in the **Value** field for the tag *rootNode* in the *Tagged Values* docked window enables you to select from a list of all elements in the current model with the «*Node*» stereotype.



16.1.2.4 Define Stereotype Constraints

Defining constraints for stereotypes uses the same procedure as defining constraints for any Class. To define constraints for a stereotype, follow the steps below:

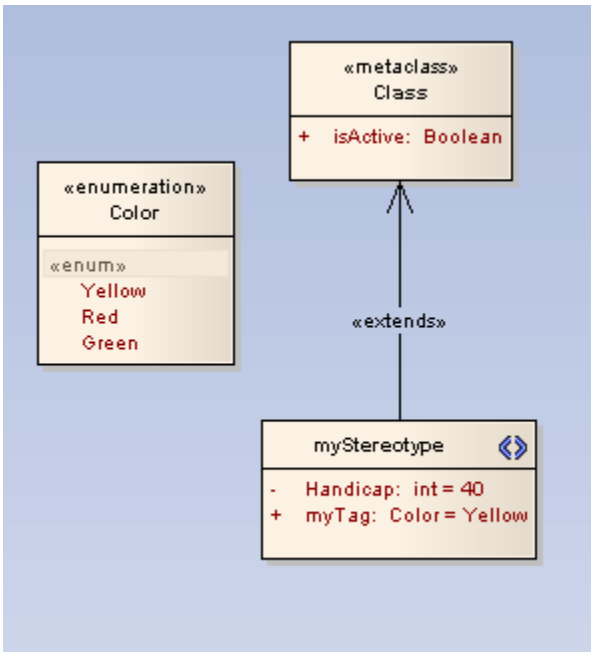
1. Open the *Class Properties* dialog of the stereotype element in a diagram.
2. Click on the *Constraints* tab and click on the **New** button to create a new constraint.



3. In the **Constraint** field, type the value of the constraint.
4. In the **Type** field, click on the drop-down arrow and select the appropriate type.
5. In the **Status** field, click on the drop-down arrow and select the appropriate status.
6. In the **Notes** field, type any additional information required.
7. Click on the **Save** button.

16.1.2.5 Add Enumeration Elements to UML Profiles

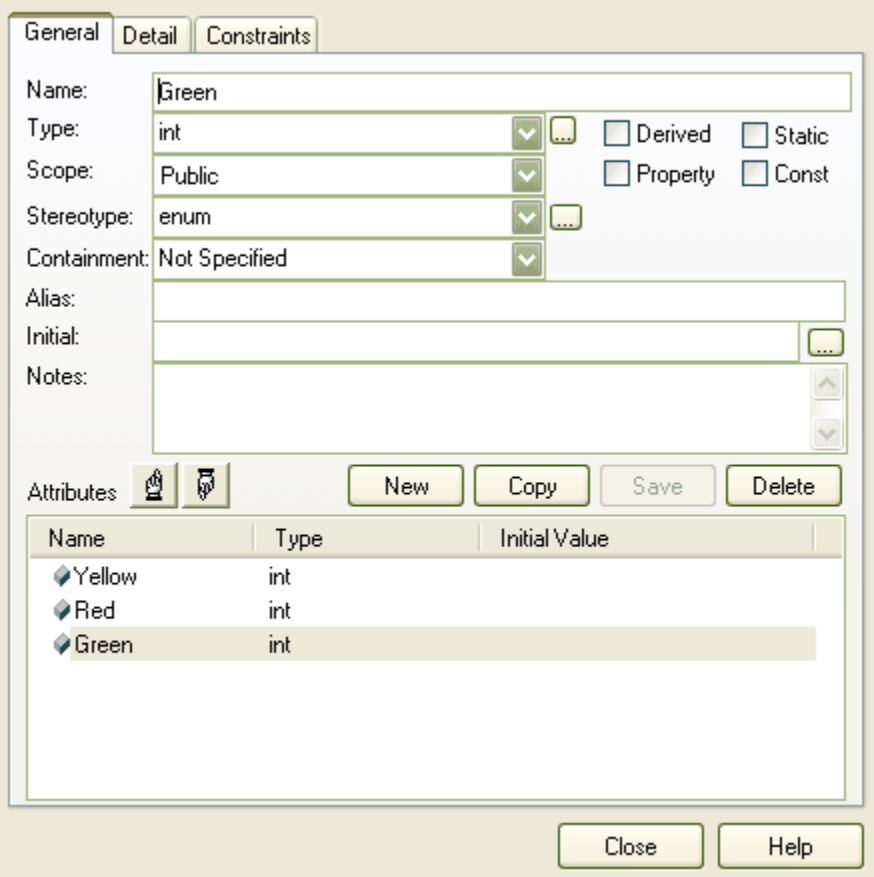
Enumerations can be used to restrict the values available to stereotype tags.



Note: *Enumerations defined under a Profile Package do not appear as elements in the profile when imported.*

To add an enumeration element, follow the steps below:

1. Open your Profile Package child Class diagram.
2. In the Enterprise Architect UML *Toolbox*, select **More tools** | **UML | Profile**. The contents of the *Profile* page of the *Toolbox* display.
3. Drag an *Enumeration* item from the toolbox onto the diagram. If the *Properties* dialog does not display, double-click on the element on the diagram.
4. In the **Name** field, type the name of the new Enumeration.
5. Click on the *Details* tab and click on the **Attributes** button. The *Attributes Properties* dialog displays..



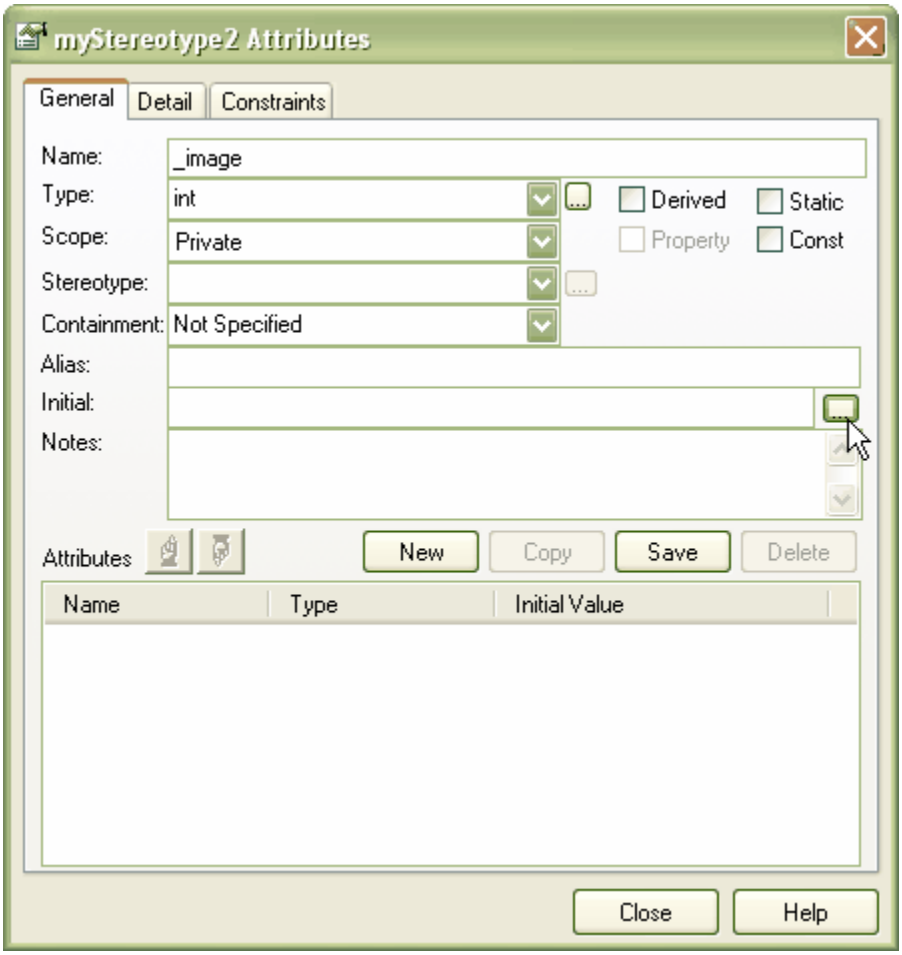
6. In the **Name** field, type the name of the Enumeration attribute.
7. In the **Type** field, click on the drop-down arrow and select the appropriate type.
8. In the **Initial** field, type the initial value of the attribute.
9. Click on the **Save** button, and repeat steps 6 to 9 for additional attributes.
10. When you are finished, click on the **Close** button.
11. Right-click on the *Stereotype* element and select the **Attributes** context menu option. The *Attribute Properties* dialog displays for the stereotype.
12. In the **Name** field type a name for the attribute.
13. In the **Type** field type the name of the Enumeration element.
14. In the **Initial** field type the name of the first enumeration attribute you defined.
15. Click on the **Save** and **Close** buttons.

You have now generated a drop-down list for setting the value of the tag in the *Tagged Values* window.

16.1.2.6 Add Shape Scripts to UML Profiles

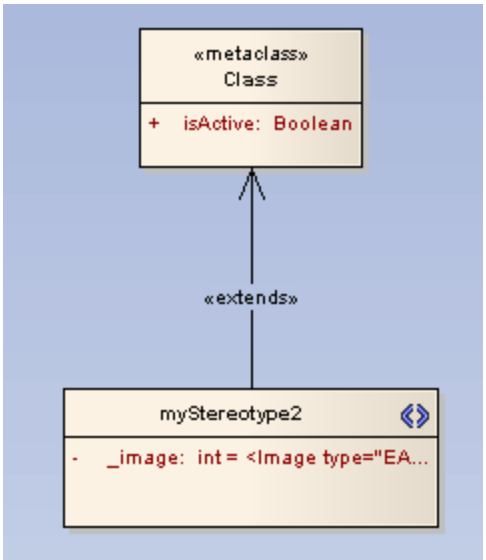
To add a shape script to a stereotype in a UML Profile, follow the steps below:

1. On the Profile Package child diagram, select a *Stereotype* element.
2. Right-click on the element and select the **Attributes** context menu option.
3. In the *Attributes Properties* dialog, in the **Name** field, type **_image**.



4. Click on the **[...]** button next to the **Initial** field. The *Shape Editor* dialog displays.
5. Enter the shape script in the *Shape Editor* dialog, and click on the **OK** and **Close** buttons.

The Stereotype element now resembles the example below:



See Also

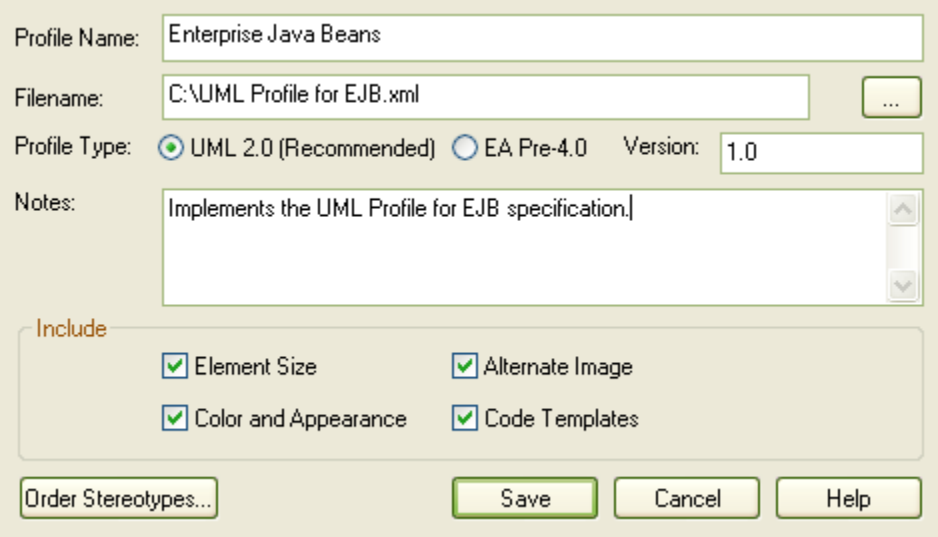
- Shape Scripts 1261

16.1.2.7 Export a UML Profile

Once you have created a Profile and defined the elements and metaclasses, you can save (export) the Profile to disk for future UML models.

To save a Profile, follow the steps below:

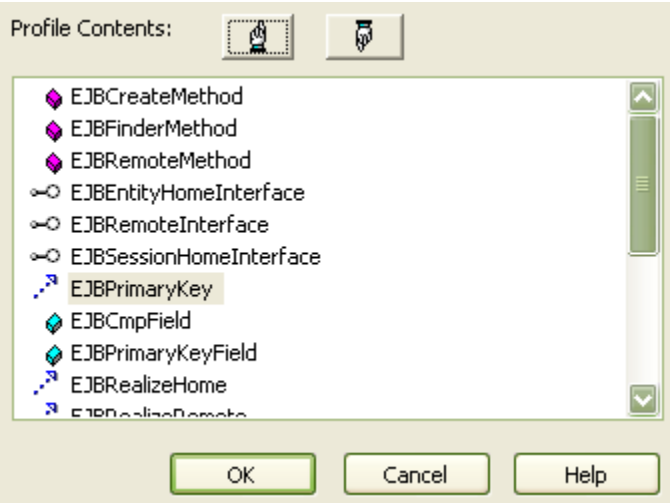
1. If your profile is
   - a single profile spread over multiple diagrams within the same Profile Package, find the Profile Package in the *Project Browser* window, right-click it and select the **Save Package as UML Profile** menu option
   - one of multiple profiles within the same Profile Package, right-click anywhere in the background of the Profile diagram and select the **Save as Profile** menu option
   - a single diagram within the Profile Package, choose either the **Save Package as UML Profile** menu option or the **Save as Profile** menu option.
2. The *Save UML Profile* dialog displays.



3. Click on the [**...**] (Browse) button, and select the destination for the XML Profile file to be exported. If necessary, edit the profile filename, but do not delete the .xml extension.
4. Against the **Profile Type**, select the **UML 2.0** radio button.

   Note: *You can also create stereotypes using the same format as for pre-4.0 versions of Enterprise Architect, by clicking on the* **EA Pre-4.0** *radio button. This has a reduced feature set and is provided for legacy use.*

5. Set the required export options for all stereotypes defined in the profile:
   - **Element Size** - select the checkbox to export the element size attributes
   - **Color and Appearance** - select the checkbox to export the color (background, border and font) and appearance (border thickness) attributes
   - **Alternate Image** - select the checkbox to export the metafile images
   - **Code Templates** - select the checkbox to export the code templates, if they exist.
6. Click on the **Order Stereotypes** button to define the order in which elements should appear in the generated profile (and therefore in the *Resources* window and Enterprise Architect UML *Toolbox*). The *Order Stereotypes* dialog displays.



7. In this dialog, you can select individual items and use the 'Hand' buttons to move the items up or down

in the list. Alternatively, you can right-click on the dialog and select to list the items in ascending or descending alphabetical or type order.

8. Click on the **Save** button to save the profile to disk.

16.1.2.8 Supported Attributes

Supported Stereotype Attributes in UML Profiles

The following attributes can be applied to stereotypes in UML Profiles:

Attribute	Meaning
_sizeX	Initial width of the element, in pixels at 100% zoom.
_sizeY	Initial height of the element, in pixels at 100% zoom.
_image	Shape script definition.
_metatype	Used for defining stereotypes as metatypes 1240.
_strictness	Used for restricting application of multiple stereotypes 1241.
_instanceType	Used for defining behavior on creating an instance 1242.
_instanceMode	Used for defining behavior on creating an instance 1242.
_instanceOwner	Used for defining behavior on creating an instance 1242.
_Bezier	Denotes that the linestyle for a connector is Bezier style. The value of the Tagged Value should be set to **1**.

Supported Metatype Attributes in UML Profiles

The following attributes can be applied to metatype Classes in UML Profiles, and refer to the stereotypes that extend them:

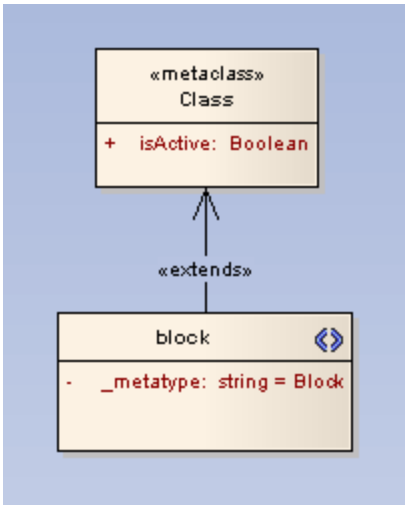
Attribute	Meaning
_defaultDiagramType	Used for defining child diagram types 1243.
_makeComposite	Used for creating composite elements 1244.
_AttPri	If set to **1**, switches on the *Attribute Visibility: Private* setting.
_AttPro	If set to **1**, switches on the *Attribute Visibility: Protected* setting.
_AttPub	If set to **1**, switches on the *Attribute Visibility: Public* setting.
_AttPkg	If set to **1**, switches on the *Attribute Visibility: Package* setting.

_OpPri	If set to **1**, switches on the *Operation Visibility: Private* setting.
_OpPro	If set to **1**, switches on the *Operation Visibility: Protected* setting.
_OpPub	If set to **1**, switches on the *Operation Visibility: Public* setting.
_OpPkg	If set to **1**, switches on the *Operation Visibility: Package* setting.
_AttInh	If set to **1**, switches on the *Inherited Features: Show Attributes* setting.
_OpInh	If set to **1**, switches on the *Inherited Features: Show Operations* setting.
_Constraint	If set to **1**, switches on the *Show Element Compartments: Constraints* setting.
_ConInh	If set to **1**, switches on the *Show Element Compartments: Inherited Constraints* setting.
_Responsibility	If set to **1**, switches on the *Show Element Compartments: Responsibilities* setting.
_ResInh	If set to **1**, switches on the *Show Element Compartments: Inherited Responsibilities* setting.
_Tag	If set to **1**, switches on the *Show Element Compartments: Tags* setting.
_TagInh	If set to **1**, switches on the *Show Element Compartments: Inherited Tags* setting.
_PType	If set to **1**, switches on the *Show element type (Port and Part only)* setting.
_Runstate	If set to **1**, switches on the *Hide Object Runstate in current diagram* setting.
_HideStype	If set to a comma-separated list of stereotypes, sets the *Hide Stereotyped Features* filter.

16.1.2.8.1 Define a Stereotype as a Metatype

The **_metatype** attribute is applied to a stereotype element. This is used where users want to hide the identity of an element as a stereotyped UML element. It is also a method of getting custom types to appear in contexts where only Enterprise Architect's inbuilt types would normally appear; for example in the lists of element types in the *Relationship Matrix*.

In the following example from SysML, *block* is defined as a stereotype that extends a UML Class.



However, a SysML user isn't interested in UML Classes, only in SysML Blocks. An element created from a stereotype defined this way, while behaving like a stereotyped Class in most contexts:

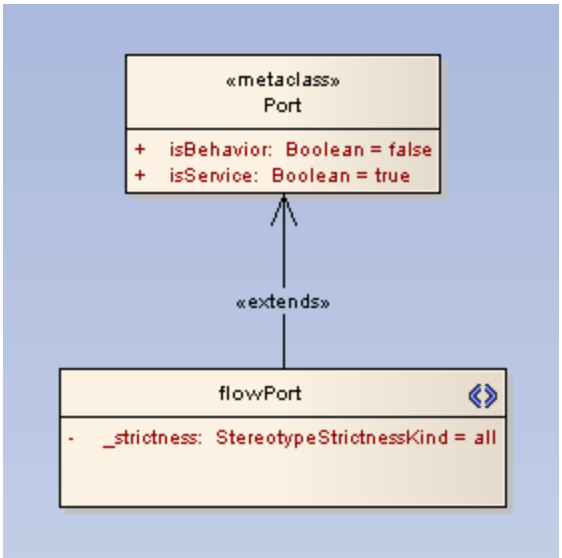
- Shows *Block Properties* rather than *Class Properties* as the title of its *Properties* dialog
- Is auto-numbered as *Block1* not *Class1* on creation, and
- Appears as *Block* not *Class* in many other contexts throughout Enterprise Architect.

16.1.2.8.2 Restrict Application of Multiple Stereotypes

The _**strictness** attribute is applied to a stereotype element. It defines to what level multiple stereotypes can be applied to an element. The type of the attribute is *StereotypeStrictnessKind* and it can have one of four values:

- *profile,* which states that an element of this type cannot be given more than one different stereotype from the same profile,
- *technology,* which states that an element of this type cannot be given more than one different stereotype from the same technology,
- *all,* which states that an element of this type cannot have multiple stereotypes at all, or
- *none,* which is the default Enterprise Architect behaviour and states that there are no restrictions on the use of multiple stereotypes.

The following example is from SysML and shows that a «*flowPort*» cannot have any other stereotype applied to it.



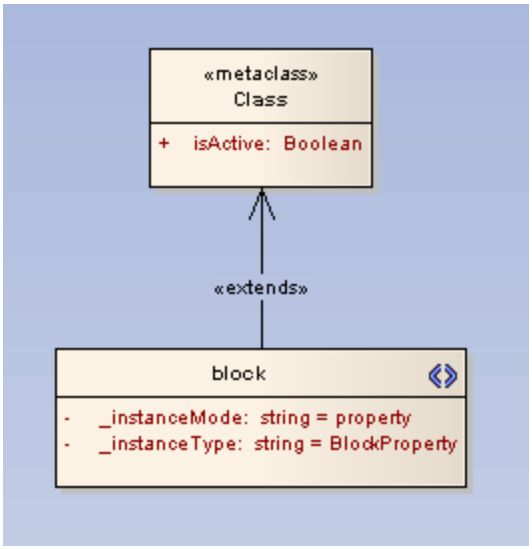
16.1.2.8.3 Define Behavior on Creating an Instance

The _**instanceType** attribute is applied to a stereotype element and defines what kind of element is created as an instance of this element type. The value corresponds to the metatype given to a stereotype using the _**metatype** attribute. It is shown on the *Paste Element* dialog and is translated if it matches an Enterprise Architect element type.

The _**instanceMode** attribute is applied to a stereotype element and and controls the text shown in the *Paste Element* dialog after being translated. Valid values are **instance** and **property**, with the default being **instance** .

The _**instanceOwner** attribute is applied to a stereotype element and controls the text shown in the *Paste Element* dialog. It is translated if it matches an Enterprise Architect element type. The default value is **Element** .

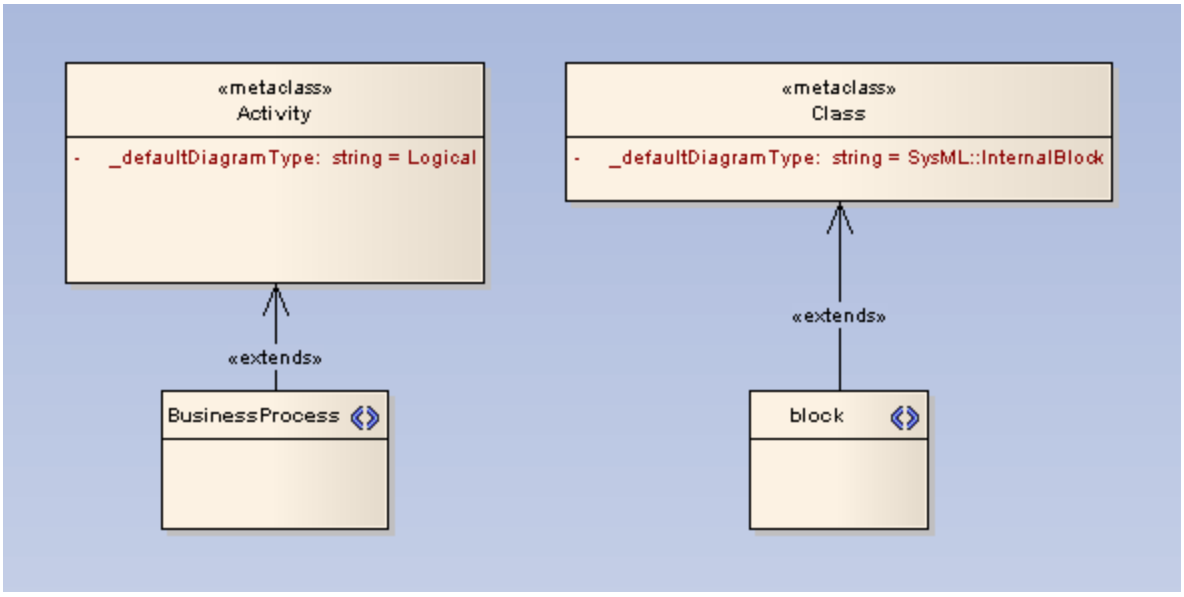
The following example from SysML shows that when an instance of a block is created, it is created as a **BlockProperty** element.



16.1.2.8.4 Define Child Diagram Types

The **_defaultDiagramType** attribute is applied to a metaclass element, not a stereotype element. It defines the type of diagram that is created when an element is made composite. This attribute can take as its name any of the inbuilt diagram types of Enterprise Architect (these are listed in the Built-In Diagram Types topic) 1256, or if a custom diagram type is wanted then it should be prefixed with the technology name and '**::**'.

The following examples show a «*BusinessProcess*»*Activity* that, when made a composite element, automatically creates a Class diagram (Class diagrams are defined by the keyword *Logical*) and a «*block*» stereotype that creates a SysML *InternalBlock* custom diagram.



16.1.2.8.5 Create Composite Elements

The **_makeComposite** attribute is applied to a Metaclass element, not a Stereotype element. It defines whether an element is always made composite when created. The following example from BPMN shows that a *BusinessProcess* element is always created as a Composite element with a BPMN custom child diagram:

16.1.2.9 Stereotypes Profile

In Enterprise Architect 6, an MDG Technology could consist of a multiplicity of UML Profiles, each one representing a toolbox in Enterprise Architect. Each profile could include stereotype definitions alongside redefinitions of standard UML elements. This meant that to define a stereotype in a technology, it had to appear in one of the toolboxes. Enterprise Architect 7 takes a different approach, splitting the task of defining the stereotypes and the task of defining the toolboxes into separate profiles.

In Enterprise Architect 7, an MDG Technology has one, and only one, profile containing all of the stereotypes, so you must define the stereotypes that belong in a technology in a single profile package. You can define them on multiple diagrams if you prefer, as long as the diagram contents all reside in a single package with the «*profile*» stereotype.

Give the «*profile*» package a description in the **Notes** field (eg *MDG Technology for BPMN*). When all of the stereotypes are defined (make sure that every stereotype extends at least one metaclass) right-click the profile package in the *Project Browser* and select the **Save Package as UML Profile** context menu option, then proceed as usual.

16.1.3 Quick Linker

Introduction

The Quick Linker provides a simple and fast way to create new elements and connectors on a diagram. When an element is selected in a diagram, the Quick Linker icon is displayed in the upper right corner of a element. Simply clicking and dragging the icon enables you to create new connectors and elements. The philosophy behind the built-in Quick Linker definitions has always been to provide not a complete list of valid or legal connections, but a short and convenient list of the commonest connections for the given context. As part of a UML Profile, you can add to or replace the built-in Quick Linker definitions; the following sections of this document explain how.

Customized Quick Linker Settings

A Quick Linker definition 1245 is a CSV format file. It is best manipulated in a spreadsheet which should be set up to save the CSV file as comma-separated text without quotation marks around text fields.

To add a Quick Linker definition file to a profile or technology, simply place a DocumentArtifact element onto the Profile diagram. Give it the name '*QuickLink*' then double-click on it. Open your CSV file in a text editor such as Notepad and copy and paste the contents into the DocumentArtifact element. The definitions are saved with the profile and are processed and applied when the profile is imported. The same applies if a profile is included within a technology, with the proviso that the QuickLink element must be in the same profile as the link stereotype definitions. This means that a technology could have a set of Quick Link definitions for each profile.

See Also

- Quick Linker Definition Format 1245
- Quick Linker Example 1247
- Hide Default Quick Linker Settings 1248
- Quick Linker Element Names 1249

16.1.3.1 Quick Linker Definition Format

A Quick Linker definition is a text file consisting of records terminated by new-line characters. Each record must consist of 23 comma-separated fields, as defined by the table below. The values of each field must not be in "quotes". A Quick Linker definition can include comments: all lines which begin with // are ignored by Enterprise Architect.

Each record of the Quick Linker definition represents a single entry on the Quick Link menu. Some fields define the menu command; some fields can be thought of as filters, with the entry being ignored if the filter condition isn't met.

A Quick Linker definition has the following fields.

Column	Field	Description
A	**Source Element Type**	The row is ignored unless a link is being dragged away from this type of element.
B	**Source Stereotype Filter**	If set, the row is ignored unless a link is being dragged away from an element with this stereotype.
C	**Target Element Type**	If set, the row is ignored unless a link is being dragged onto this type of element. If blank, the row is ignored unless a link is being dragged onto an empty piece of diagram.
D	**Target Stereotype Filter**	If set and **Target Element Type** also set, the row is ignored unless a link is being dragged onto an element with this stereotype.
E	**Diagram Filter**	Contains either an inclusive or exclusive list of diagrams, which limits the diagrams the given kind of link can be included on. Each diagram name is terminated by a semi-colon. Excluded diagram names are preceded by an exclamation mark. Example of an inclusive list: *Collaboration;Object;Custom;* Example of an Exclusive list: *!Sequence;*
F	**New Element Type**	If set and **Create Element** also set, results in the creation of an element of this type.

Column	Field	Description
G	**New Element Stereotype**	If set and **Create Element** also set, results in the creation of an element with this stereotype.
H	**New Link Type**	If set and **Create Link** also set, results in the creation of a link of this type.
I	**New Link Stereotype**	If set and **Create Link** also set, results in the creation of a link with this stereotype.
J	**New Link Direction**	Can be: • directed (always creates an association from source to target) • from (always creates an association from target to source) • undirected (always creates an association with unspecified direction) • bidirectional (always creates a bi-directional association), or • to (creates either a directed or undirected association, depending on the value of the *Association Direction* option). ***Note:*** *Not all of the above work with all connector types; for example, you cannot create a bi-directional generalization.*
K	**New Link Caption**	If a new link is being created but not a new element, then this is the text that appears on the context menu.
L	**New Link & Element Caption**	If a new link AND a new element are being created, then this is the text that appears on the context menu.
M	**Create Link**	If set to **TRUE**, results in creation of a new link; otherwise should be left blank.
N	**Create Element**	If set to **TRUE** the row is ignored unless a link is being dragged onto an empty piece of diagram and results in creation of a new element; otherwise should be left blank. This overrides the values of **Target Element Type** and **Target Stereotype Filter**.
O	**Disallow Self connector**	Should be set to **TRUE** if self connectors are invalid for this kind of link; otherwise should be left blank.
P	**Exclusive to ST Filter + No inherit from Metatype**	If set to **TRUE**, indicates that elements of type *Source Element Type* with the stereotype *Source Stereotype Filter* do not display the QuickLink definitions of the equivalent unstereotyped element.
Q	**Menu Group**	If set, indicates the name of a sub-menu in which a menu item is created.
R	**Complexity Level:**	Not implemented, always set to **0**.
S	**Target Must Be Parent**	If set to **TRUE** this menu item only appears when dragging from a child element to its parent; for example from a port to its containing Class.
T	**Embed element**	If set to **TRUE** the element being created is embedded in the target element; otherwise should be left blank.
U	**Precedes Separator LEAF**	If set to **TRUE** results in a menu separator being added to the QuickLink menu; otherwise should be left blank.
V	**Precedes Separator GROUP**	If set to **TRUE** results in a menu separator being added to the QuickLink sub-menu; otherwise should be left blank.

Column	Field	Description
W	**Dummy Column**	Depending on which spreadsheet application you use, this column might require a value in every cell to force CSV export to work correctly with trailing blank values.

16.1.3.2 Quick Linker Example

This example uses a Class element with the stereotype «*quick*». When you drag a quick link away from one of these elements, you want to create a dependency either to or from a component element. When you drag a quick link onto an existing *Port* or component element, you want a dependency either to or from the component **or**, in the case of a component, you want to be able to create an embedded Port element.

This results in 8 records in the Quick Linker definition file.

1. Dependency to new Component
2. Dependency from new Component
3. Dependency to existing Component
4. Dependency from existing Component
5. Dependency to existing Port
6. Dependency from existing Port
7. Dependency to existing Component, create new Port
8. Dependency from existing Component, create new Port

In the spreadsheet, this is implemented by the following values:

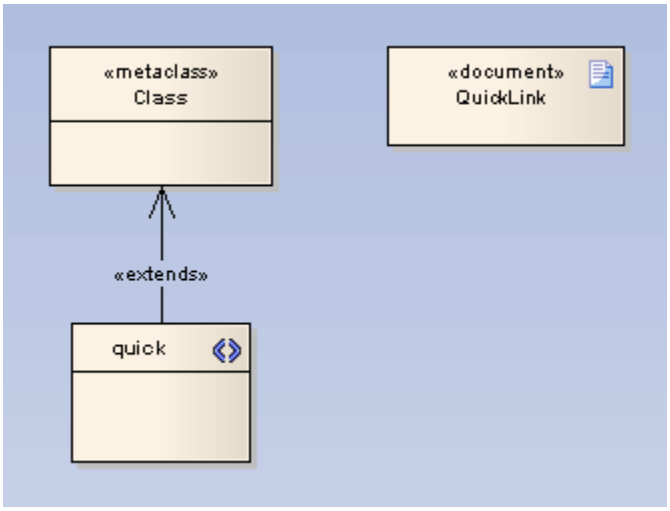
	A	B	C	D	E	F	G	H	I	J	K
1	//Source Element Type	Source ST filter	Target Element Type	Target ST Filter	Diagram Filter	New Element Type	New Element ST	New Link Type	New Link ST	New Link Direction	New Link
2	Class	quick				Component		Dependency		to	
3	Class	quick				Component		Dependency		from	
4	Class	quick	Component					Dependency		to	Dependen
5	Class	quick	Component					Dependency		from	Dependen
6	Class	quick	Port					Dependency		to	Dependen
7	Class	quick	Port					Dependency		from	Dependen
8	Class	quick	Component			Port		Dependency		to	
9	Class	quick	Component			Port		Dependency		from	

	L	M	N	O	P	Q	R	S	T	U
1	New Link & Element Caption	Create Link	Create Element	Disallow Self connector	No inherit from metatype	Menu Group	Complexity Level	Target Must Be Parent	Embed element	Precee Separa LEAF
2	Dependency to	TRUE	TRUE	TRUE	TRUE	Component	0			
3	Dependency from	TRUE	TRUE	TRUE	TRUE	Component	0			TR
4		TRUE		TRUE	TRUE		0			
5		TRUE		TRUE	TRUE		0			TR
6		TRUE		TRUE	TRUE		0			
7		TRUE		TRUE	TRUE		0			TR
8	Dependency to	TRUE	TRUE	TRUE	TRUE	Port	0		TRUE	
9	Dependency from	TRUE	TRUE	TRUE	TRUE	Port	0		TRUE	TR

This saves to the following CSV:

```
Class,quick,,,,Component,,Dependency,,to,,Dependency to,TRUE,TRUE,TRUE,TRUE,Component,0,,,,,
Class,quick,,,,Component,,Dependency,,from,,Dependency from,TRUE,TRUE,TRUE,TRUE,Component,0,,,TRUE,,
Class,quick,Component,,,,,Dependency,,to,Dependency to,,TRUE,,TRUE,TRUE,,0,,,,,
Class,quick,Component,,,,,Dependency,,from,Dependency from,,TRUE,,TRUE,TRUE,,0,,,TRUE,,
Class,quick,Port,,,,,Dependency,,to,Dependency to,,TRUE,,TRUE,TRUE,,0,,,,,
Class,quick,Port,,,,,Dependency,,from,Dependency from,,TRUE,,TRUE,TRUE,,0,,,TRUE,,
Class,quick,Component,,,Port,,Dependency,,to,,Dependency to,TRUE,TRUE,TRUE,TRUE,TRUE,Port,0,,TRUE,,,
Class,quick,Component,,,Port,,Dependency,,from,,Dependency from,TRUE,TRUE,TRUE,TRUE,TRUE,Port,0,,TRUE,TRUE,,
```

You can create the following profile and cut and paste the CSV data into the document artifact to test the effect:



16.1.3.3 Hide Default Quick Linker Settings

If you have a Quicklinker definition with the *Exclusive to stereotype* flag (column P) set to **TRUE**, then the default Quicklinker definitions between the given source and target are overridden. However, you might want to override the defaults without actually having a quicklink definition. For example, if you don't define any quicklinks for a «quick» Class to another «quick» Class, Enterprise Architect displays the default quicklinks for a Class to another Class. To override this behaviour, create a quicklinker definition that has the source element type, source stereotype filter, target element type and target stereotype filter fields (columns A, B, C and D) all set, with the **Exclusive to stereotype** flag (column **P**) set to **TRUE**, and with the new link type field

(column **H**) set to **<none>**.

For example, add this line to the example in Quick Linker Example 1247:

Class,quick,Interface,,,,,<none>,,,,,,,,TRUE,,0,,,,,

This overrides the default Class-to-Interface quicklinks when a quicklink is dragged from a «quick» Class to an Interface element.

Note: *This technique does not affect the automatic appearance of Dependency, Trace, Information Flow and Help items on the quicklink menu.*

16.1.3.4 Quick Linker Element Names

List of Element Types

The following element names can be used in Quick Linker definitions:

Action	ExitPoint	Port
ActionPin	ExitState	ProvidedInterface
Activity	ExpansionNode	Receive
ActivityParameter	Feature	RequiredInterface
Actor	GUIElement	Requirement
Artifact	HistoryState	Screen
Boundary	InformationItem	Send
CentralBufferNode	InitialActivity	Sequence
Change	InitialState	Signal
ChoiceState	InteractionOccurrence	State
Class	Interface, Issue	StateLifeline
Collaboration	JunctionState	StateMachine
Component	MergeNode	Synchronization_H
Decision	MessageEndpoint	Synchronization_V
DeepHistoryState	n-ary Association	SynchState
Device	Node,	UMLDiagram
DiagramGate	Object	UseCase
EntryPoint	ObjectNode	ValueLifeline
EntryState	Package	
ExecutionEnvironment	Part	

List of Connector Types

The following connector names can be used in Quick Linker definitions:

Aggregation	Deployment	PackageMerge
Association	Extension	Realization
CommunicationPath	Generalization	Redefinition
Composition	InterfaceLink	Sequence
ConnectorLink	Manifest	StateFlow

ControlFlow	Nesting	UCExtends
DelegateLink	ObjectFlow	UCIncludes
Dependency	PackageImport	UseCase

16.1.4 Toolbox Profiles

Customize Enterprise Architect Toolboxes

Here is a road map of how to create a set of custom toolboxes for Enterprise Architect.

1. Create a Stereotypes Profile 1244 containing all the stereotypes that you want to deliver with your technology.
2. Create a set of Toolbox Profiles 1250 which contain the definitions that Enterprise Architect requires to create the toolboxes.
3. Create a .MTS file 1251 containing instructions on how to build your MDG Technology. Use this .MTS file to build your MDG Technology.
4. Deploy the MDG Technology 1474 file.
5. Add some finishing touches:
   - Create hidden sub-menus 1252;
   - Override Enterprise Architect's default toolboxes 1252;
   - Change the default icons for toolbox items 1252.

16.1.4.1 Create Toolbox Profiles

You can create multiple toolbox profiles within an MDG Technology. Each toolbox profile contains definitions that determine what appears in the Enterprise Architect UML *Toolbox* when specific pages are open, either by selecting from the **More tools**... option in the Enterprise Architect UML *Toolbox* window, or by opening or creating a diagram of the type that is linked to the toolbox profile.

To create a toolbox profile, follow the steps below:

1. Create a diagram in a profile package. Give it a name by which you can refer to it later, such as *MyClassDiagram*. In the **Notes** field for the diagram give it an alias and a description in the following format:

   Alias=MyClass;Notes=Structural elements for class diagrams;

2. On the diagram, create a Class, name it *ToolboxPage* and give it the «metaclass» stereotype.
3. Create a «stereotype» element for each of the toolbox pages to create within your toolbox, such as *MyClassElements* and *MyClassRelationships*. Set their Alias to the text to display in the title bar of each toolbox page, such as *My Class Elements* and *My Class Relationships* respectively. Use the **Notes** field to define the tool-tip for each toolbox page; that is, **Elements for Class Diagrams** and **Relationships for Class Diagrams**. Use the «extends» connector to set the stereotype elements to extend *ToolboxPage*. See also: Toolbox Page Attributes 1251.
4. In the «stereotype» elements, create an attribute for each toolbox item. The name of the attribute should be the name of the element to be dropped, including namespace, e.g. *UML::Package*, *UML::Class* and *UML::Interface*. The toolbox items display in the same order as the attributes in the Class, so make use of the attribute ordering buttons to define the order of your toolbox.

   To name an attribute for an item from your own technology, precede it with your profile name as the namespace, and then follow it in brackets with the element type that you are extending (so that Enterprise Architect knows what element to create). For example, a SysML block element would appear as *SysML::Block(UML::Class)*. See also the complete list of elements that can be extended 1253 and the complete list of connectors that can be extended 1255.

   You might prefer not to use names such as UML::Package or UML::Class in your toolbox, so give the

attributes an **Initial Value** of, for example, *Package* and *Class*.

5. To save the toolbox profile, right-click the diagram and select the **Save as Profile** context menu option.

16.1.4.1.1 Toolbox Page Attributes

The following attributes can be added to a stereotype Class that extends the *ToolboxPage* metaclass:

- **ImagesOnly**: If you give a toolbox page an attribute named *ImagesOnly* with **Initial Value** set to **true**, the toolbox page displays without the text labels next to the icons
- **IsCommon**: If you give a toolbox page an attribute named *IsCommon* with **Initial Value** set to **true**, the toolbox page is common to all defined toolboxes while your technology is active
- **isCollapsed**: If you give a toolbox page an attribute named *isCollapsed* with **Initial Value** set to **true**, the toolbox page displays in collapsed mode
- **Icon**: see Icons for Toolbox Items 1252
- **isHidden**: see Hidden Sub-Menus 1252.

16.1.4.2 Working with MTS Files

Create a .MTS File

To create a .MTS file, select the **Tools | Generate MDG Technology File** menu option to launch the MDG Technology Wizard. Choose the following options in the Wizard:

- On Page 1, select **Create a new MTS file** and click on the **Next** button.
- On Page 2, browse to the folder in which to create your technology, enter the name of the .MTS file to create and click on the **Next** button.
- On Page 3, in the **Technology** field, type the full name of the technology you are creating, browse to the folder in which to create your technology and enter the name of the .XML file you want to create in the **Filename** field, enter the technology ID in the **ID** field, enter whatever you like in the **Version** and **Notes** fields, and uncheck all the options except **Profiles**. Click on the **Next** button.
- On Page 4, select only the name of the Stereotypes Profile 1244 created previously. Click on the **Next** button.
- On Page 5, click on the **Finish** button.

Modify Your .MTS File

Once you have created the .MTS file, open it in a text editor. Cut and paste the following two lines before the last line of the file (i.e. between the *<Technology... />* and *</MDG.Selections>* lines:

```
<UIToolboxes directory="" files=""/>
<DiagramProfile directory="" files=""/>
<UITaskpanes directory="" files=""/>
```

In the "directory" attributes enter the full path of the folder where your Toolbox Profiles 1250, Diagram Profile 1255 (if you have one) and Task Pane Profile 1257 (if you have one) are kept. In the "files" attributes enter a comma-separated ordered list of profile filenames.

You can also add the necessary attributes for defining an icon and a logo for your technology. See Icons and Logos for Technology 1475 for instructions on how to do this.

Save the .MTS file.

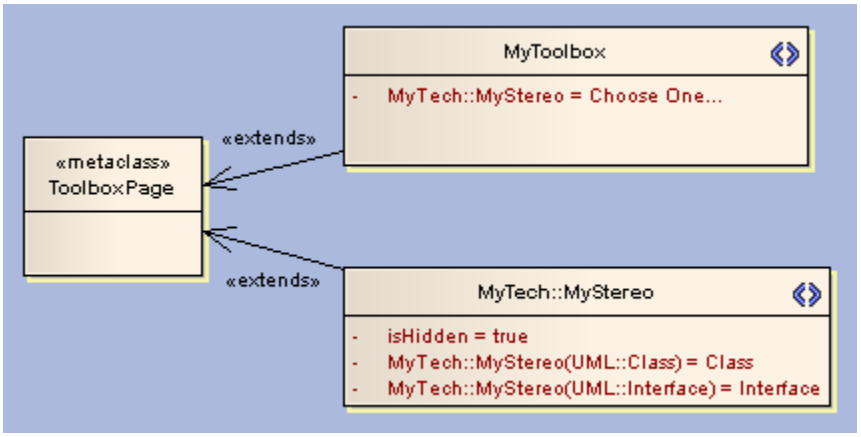
Create an MDG Technology

Select the **Tools | Generate MDG Technology File** menu option, but this time select **Open an Existing MTS file** and click on the **Next** button until the wizard is finished. Your MDG Technology file is created.

16.1.4.3 Create Hidden Sub-Menus

To create a sub-menu, create an additional «stereotype» element in the same toolbox profile and give it an attribute named *isHidden* with **Initial Value** of **true**. Define the toolbox item attributes as before. In the parent «stereotype» element, create an attribute with the identical name to the sub-menu element. The sub-menu element can have an alias.

This technique is very useful for 'disambiguating' stereotypes that can be applied to multiple metaclasses. In the example below, the «MyStereo» stereotype can be applied to either a Class or an Interface. On dragging and dropping one from the toolbox, a hidden menu displays giving the choice of Class or Interface, then the appropriate element is dropped:



16.1.4.4 Override Default Toolboxes

Enterprise Architect has many default Toolbox Profiles, one for each of its inbuilt diagram types. These define the Toolbox pages that are displayed, by default, every time a diagram of a specific type is opened or brought into view.

If you want to replace one of Enterprise Architect's default toolboxes with one of your own (for example, if you have your own version of the UML::Class toolbox that you want to be opened every time a Class diagram is opened - as long as your technology is active) then include a RedefinedToolbox clause in the **Notes** field for the diagram properties of your Toolbox Profile diagram. For example, the profile diagram's **Notes** field could resemble the following:

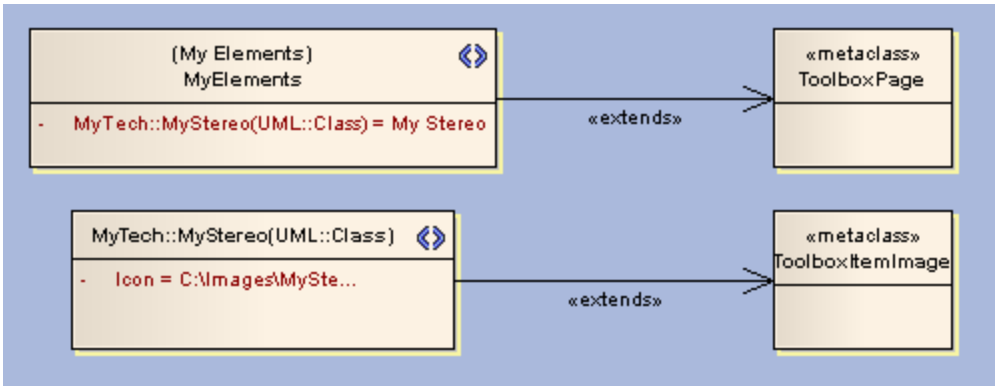
```
RedefinedToolbox=UML::Class;Alias=Class;Notes=Structural elements for Class diagrams;
```

This states that the profile is the new Enterprise Architect default for all UML Class diagrams. For a list of inbuilt diagram types, see the names of the toolboxes 1253.

16.1.4.5 Icons for Toolbox Items

Assign an Icon to a Toolbox Item

To assign an icon to a toolbox item, create a new «stereotype» element in the same toolbox profile as the toolbox item. Have the stereotype element extend a «metaclass» element named *ToolboxItemImage*. The « stereotype» element must have the same name as the attribute that it is assigning an image to (e.g. *MyTech::MyStereo(UML::Class)* in the diagram below) and must have an attribute named *Icon* with **Initial Value** set to the full path and file name of the image to be used. The image must be a 16x16 .BMP file.



16.1.4.6 List of Enterprise Architect Toolboxes

The following is a list of the Enterprise Architect UML Toolboxes that can be overridden:

- UML::Activity
- UML::Class
- UML::Communication
- UML::Component
- UML::Composite
- UML::Deployment
- UML::Interaction
- UML::Metamodel
- UML::Object
- UML::Profile
- UML::State
- UML::Timing
- UML::UseCase
- Extended::Analysis
- Extended::Custom
- Extended::DataModeling
- Extended::Maintenance
- Extended::Requirements
- Extended::UserInterface
- Extended::WSDL
- Extended::XMLSchema

16.1.4.7 Elements Used in Toolboxes

The following elements (all preceded with the namespace **UML::**) can be extended or redefined in Enterprise Architect *Toolbox* pages. The text in red indicates the label name displayed in the default Enterprise Architect *Toolbox* pages, where this differs in any way from the **UML::** statement text.

- Action
- Activity
- ActivityFinal (*Final*)
- ActivityInitial (*Initial*)
- ActivityPartition (*Partition*)
- ActivityRegion (*Region*)
- Actor
- Junction
- Lifeline
- MergeNode (*Merge*)
- MessageEndPoint (*Endpoint* or *Message Endpoint*)
- MessageLabel (*Message Label*)
- Metaclass
- Node

Artifact
AssociationElement (*Association*)
Boundary (for Use Cases)
CentralBufferNode (*Central Buffer Node*)
Change
Choice
Class
Collaboration
Component
Constraint
Datastore
Decision
DeploymentSpecification (*Deployment Specification*)
Device
DocumentArtifact (*Document Artifact* or *Document*)
Entity (*Information*)
EntityObject (*Entity*)
EntryPoint (*Entry*)
Enumeration
ExceptionHandler (*Exception*)
ExecutionEnvironment (*Execution Environment*)
ExitPoint (*Exit*)
Feature
FinalState (*Final*)
FlowFinalNode (*Flow Final*)
ForkJoinH (*Fork/Join* - Horizontal)
ForkJoinV (*Fork/Join* - Vertical)
Gate (*Diagram Gate*)
GUIElement (*UI Control*)
HistoryState (*History*)
InformationItem (*Information Item*)
InitialState (*Initial*)
InteractionFragment (*Fragment*)
InteractionState (*State/Continuation*)
Interface
Issue
Note
Object
ObjectBoundary (*Boundary*)
ObjectControl (*Control*)
ObjectEntity (*Entity*)
Package
Part
Port
Primitive
Process
Profile
ProvidedInterface (*Expose Interface*)
ReceiveEvent (*Receive*)
Requirement
RobustBoundary (*Boundary*)
RobustControl (*Control*)
RobustEntity (*Entity*)
Screen
SendEvent (*Send*)
SequenceBoundary (*Boundary*)
SequenceControl (*Control*)
SequenceEntity (*Entity*)
Signal
State
StateMachine (*State Machine*)
StateTimeLine (*State Lifeline*)
Stereotype
StructuredActivity (*Structured Activity*)
SynchState (*Synch*)
Table
Terminate
TestCase (*Test Case*)
UseCase (*Use Case*)
UMLBoundary (*Boundary*)
ValueTimeLine (*Value Lifeline*)

16.1.4.8 Connectors Used In Toolboxes

The following connectors (all preceded with the namespace **UML::**) can be extended or redefined in Enterprise Architect toolboxes. The text in red indicates the label name displayed in the default Enterprise Architect *Toolbox* pages, where this differs in any way from the **UML::** statement text.

Aggregation (*Aggregate*)
Assembly
Association (*Associate*)
AssociationClass (*Association Class*)
CallFromRecursion (*Call*)
CommunicationPath (*Communication Path*)
Composition (*Compose*)
Connector
ControlFlow (*Control Flow*)
Delegate
Dependency
Deployment
Extension
Generalization (*Generalize* or *Inheritance*)
InformationFlow (*Information Flow*)
InterruptFlow (*Interrupt Flow*)
Invokes
Manifest
Message
Nesting
NoteLink (*Note Link*)
ObjectFlow (*Object Flow*)
Occurrence
PackageImport (*Package Import*)
PackageMerge (*Package Merge*)
Precedes
ProfileApplication (*Application*)
Realization (*Realize* or *Implements*)
Recursion
Redefinition
Representation
Represents
RoleBinding (*Role Binding*)
SelfMessage (*Self-Message*)
TagValAssociation (*Tagged Value*)
TraceLink (*Trace*)
Transition
UCExtend (*Extend*)
UCInclude (*Include*)
UseCaseLink (*Use*)

16.1.5 Diagram Profiles

Custom Diagram Types

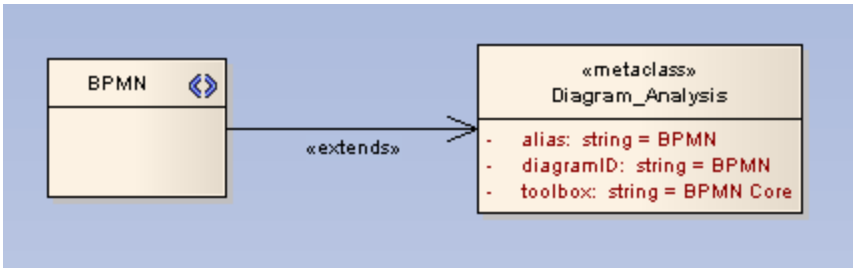
You can create extended diagram types in Enterprise Architect and include them in MDG Technologies. To do this, perform the following steps.

1. Create a profile with the same name as the MDG Technology in which it is to be included; e.g. *SysML*.
2. Create a «stereotype»Class element which is named as the custom diagram, e.g. *BlockDefinition*.
3. Create a Class element and name it as one of the Built-In Diagram Types 1256 prefixed with *Diagram_*, for example *Diagram_Logical* for Class diagrams or *Diagram_Use Case* for Use Case diagrams.
4. Give the *Diagram_x* class the «*metaclass*» stereotype and draw an «*extends*» connector from the stereotype to the metaclass.
5. In the **Notes** field, give the stereotype Class a brief description of what the diagram is used for. This description displays in the bottom right-hand corner of the *New Diagram* dialog.
6. Give the *Diagram_x* class the following attributes as required:
   - *diagramID: string = abc* (where *abc* is the diagram type that appears on the diagram frame label).
   - *toolbox: string = ToolboxName* (where *ToolboxName* is the name that appears in the toolbox

heading for the toolbox that you want to open automatically each time a diagram is opened).

- *frameString: string = FrameFormatString* (where *FrameFormatString* is a string containing substitution macros for defining the frame title, with or without additional delimiters such as [ ]. Macros that can be used are:
  - #DGMSTEREO#
  - #DGMID#
  - #DGMTYPE#
  - #DGMALIAS#
  - #DGMOWNERNAME#
  - #DGMOWNERNAMEFULL#
  - #DGMNAME#
  - #DGMNAMEFULL#
- *styleex: string = TConnectorNotation=Option*; (where *Option* is one of **UML 2.1**, **IDEF1X**, or **Information Engineering**).

The following example shows the BPMN diagram profile which defines a BPMN diagram as an extension of the Enterprise Architect Analysis diagram.



7. Save the diagram as a profile in the usual manner.
8. If you are using the MDG Technology Wizard with an MTS file to generate your technology, edit the MTS file to get the DiagramProfile generated into your technology file. Inside the root <MDG.Selections> node insert the following.

   <DiagramProfile directory="MyPath" files="MyFile1.xml,MyFile2.xml"/>

   Where *MyPath* is the directory your *DiagramProfile* is saved in, and *MyFile1.xml* and *MyFile2.xml* are the diagram profiles to include in this technology.
9. Save the MTS file.

16.1.5.1 Built-In Diagram Types

The following is a full list of built-in diagram types provided by Enterprise Architect.

- Activity
- Analysis
- Collaboration
- Component
- CompositeStructure
- Custom
- Deployment
- InteractionOverview
- Logical
- Object
- Package
- Sequence

- Statechart
- Timing
- Use Case

Note the use of *Logical* for Class diagrams and also notice the space in the middle of *Use Case*. These names are used in Defining Child Diagram Types 1243, or prefixed by *Diagram_* in creating Diagram Profiles 1255.

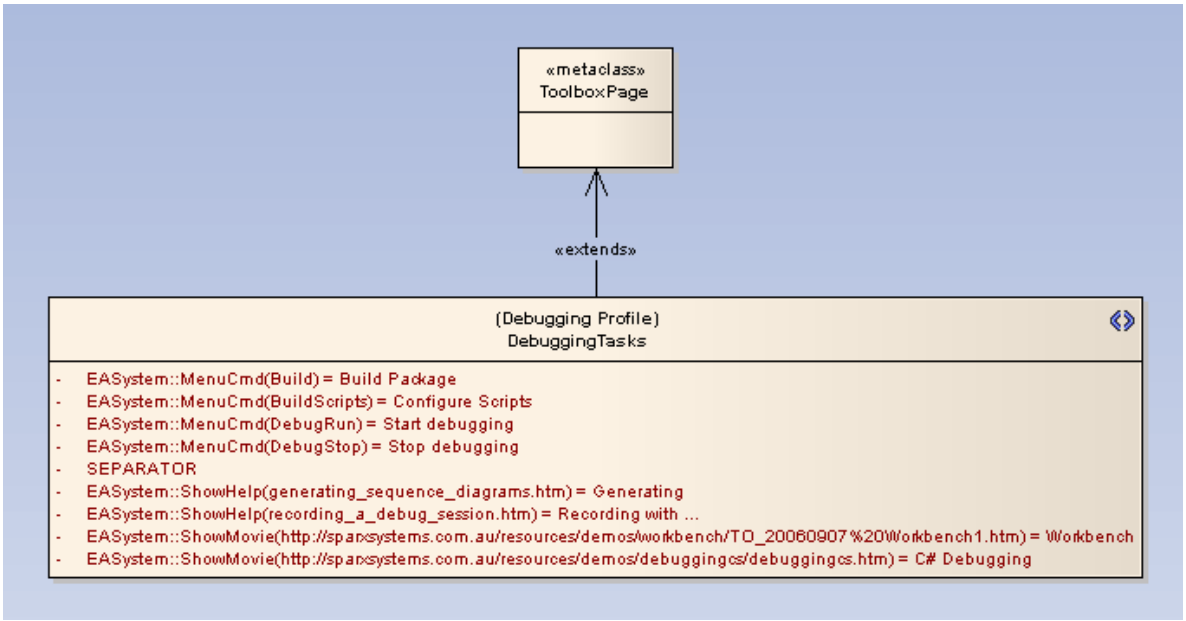
16.1.6 Create Tasks Pane Profiles

Defining *Tasks Pane* profiles is a four-part process:

1. Define Toolboxes 1257. Create any number of stereotype elements that each define a *Tasks Pane* toolbox page
2. Define Contexts 1259. Create any number of stereotype elements that each define a named Context. A context might be when a specific diagram type is open, or when a specific element type is selected.
3. Allocate Contexts 1259 to Toolboxes. Define the many-to-many relationships between the *Tasks Pane* toolboxes and the available contexts.
4. Create the Profile 1260 and incorporate it into your Technology.

16.1.6.1 Define Tasks Pane Toolboxes

A *Tasks Pane* toolbox is defined by a «stereotype» Class that extends a «metaclass»ToolboxPage element. These elements must be owned by a «profile» package. Each «stereotype» Class represents the contents of the *Tasks Pane* for a given context, and each attribute of the «stereotype» Class defines a command button in the *Tasks Pane*. The following diagram shows an example of a *Tasks Pane* toolbox.



The title bar of the *Tasks Pane* toolbox is defined by the Alias of the «stereotype» Class, in this case *Debugging Profile*. This example uses the following standard attribute types:

- **EASystem::MenuCmd**. These entries name an Enterprise Architect main menu command inside round brackets. See a complete list of inbuilt commands 1258. Type the text to appear in the *Tasks Pane* into the **Initial Value** field.
- **EASystem::ShowHelp**. These entries name a page from the *Enterprise Architect User Guide* inside round brackets. To find out the names of pages in the *Enterprise Architect User Guide*, right-click the page and

select the **Properties** menu option. Type the text to appear in the *Tasks Pane* into the **Initial Value** field.

- **EASystem::ShowMovie**. These entries give the URL of a movie inside round brackets. Type the text to appear in the *Tasks Pane* into the **Initial Value** field.
- **SEPARATOR**. This entry indicates that a separator should be placed in the *Tasks Pane* toolbox. If it is necessary to place multiple separators in a single toolbox, note that Enterprise Architect does not allow identically named attributes for a Class: simply change the case of one or more letters to get around the problem.

Other useful attributes include:

- **isCommon**. A boolean attribute with **Initial Value** set to **True** defines a *Tasks Pane* toolbox as context-free and common, appearing for all contexts.

Next Step

The next step is to create a set of Tasks Pane Contexts 1259.

16.1.6.1.1 Built-In Tasks Pane Commands

The following Enterprise Architect commands can all be used in user-defined *Tasks Pane* profiles. *Tasks Pane* pages have attributes named in the form *EASystem::MenuCmd(<CommandName>)* where *<CommandName>* is the name chosen from the following list:

- AddDiagram
- AddElement
- AddPackage
- AutoRecordThread
- AddModelFromPattern
- Build
- BuildScripts
- ConfigureCSV
- ConfigureValidation
- CreateBaseLine
- CreateSequenceDiagram
- DebugPause
- DebugRun
- DebugStop
- Deploy
- DiagramsOnlyReport
- ElementUsage
- ExportXMI
- FileNew
- FileOpen
- GenerateDDL
- GenerateWSDL
- GenerateXMLSchema
- ImplementationDetails
- ImportBinary
- ImportExportCSV
- ImportSchema
- ImportSourceDirectory
- ImportWSDL
- ImportXMI
- ImportXMLSchema
- Run
- RunHTMLReport
- RunRTFReport
- SetClassifier
- ShowHideExecution
- StartDebugRecording
- StepInto
- StepOut
- StepOver
- StopDebugRecording
- Test
- TestingReport
- ToggleLevelNumbering
- TransformPackage
- TransformSelectedElements
- ValidateModel
- ViewAuditing
- ViewDebug
- ViewElementList
- ViewForum
- ViewHierarchy
- ViewMaintenance
- ViewOutput
- ViewProjectManagement
- ViewRelationships
- ViewRelMatrix
- ViewRequirementTypes
- ViewRules
- ViewSearch
- ViewSourceCode
- ViewTaggedValues
- ViewTesting
- ViewTestingDetails
- ViewWebBrowser

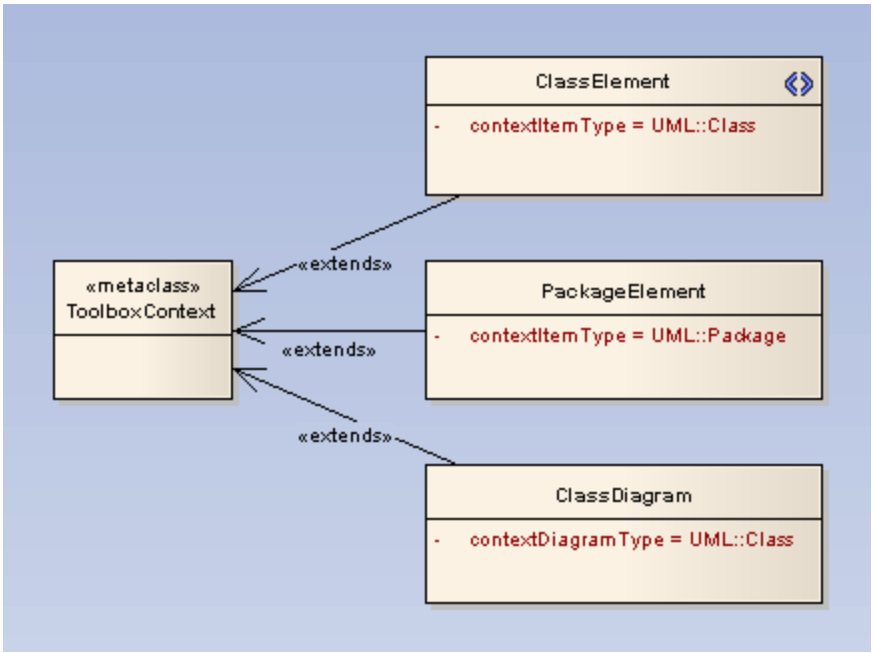
16.1.6.2 Define Tasks Pane Contexts

Named Contexts

In order to create a context-sensitive set of *Tasks Panes*, you must define a set of named contexts that can be used in the definition. A named context is a «stereotype» Class which extends a «metaclass» named *ToolboxContext*. These elements must be owned by a «profile» package, specifically the same «profile» package that owns the Task Pane toolbox definitions 1257. The context Class has one of the following attributes:

- contextDiagramType. This should have an **Initial Value** set to a valid diagram type
- contextItemType. This should have an **Initial Value** set to a valid element type
- contextKey.

Example Context Profile

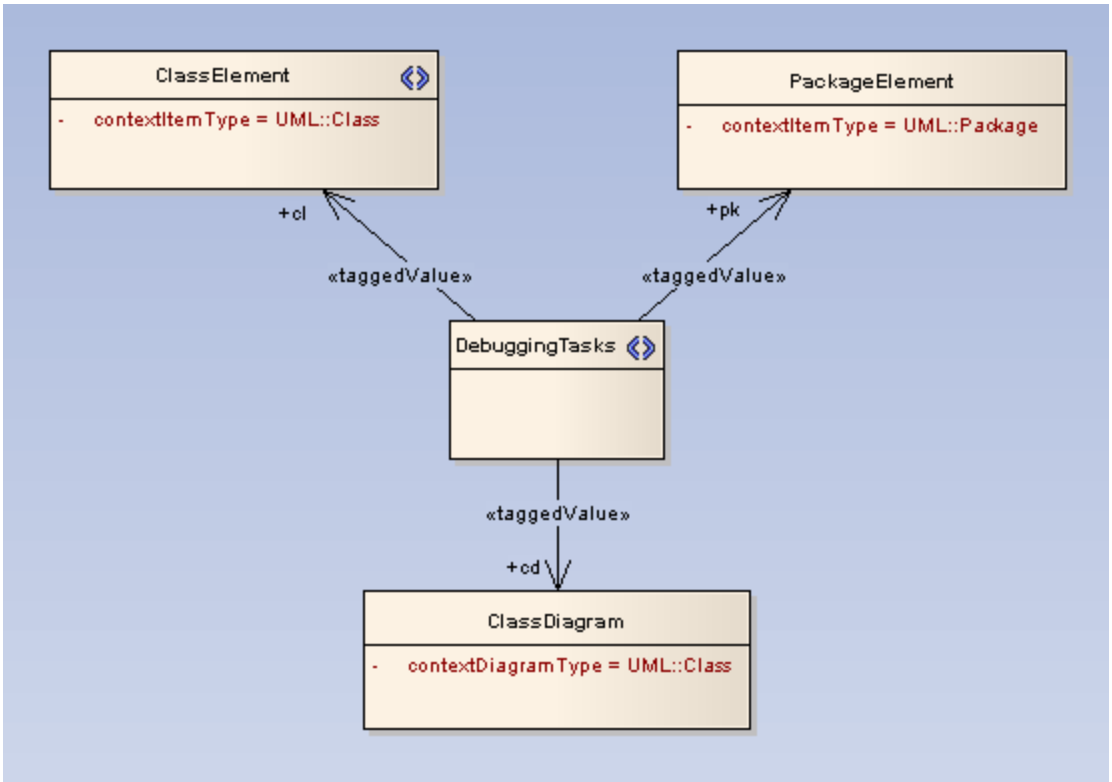


Next Step

The next step is to allocate 1259 *Tasks Pane* 1259 contexts to 1259 *Tasks Pane* 1259 toolboxes 1259.

16.1.6.3 Allocate Tasks Pane Contexts

Once you have defined your *Tasks Pane* 1257 toolboxes 1257 and *Tasks Pane* 1259 contexts 1259, you can allocate your toolboxes to as many contexts as apply, and any number of toolboxes can be allocated to a single context. This is done by creating a «taggedValue» connector from the toolbox element to the context element. The association end at the context end must be named. The following diagram shows how this might appear.



Next Step

The next step is to Save your *Tasks Pane* Profile.

16.1.6.4 Save a Tasks Pane Profile

The best organization structure for the model in which you are creating your *Tasks Pane* Profile is:

- A single «profile» package
- Three diagrams within the «profile» package named *Toolboxes*, *Contexts* and *Context Allocations*
- Each toolbox page «stereotype» element is owned by the «profile» package and appears on the *Toolboxes* and *Context Allocations* diagrams
- Each context «stereotype» element is owned by the «profile» package and appears on the *Contexts* and *Context Allocations* diagrams
- Each «metaclass» element is owned by the «profile» package and appears on the *Toolboxes* or *Contexts* diagram.

From this structure, creating a *Tasks Pane* Profile is as simple as right-clicking the «profile» package in the *Project Browser* and selecting the **Save Package as UML Profile** context menu option.

Incorporating Tasks Panes in Technology

To incorporate your *Tasks Pane* profile in an MDG Technology, modify the MTS file that you use to create your MDG Technology and then rebuild your MDG Technology. For further information, see Working With MTS Files.

16.2 Shape Scripts

Introduction

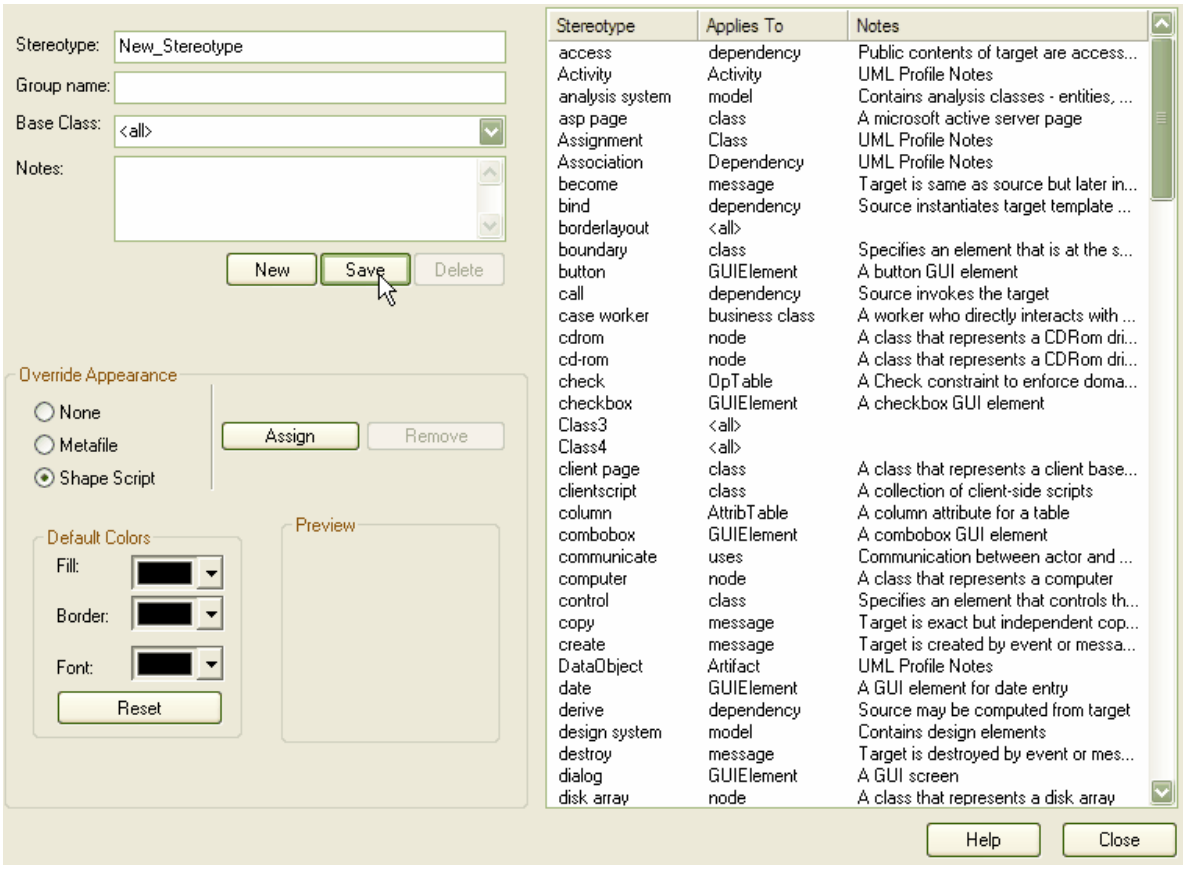
EA *Shape Scripts* enable you to specify custom shapes via a scripting language. These custom shapes are drawn instead of the standard UML notation. Each script is associated with a particular Stereotype, and is drawn for every element of that stereotype.

See Also

- Getting Started 1261
- Write Scripts 1263
- Example Scripts 1273
- Shape Editor 1276
- Add Shape Scripts to UML Profiles 1235

16.2.1 Getting Started

Shape Scripts are associated with stereotypes and are defined via the *Stereotypes* tab of the *UML Types* dialog. In order to access this dialog, select the **Settings | UML** menu option. Each stereotype defined can have a Shape Script.



You can create a Shape Script for an existing stereotype by selecting the stereotype from the list. Alternatively, you can create new stereotypes by clicking on the **New** button and giving the stereotype a name. Select a base class and click on the **Save** button. Once the stereotype is saved, it displays in the list.

To override the appearance, select the **Shape Script** radio button and then click on the **Assign** button. The following dialog displays.

Type the example shape scripts in the *Edit* window. You can click on the **Refresh** button in order to view the shape in the preview window.

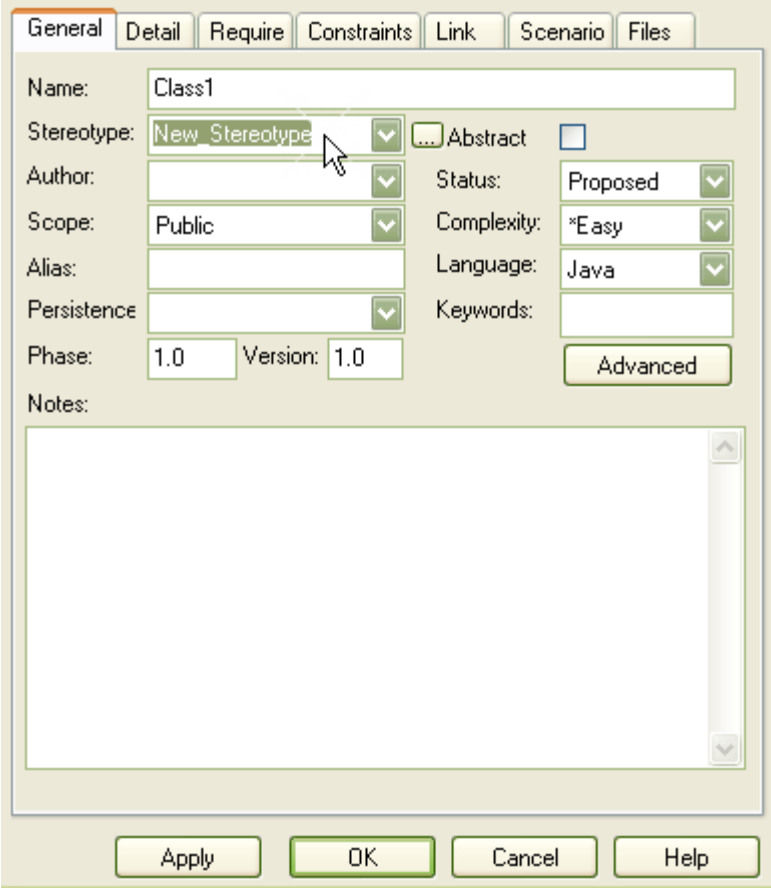
Note: *If you define a composite Shape Script (such as the connector at the end of the* Example Scripts 1273 *topic), click on the* **Next Shape** *button to page through the components of the shape.*

Once you have finished writing your Shape Script, click on the **OK** button. To save the Shape Script you must click on the **Save** button on the *Stereotypes* tab.

Once you have created your Shape Script for a particular stereotype, you can assign that stereotype to an element or connector. The appearance reflects the Shape Script you created. To do this, drag and drop the appropriate element or connector to your diagram.

Note: *Shape Scripts do not function in Sequence diagrams.*

Right-click on the element or connector and click on the **Properties** button. Click on the **Stereotype** drop-down arrow, select the stereotype you created and click on the **OK** button. The object's shape now reflects the shape script you created.



See Also

- Shape Scripts 1261
- Write Scripts 1263
- Shape Editor 1276

16.2.2 Write Scripts

This topic is a detailed reference for writing shape scripts. For an introduction to writing shape scripts, see the Getting Started 1261 and Example Scripts 1273 topics.

See the following reference topics for more detailed information on shape scripting:

- Syntax Grammar 1264
- Shape attributes 1265
- Drawing methods 1266
- Color queries 1268
- Conditional branching 1269
- Query methods 1269
- Display Element properties 1269
- Sub-shapes 1271
- Reserved Names 1272
- Miscellaneous 1272

See Also

- Shape Scripts 1261
- Getting Started 1261
- Example Scripts 1273
- Shape Editor 1276

16.2.2.1 Syntax Grammar

Grammar symbols:

- * = zero or more
- + = one or more
- | = or
- ; = terminator

ShapeScript	::=	<Shape>*;
Shape	::=	<ShapeDeclaration> <ShapeBody>;
ShapeDeclaration	::=	<ShapeType> <ShapeName>;
ShapeType	::=	"shape" | "decoration";
ShapeName	::=	<ReservedShapeName> | <stringliteral>;
ReservedShapeName	::=	See Reserved Names 1272 for fulled reserved shape listing
ShapeBody	::=	"{" <InitialisationAttributeAssignment>* <DrawingStatement>* <SubShape>* "}";
InitialisationAttributeAssignment	::=	<Attribute> "=" <Value> ";";
Attribute	::=	See Shape Attributes 1265 for full listing of attribute names
DrawingStatement	::=	<IfElseSection> | <Method>;
IfElseSection	::=	"if" "(" <QueryExpression> ")" <TrueSection> [<ElseSection>];
QueryExpression	::=	<QueryName> "(" <ParameterList> ")";
QueryName	::=	See Query Methods 1269 for a full listing of Query names
TrueSection	::=	"{" <DrawingStatement>* "}"
ElseSection	::=	"else" "{" <DrawingStatement>* "}"
Method	::=	<MethodName> "(" <ParameterList> ")" ";";
MethodName	::=	See Drawing Methods 1266 for a full listing of method names

16.2.2.2 Shape Attributes

syntax: attribute "=" value ";"

example:

```
shape main
{
    //Initialisation attributes - must be before drawing commands
    noshadow = "true";
    h_align  =  "center";

    //drawing commands
    rectangle(0,0,100,100);
    println("foo bar");
}
```

Attribute Name	Type	Description
v_align	*string*	Affects vertical placement of printed text and subshapes depending on the **layoutType** attribute. Valid values: **top**, **center**, or **bottom**
h_align	*string*	Affects horizontal placement of printed text and subshapes depending on the **layoutType** attribute. Valid values: **left**, **center**, or **right**
endpointy, endpointx	*integer*	Only used for the reserved target and source shapes for connectors; this point determines where the main connector line connects to the end shapes. Default: **0 and 0**
editableField	*string*	This attribute defines a shape as an editable region of the element. This field impacts element shapes only, line glyphs are not supported. Valid Values: **alias**, **name**, **note**, **stereotype**
noshadow	*string*	Assign to **true** to suppress the shapes shadow from being rendered. Default: **false** Valid values: **true** or **false**
orientation	*string*	Applies to decoration shapes only. Determines where the decoration is positioned within the containing element glyph. Valid values: **NW**, **N**, **NE**, **E**, **SE**, **S**, **SW**, **W**
layoutType	*string*	Determines how subshapes are sized and positioned. See Subshape Layout 1271 for further details. Valid values: **leftright**, **topdown**, **border**
preferredWidth		Used by **border** layout - east and west. Used by **leftright** layout, shapes where *scalable* is **false** to determine how much space they occupy for layout purposes.
preferredHeight		Used by **border** layout - north and south Used in drawing the source and target shapes for connectors to determine how wide the line is.
scalable	*string*	Set to **false** to stop the shape from being relatively sized to the associated

Attribute Name	Type	Description
		diagram glyph. Valid values: **true** or **false** Default: **true**
rotatable	*string*	Set to **false** to prevent rotation of the shape. This attribute is only applicable to the source and target shapes for lines glyphs. Default: **true** Valid values: **true** or **false**

16.2.2.3 Drawing Methods

Method Name	Description
moveto(**int x,** **int y)**	Moves the pen cursor to the point specified by **x** and **y**.
lineto(**int x,** **int y)**	Moves the pen cursor to the point specified by **x** and **y**.
rectangle(**int left,** **int top,** **int right,** **int bottom)**	Draws a rectangle with extents at **left**, **top**, **right**, **bottom**.
roundrect(**int left,** **int top,** **int right,** **int bottom,** **int abs_cornerwidth,** **int abs_cornerheight)**	Draws a rectangle with rounded corners, with extents defined by **left**, **top**, **right** and **bottom**. The size for the corners is defined by **abs_cornerwidth** and **abs_cornerheight**; these values do not scale with the shape.
ellipse(**int left,** **int top,** **int right,** **int bottom)**	Draws an ellipse with extents defined by **left**, **top**, **right** and **bottom**.
arc(**int left,** **int top,** **int right,** **int bottom,** **int startingpointx,** **int startingpointy,** **int endingpointx,** **int endingpointy)**	Draws an elliptical arc with the ellipse having extents at **left**, **top**, **right** and **bottom**. The start point of the arc is defined by the intersection of the ellipse and the line from the center of the ellipse and the point (**startingpointx**, **startingpointy**). The end of the arc is similarly defined by (**endingpointx**, **endingpointy**).
bezierto(**int controlpoint1x,**	Draws a bezier curve and updates the pen position.

Method Name	Description
int controlpoint1y, **int controlpoint2x,** **int controlpoint2y,** **int endpointx,** **int endpointy)**	
polygon(**int centerx,** **int centery,** **int numberofsides,** **int radius,** **float rotation)**	Draws a regular polygon with center at the point (**centerx**, **centery**), and **numberofsides** number of sides.
image(**string imageId,** **int left,** **int top,** **int right,** **int bottom)**	Draws the image that has the name **imageId** in the Image Manager.
startpath()	Starts the sequence of drawing commands that define a path.
startcloudpath(**puffWidth,** **puffHeight,** **noise)**	Similar to **StartPath**, except that it draws the path with cloud-like curved segments (*puffs*). Parameters: • *float* **puffWidth** (default = **30**), the horizontal distance between puffs • *float* **puffHeight** (default = **15**), the vertical distance between puffs • *float* **noise** (default = **1.0**), the randomization of the puffs' positions.
endpath()	Ends the sequence of drawing commands that define a path.
fillpath()	Fills the previously defined path with the current fill color.
strokepath()	Draws the outline of the previously defined path with the current pen.
fillandstrokepath()	Fills the previously defined path with the current fill color, then draws its outline with the current pen.
drawnativeshape()	Causes Enterprise Architect to render the shape using its usual, non-Shapescript notation. Subsequent drawing commands are super-imposed over the native notation. This method is only enabled for element shape scripts; line shape scripts are not supported.
setpen(**int red,** **int green,** **int blue[,** **int penwidth])**	Sets the pen to the color and optionally the pen width.
setlinestyle(**string linestyle)**	Changes the stroke pattern for commands that use the pen. Parameters: **string linestyle**: the following styles are valid: • **solid** • **dash**

Method Name	Description
	• **dot** • **dashdot** • **dashdotdot**
setpenwidth(**int penwidth)**	Sets the width of the pen. Pen width should be between **1** and **5**.
setfillcolor(**int red,** **int green,** **int blue)**	Sets the fill color.
setpencolor(**int red,** **int green,** **int blue)**	Sets the pen color.
setdefaultcolors()	Returns the brush and pen color to the default settings, or to the user-defined colors if available. See Color Queries 1268.
setorigin(**string relativeTo,** **int xOffset,** **int yOffset)**	Positions the cursor for the next print command. **relativeTo** is one of **N**, **NE**, **E**, **SE**, **S**, **SW**, **W**, **NW**, **CENTER** **xOffset** and **yOffset** are in pixels, not percentage values, and can be negative.
addsubshape(**string shapename[,** **int width,** **int height])**	Adds a sub-shape with the name *shapename* that must be defined within the current shape definition.
hidelabel(**string labelname)**	Hides the label.
showlabel(**string labelname)**	Reveals a hidden label.
println(**string text)**	Appends a line of text to the shape and a line break.
print(**string text)**	Prints the specified text string.
printwrapped(**string text)**	Prints the specified text string, wrapped over multiple lines if the text is wider than its containing shape.
printifdefined(**string propertyname,** **string truepart[,** **string falsepart])**	Prints the *truepart* if the given property exists and has a non-empty value, otherwise prints the optional *falsepart*.

16.2.2.4 Color Queries

Color queries can only be used to retrieve arguments for the *SetPenColor* and *SetFillColor* commands. These queries can be used in place of the arguments.

getUserFillColor()
getUserBorderColor()
getUserFontColor()

getUserPenSize()

```
shape main
{
        setfillcolor(getuserbordercolor());
        setpencolor(getuserfillcolor());

        rectangle(0,0,100,100);
}
```

16.2.2.5 Conditional Branching

Shape Scripts provide condition branching with the *if else* statement, and query methods that evaluate to either *True* or *False*. See:

- Syntax Grammar 1264 for IF statement syntax.
- Query Methods 1269 for methods that can be used as the conditional expression for IF statements.
- Example Scripts 1273 for an example.

16.2.2.6 Query Methods

Two query methods are available for seeing if the associated element has certain tags or properties; these methods can be used as the conditional expression for an *if else* statement.

Method	Description
boolean HasTag(string tagname, [string tagvalue])	Returns **true** if the associated element has a tag value with the name *tagname*. If the second parameter *tagvalue* is provided, the tag *tagname* must be present, and the value of the tag has to be equal to *tagvalue* for the method to return **true**.
boolean HasProperty(string propertyname, [string propertyvalue])	Returns **true** if the associated element has a property with the name *propertyname*. If the second parameter *propertyvalue* is provided, the property must be present, and the value of the property has to be equal to *propertyvalue* for the method to return **true**. See Display Element Properties 1269 for a list of valid values for *propertyname*.

16.2.2.7 Display Element Properties

The commands **print**, **println**, and **printwrapped** all take a string parameter representing the text to be printed. Element properties can be added to the text using the substitution macro *#propertyname#*.

For example: *println("name: #NAME#");*

In addition to the properties listed below, Tagged Values can also be displayed by prefixing the Tagged Value name with **TAG:**.

For example: *print("#TAG:condition#");*

Element Properties Visible to Shape Scripts

Properties for Element Shape Scripts

- alias
- author
- cardinality
- classifier
- classifier.alias

- classifier.metatype
- classifier.name
- classifier.stereotype
- complexity
- concurrency
- datecreated
- datemodified
- diagram.name
- diagram.stereotype
- diagram.type
- haslinkeddocument
- isabstract
- isactive
- iscomposite
- isembedded
- isleaf
- islocked
- isroot
- isspec
- istagged
- keywords
- language
- multiplicity
- name
- notes
- packagename
- parentedge
- persistence
- phase
- propertytype
- propertytype.alias
- propertytype.metatype
- propertytype.name
- propertytype.stereotype
- scope
- status
- stereotype
- type
- version
- visibility.

Properties for Connector Shape Scripts

- diagram.name
- diagram.stereotype
- diagram.type
- direction
- isroot
- isleaf

- name
- notes
- source.aggregation
- source.changable
- source.constraints
- source.element.name
- source.element.stereotype
- source.metatype
- source.multiplicity
- source.multiplicityisordered
- source.qualifiers
- source.stereotype
- source.targetscope
- stereotype
- subtype
- target.aggregation
- target.changable
- target.constraints
- target.element.name
- target.element.stereotype
- target.metatype
- target.multiplicity
- target.multiplicityisordered
- target.qualifiers
- target.stereotype
- target.targetscope
- type.

16.2.2.8 Sub-Shapes

Shapes can contain - and be composed of - other shapes.

Subshape Layout

To set the layout type, the *layoutType* attribute must be set in the **initialization attributes** section of the script; in other words, before any of the methods are called. Valid values for this attribute are:

LeftRight

Shapes with *leftright* layout position subshapes side by side, with the first added on the left, and subsequent subshape to the right.

TopDown

TopDown places subshapes in a vertical arrangement, with the first shape added to the top and subsequent shape added below.

Border

Border layout requires an additional argument to the *addsubshape* method to specify which region of the containing shape the subshape is to occupy: *N, E, S, W* or *CENTER*. Each region can only be occupied by one subshape.

A subshape that is assigned to the *E* or *W* region must have its *preferredwidth* attribute specified in its

declaration. Similarly, subshapes added to *N* or *S* must have their *preferredheight* attribute set. In this case, the values for these attributes are treated as static lengths and do not scale glyph.

16.2.2.9 Reserved Names

Elements

Elements (such as Class, State or Event) have two reserved names for parts of the shape.

Name	Description
main	The **main** shape is the whole shape.
label	Define a shape for **label** to give that shape a detached label.

Connectors

Connectors (such as Association, Dependency or Generalization) have three reserved names for parts of the shape.

Name	Description
main	The **main** shape is the whole shape.
source	The **source** shape is an extra shape at the source end of the connector.
target	The **target** shape is an extra shape at the target end of the connector.

16.2.2.10 Miscellaneous

Return Command

Execution of the script can be terminated by using the return command. Please see Example Scripts 1273 for an example.

Looping

The Shape Script feature does not support looping constructs.

Comments

C-style comments are supported. For example:

```
// C Style Single Line comment
/* Multi Line
comment supported */
```

String Manipulation

Not Supported.

Arithmetical Operations

Not Supported.

Variables Declaration

Not Supported.

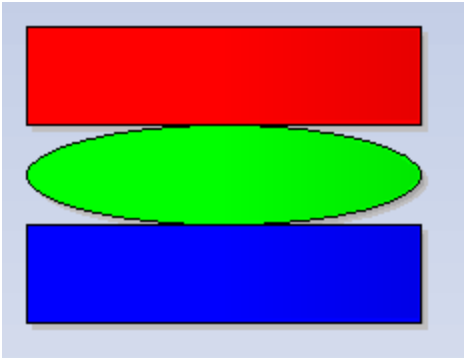
Can I apply a Shapescript without using Stereotypes?

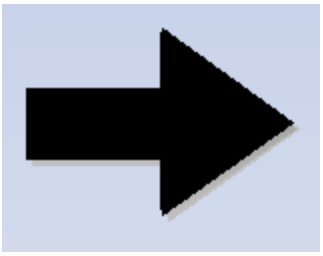
No.

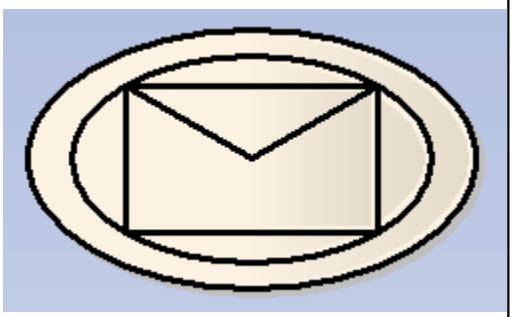
16.2.3 Example Scripts

Below is a selection of example scripts.

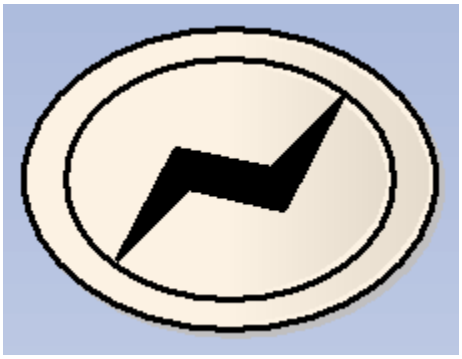
Code	Result

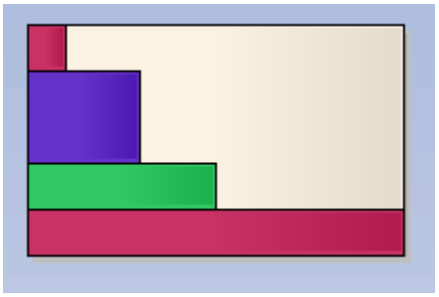
`//BASIC SHAPES`
`shape main`
`{`
`  setfillcolor(255,0,0); // (R,G,B)`
`  rectangle(0,0,90,30);  // (x1,y1,x2,y2)`
 	
`  setfillcolor(0,255,0); // (R,G,B)`
`  ellipse(0,30,90,60);  // (x1,y1,x2,y2)`
 	
`  setfillcolor(0,0,255); // (R,G,B)`
`  rectangle(0,60,90,90);  // (x1,y1,x2,y2)`
`}`
	

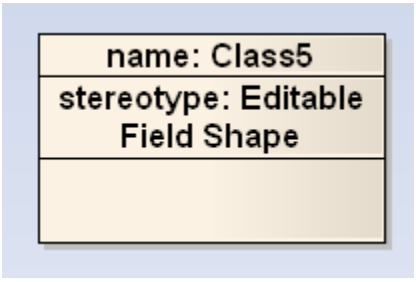
`//SINGLE CONDITIONAL SHAPE`
`shape main`
`{`
 	
`  if (HasTag("Trigger","Link"))`
`  {// Only draw if the object has a Tagged Value Trigger=`
`  // Set the fill color for the path`
`  setfillcolor(0,0,0);`
`  startpath();  // Start to trace out a path`
`  moveto(23,40);`
`  lineto(23,60);`
`  lineto(50,60);`
`  lineto(50,76);`
`  lineto(76,50);`
`  lineto(50,23);`
`  lineto(50,40);`
`  endpath();  //  End tracing out a path`
`  // Fill the traced path with the fill color`
`  fillandstrokepath();`
`  return;`
`  }`
`}`
	

`//MULTI CONDITIONAL SHAPE`
`shape main`
`{`
`  startpath();`
`  ellipse(0,0,100,100);`
`  endpath();`
`  fillandstrokepath();`
`  ellipse(3,3,27,27);`
 	
`  if (HasTag("Trigger","None"))`
`  {`
`  return;`
`  }`
 	
`  if (HasTag("Trigger","Error"))`
`  {`
`  setfillcolor(0,0,0);`
`  startpath();`
`  moveto(23,77);`
`  lineto(37,40);`
`  lineto(60,47);`
`  lineto(77,23);`
`  lineto(63,60);`
	

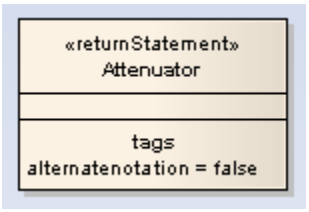
Code	Result

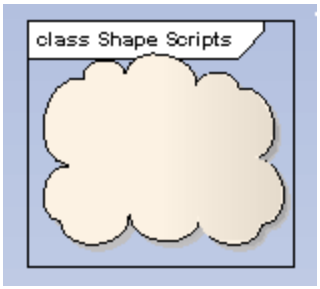
<pre>lineto(40,53);
lineto(23,77);
endpath();
fillandstrokepath();
return;
}
if (HasTag("Trigger","Message"))
{
rectangle(22,22,78,78);
moveto(22,22);
lineto(50,50);
lineto(78,22);
return;
}
}</pre>
	

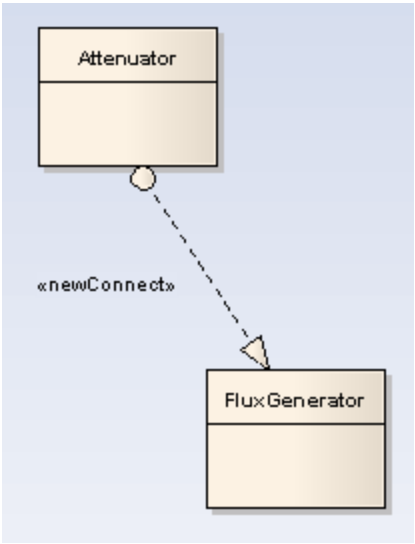
<pre>//SUB SHAPES
shape main
{
rectangle(0,0,100,100);
 	
addsubshape("red", 10, 20);
addsubshape("blue", 30, 40);
addsubshape("green", 50, 20);
addsubshape("red", 100, 20);
 	
shape red
{
setfillcolor(200, 50, 100);
rectangle(0,0,100,100);
}
 	
shape blue
{
setfillcolor(100, 50, 200);
rectangle(0,0,100,100);
}
 	
shape green
{
setfillcolor(50, 200, 100);
rectangle(0,0,100,100);
}
}</pre>
	

<pre>//Editable Field Shape
shape main
{
rectangle(0,0,100,100);
 	
addsubshape("namecompartment", 100, 20);
addsubshape("stereotypecompartment", 100, 40);
 	
shape namecompartment
{
h_align = "center";
editablefield = "name";
 	
rectangle(0,0,100,100);
println("name: #name#");
}
 	
shape stereotypecompartment
{
h_align = "center";
editablefield = "stereotype";
 	
rectangle(0,0,100,100);
println("stereotype: #stereotype#");
}</pre>
	

Code	Result

}
//Return Statement Shape
shape main
{
if(hasTag("alternatenotation", "false"))
{
//draw ea's inbuild glyph
drawnativeshape();
//exit script with the return statement.
return;
}
 	
//alternate notation commands
//...
rectangle(0,0,100,100);
}
	
	 

//Cloud Path Example Shape
shape main
{
StartCloudPath();
Rectangle(0,0,100,100);
EndPath();
FillAndStrokePath();
}
	

// Connector Example
shape main
{
// draw a dashed line
noshadow=true;
setlinestyle("DASH");
moveto(0,0);
lineto(100,0);
}
 	
shape source
{
// draw a circle at the source end
rotatable = true;
startpath();
ellipse(0,6,12,-6);
endpath();
fillandstrokepath();
}
 	
shape target
{
// draw an arrowhead at the target end
rotatable = true;
startpath();
moveto(0,0);
lineto(16,6);
lineto(16,-6);
endpath();
fillandstrokepath();
	

Code	Result
}	

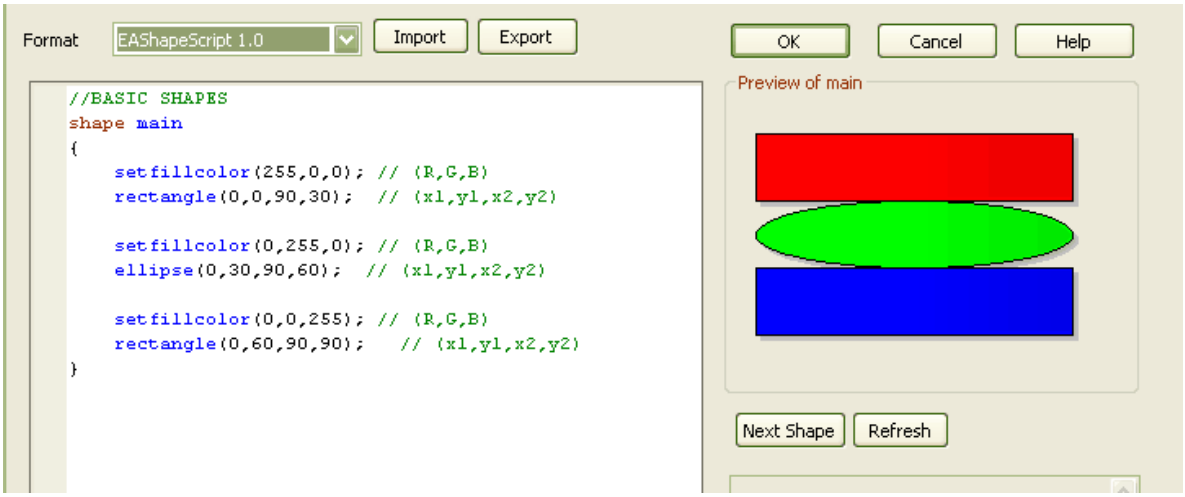
See Also

- Shape Scripts 1261
- Getting Started 1261
- Write Scripts 1263
- Shape Editor 1276

16.2.4 Shape Editor

The *Shape Editor* enables you to create Shape Scripts. To access the *Shape Editor*, follow the steps below:

1. Select the **Settings | UML** menu option; the *UML Types* dialog displays, defaulted to the *Stereotypes* tab.
2. Type a name in the **Stereotype** field, or click on an the required stereotype in the list.
3. From the *Override Appearance* panel, select the **Shape Script** radio button.
4. Click on the **Assign** button. The *Shape Editor* dialog displays.



Control	Description
Format	Select the ShapeScript version.
Import	Import a shape script from a text file.
Export	Export a shape script to a text file.
OK	Exit out of the *Shape Editor*, don't forget to save your script from the *Stereotypes* tab. See Getting Started 1261
Next Shape	Rotate though the multiple shape definitions.
Refresh	Parses your script and displays the result in the *Preview* window.

See Also

- Shape Scripts 1261
- Getting Started 1261
- Write Scripts 1263
- Example Scripts 1273

16.3 Tagged Value Types

A range of predefined Tagged Values have been created in Enterprise Architect to enable you to rapidly create masked Tagged Values. This enables you to create structured tags 1277 that adhere to a specific format. For example, for model features that use the *predefined* tag *Boolean* you can use the *Tagged Values* window to assign a value of *True* or *False* and no other value, as described in the *Enterprise Architect User Guide* 169 .

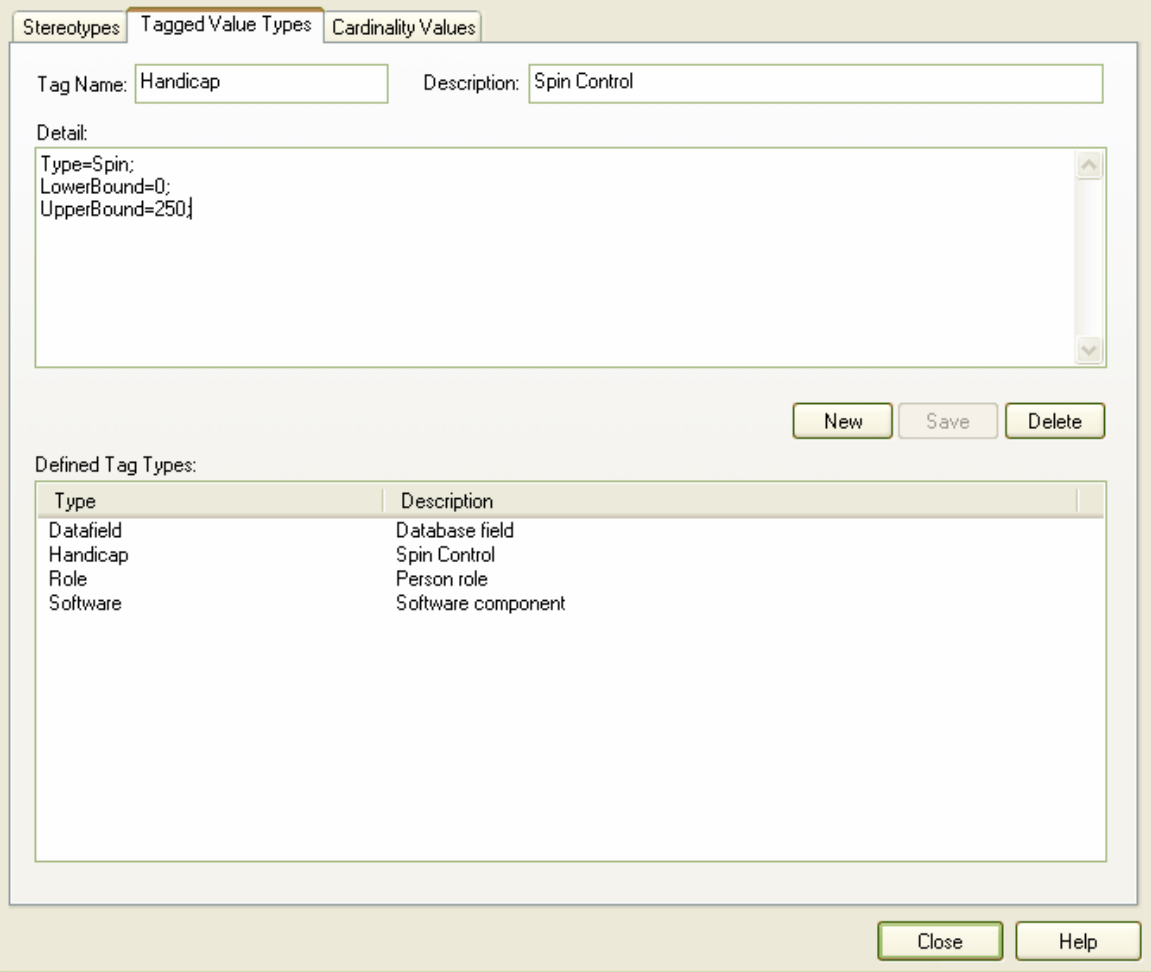
In addition, you can define a custom masked tag type 1282, enabling you to define an almost unlimited number of structured tag types.

Note: *You can transport these Tagged value Type definitions between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

16.3.1 Create Structured Tags

To create a structured tag, follow the steps below:

1. Select the **Settings | UML** menu option. The *UML Types* dialog displays. Select the *Tagged Value Types* tab.



2. Click on the **New** button.
3. In the **Tag Name** field type an appropriate tag name.
4. In the **Description** field type the purpose of the tag, if required.
5. In the **Detail** field type a value for the type of Tagged Value, and any extra information as required. In the example above the predefined values have been set for a **Spin** type, with the Upper and Lower Bound for the field.
6. Click on the **Save** button.

The tag type displays in the *Defined Tag Types* list.

16.3.2 Predefined Tagged Value Types

This table details the predefined Tagged Value types along with the format used to create the initial values for their use.

Tagged Value Type	Format	Description
Integer	**Type=Integer;**	Enables entry of an Integer value.
Float, Decimal, Double	**Type=Float;** **Type=Decimal;**	Enable entry of a Float, Decimal or Double value. These types all map to the same type of data.

Tagged Value Type	Format	Description
	Type=Double;	
String	**Type=String;**	Enables entry of a String value.
Enum	**Type=Enum; Values=Val1,Val2,Val3; Default=Val2;**	Enables definition of a comma-separated list, where **Val1, Val2** and **Val3** represent values in the list and **Default** represents the default value of the list.
Const	**Type=Const; Default=Val;**	Enables creation of a read-only constant value.
Color	**Type=Color;**	Enables input of a color value from a color chooser menu.
Custom	**Type= Custom;**	Enables you to create your own template for predefined types; more information is provided in the Custom Tagged Values type 1282 topic.
DateTime	**Type=DateTime;**	Enables input of the date and time for the Tagged Value from a calendar menu.
Boolean	**Type=Boolean;**	Enables input of a true or false value.
Memo	**Type=Memo;**	Enables input of large and complex tag values.
Spin	**Type=Spin; LowerBound=x; UpperBound=x;**	Enables creation of a spin control with the value of **LowerBound** being the lowest value and **UpperBound** being the highest value.
File	**Type=File;**	Enables input of a filename from a file browser dialog. The named file can be launched in its default application.
Classifier	**Type=Classifier; Values=Type1,Type2; Stereotypes=Stereotype1;**	Returns the *name* of a user-selected element from the model, where **Type1** and **Type2** specify one or more allowed element types and **Stereotype1** represents an allowed stereotype.
RefGUID	**Type=RefGUID; Values=Type1,Type2; Stereotypes=Stereotype1;**	Enables the Tagged Value to reference an element from the model by specifying the element's *GUID*, where **Type1** and **Type2** specify one or more allowed element types and **Stereotype1** represents an allowed stereotype.
RefGUIDList	**Type=RefGUIDList; Values=Type1,Type2; Stereotypes=Stereotype1;**	Enables the Tagged Value to reference a list of elements from the model by specifying the element's *GUID*, where **Type1** and **Type2** specify one or more allowed element types and **Stereotype1** represents an allowed stereotype.

Tag Filters

You can restrict where a predefined Tagged Value is available. The following table details filters that can be used to restrict where a Tagged Value can be applied.

Filter	Format	Description
AppliesTo	AppliesTo=Type1,Type2;	Restricts the element types this filter can be applied to, where **Type1** and **Type2** are the valid types. Possible values are: • all element types

Filter	Format	Description
		• all connector types • Attribute • Operation and • OperationParameter.
BaseStereotype	BaseStereotype=S1,S2;	Restricts the stereotypes that this tag belongs to, where **S1** and **S2** are the allowed stereotypes.

16.3.3 Predefined Reference Data

This table details the predefined Tagged Value types that are used to return the values held in a relevant table in Enterprise Architect, along with the syntax required for their use:

Tagged Value Type	Format	Description
Authors	**Type=Enum; List=Authors;**	Returns a drop-down list of the Authors that have been defined for the Enterprise Architect model.
Cardinality	**Type=Enum; List=Cardinality;**	Returns a drop-down list of the Cardinality types that have been defined for the Enterprise Architect model.
Clients	**Type=Enum; List=Clients;**	Returns a drop-down list of the Clients that have been defined for the Enterprise Architect model.
ComplexityTypes	**Type=Enum; List=ComplexityTypes;**	Returns a drop-down list of the Complexity types that have been defined for the Enterprise Architect model.
ConstraintTypes	**Type=Enum; List=ConstraintTypes;**	Returns a drop-down list of the Constraint types that have been defined for the Enterprise Architect model.
EffortTypes	**Type=Enum; List=EffortTypes;**	Returns a drop-down list of the Effort types that have been defined for the Enterprise Architect model.
MaintenanceTypes	**Type=Enum; List=MaintenanceTypes;**	Returns a drop-down list of the Maintenance types that have been defined for the Enterprise Architect model.
ObjectTypes	**Type=Enum; List=ObjectTypes;**	Returns a drop-down list of the Object types that have been defined for the Enterprise Architect model.
Phases	**Type=Enum; List=Phases;**	Returns a drop-down list of the Phases that have been defined for the Enterprise Architect model.
ProblemTypes	**Type=Enum; List=ProblemTypes;**	Returns a drop-down list of the Problem types that have been defined for the Enterprise Architect model.
RoleTypes	**Type=Enum; List=RoleTypes;**	Returns a drop-down list of the Role types that have been defined for the Enterprise Architect model.
RequirementTypes	**Type=Enum; List=RequirementTypes;**	Returns a drop-down list of the Requirement types that have been defined for the Enterprise Architect model.
Resources	**Type=Enum; List=Resources;**	Returns a drop-down list of the Resources that have been defined for the Enterprise Architect model.

Tagged Value Type	Format	Description
RiskTypes	**Type=Enum; List=RiskTypes;**	Returns a drop-down list of the Risk types that have been defined for the Enterprise Architect model.
ScenarioTypes	**Type=Enum; List=ScenarioTypes;**	Returns a drop-down list of the Scenario types that have been defined for the Enterprise Architect model.
TestTypes	**Type=Enum; List=TestTypes;**	Returns a drop-down list of the Test types that have been defined for the Enterprise Architect model.

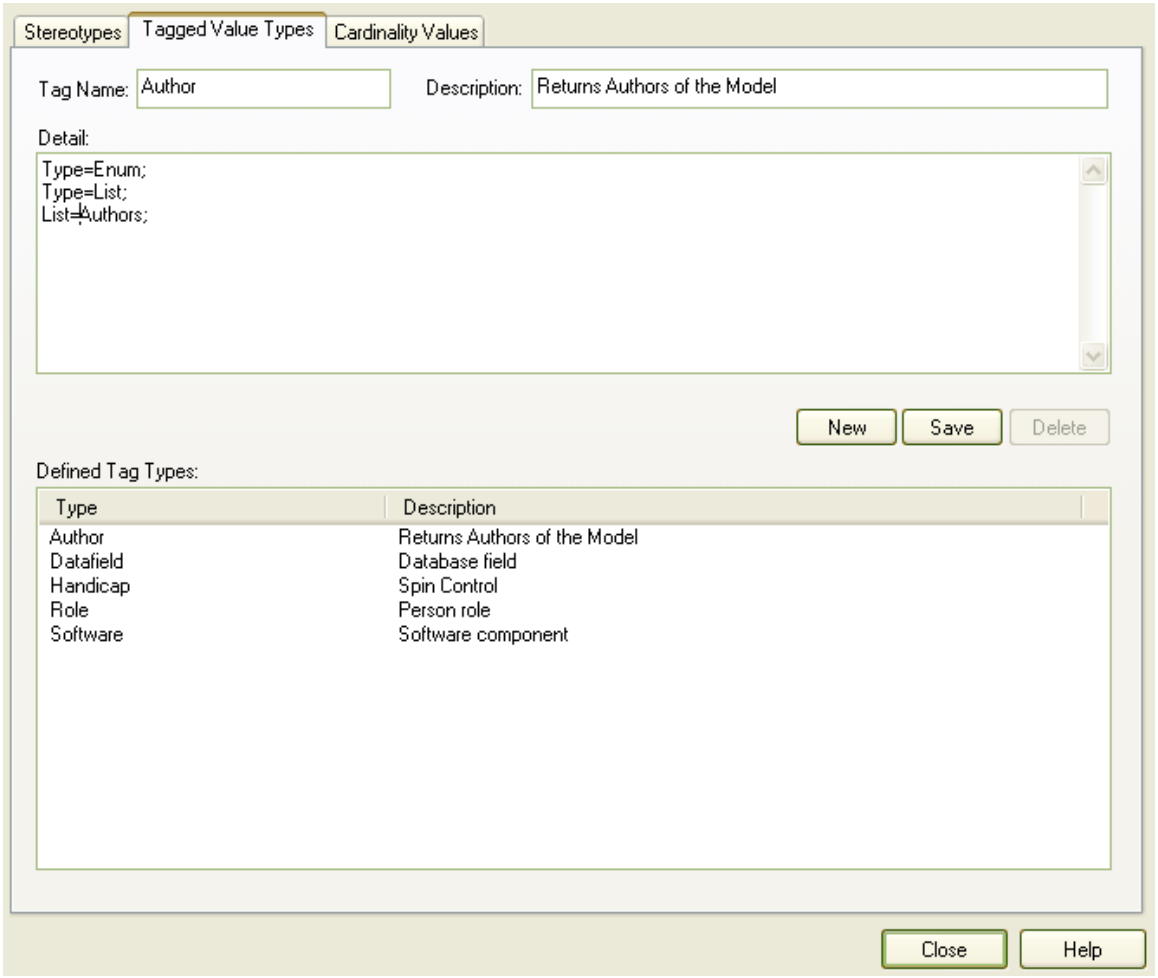
See the Create Predefined Reference Data Tagged Value Type 1281 topic.

Note: *You can transport the predefined reference data between models, using the* **Export Reference Data** 658 *and* **Import Reference Data** 660 *options on the* **Tools** *menu.*

16.3.4 Create Predefined Reference Data Tagged Value Types

To create a predefined reference data Tagged Value type, follow the steps below:

1. Select the **Settings | UML** menu option. The *UML Types* dialog displays; select the *Tagged Value Types* tab.



2. In the **Tag** field type an appropriate tag name.
3. In the **Description** field type a description of the purpose of the tag if required.
4. In the **Detail** field type a value for the Tagged Value type, and any extra information as required by the predefined type. In the example above, the predefined value's return values have been set to return the values for all of the Authors in the Enterprise Architect model.

   This enables you to assign any of the previously defined Authors to a model feature (Model features that can have Tagged Values applied to them are detailed in the Model Elements and Features with Tagged Values 169 topic in the *Enterprise Architect User Guide*).

Note: *If the values in the reference data are changed after the Tagged Value type is created, Enterprise Architect must be reloaded in order to reflect the changes with the Tagged Value Type.*

16.3.5 Create a CustomTagged Value Type

Creating a custom Tagged Value gives you great flexibility for creating your own masked Tagged Values. To create a masked Tagged Value follow the steps below:

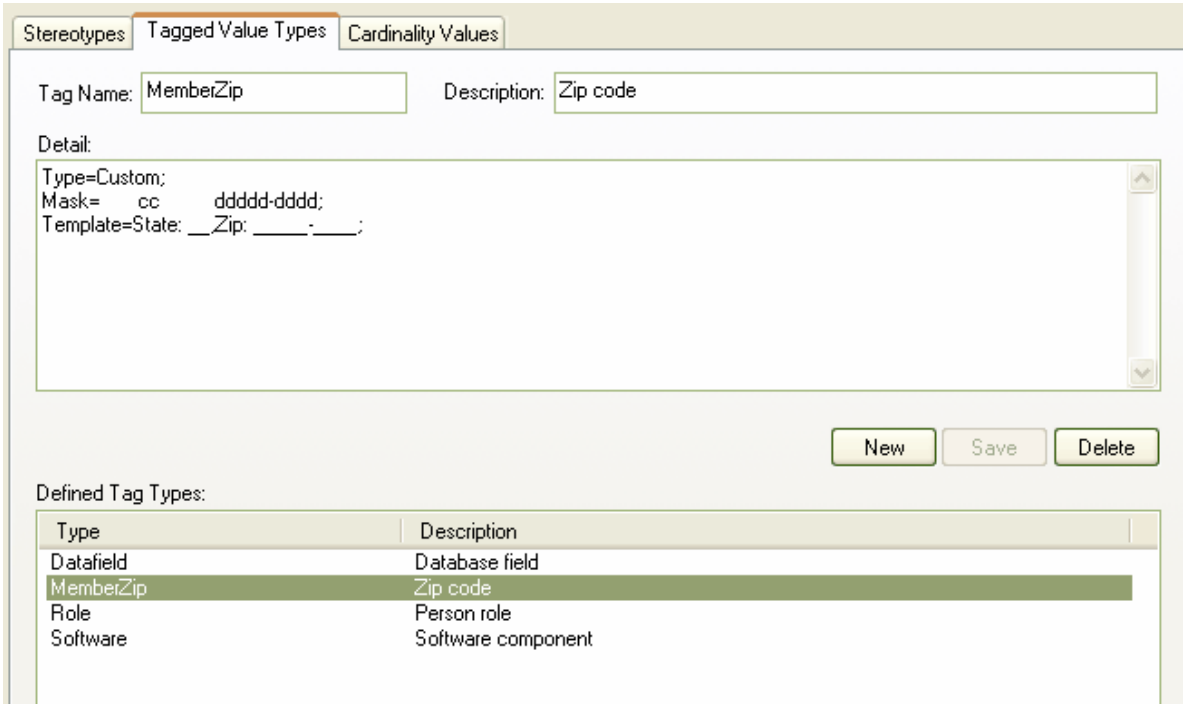
1. Select the **Settings | UML** menu option. The *UML Types* dialog displays; select the *Tagged Value Types* tab.
2. In the **Tag** field type an appropriate name for the tag.
3. In the **Description** field type a description of the purpose of the tag.
4. In the **Detail** field type **Type=Custom;**

By defining the type as **Custom**, you can set up the appropriate mask using the following characters to define the format of the mask:

Mask	Description
D	Enables the Tagged Value to display digits only.
d	Enables the Tagged Value to display digits or spaces.
+	Enables the use of **+, -** or *spaces*.
C	Enables the use of alpha characters only.
c	Enables the Tagged Value to be an alpha character or a space.
A	Enables the use of alphanumeric characters.
a	Enables the Tagged Value to use alphanumeric values or a space.

In the diagram below the **Mask** configuration option shows syntax that first defines seven blank spaces, which are occupied by characters determined by the template option. The first two visible characters in the **Mask** option are represented by a lower case ***c*** indicating that the enableable information can entered as either an alpha character or as a space, the following blank spaces again indicate space defined by the template option and the remaining characters are defined by the ***d*** character which represents the enableable characters as digits or spaces. The hyphen is present in the final output, splitting up the digits.

With the **Template** configuration option, the syntax defines the template of the masked option by occupying the blank spaces that are present in the **Mask** option. The template is used to ensure that this information is present with every use of this custom Tagged Value. The underscored values indicate the area that is to be occupied by data input by you and defined in the **Mask** option.



16.4 Code Template Framework in SDK

The Code Template Framework (CTF) is used during forward engineering of UML models. It is introduced in the *Enterprise Architect User Guide* 761. This section of the SDK discusses how you customize the way in which Enterprise Architect generates source code.

Enterprise Architect's code templates specify the transformation from UML elements to the various parts of a given programming language. The templates are written as plain text with a syntax that shares some aspects of both mark-up languages and scripting languages. The Base Templates provided in Enterprise Architect are described in the *Enterprise Architect User Guide* 762.

See Also

- Code Template Syntax 1284
- Code Template Editor 1304

16.4.1 Code Template Syntax

Code Templates are written as plain text, using Enterprise Architect's code template editor (see The Code Template Editor 1304). The template syntax centers on three basic constructs:

- Literal Text 1284
- Macros 1284
- Variables 1303

Templates can contain any or all of these constructs.

16.4.1.1 Literal Text

All text within a given template that is not part of a macro or a variable definition/reference, is considered literal text. With the exception of blank lines, which are ignored, literal text is directly substituted from the template into the generated code.

Consider the following excerpt from the java Class Declaration template:

```
%PI=" "%
%CONVERT_SCOPE(classScope)%

%classStereotype=="static" ? "static" : ""%
%classStereotype=="final" ? "final" : ""%
%classStereotype=="static final" ? "static final" : ""%
%classAbstract=="T" ? "abstract" : ""%
%PI=""%
class %className%$bases
```

On the final line, the word *class*, including the subsequent space, would be treated as literal text and thus reproduced in the output. The blank line following the *CONVERT_SCOPE* macro, however, would have no effect on the output.

The *%, $* and *"* characters have special meaning in the template syntax and cannot always be used as literal text. If these characters must be generated from within the templates, they can be safely reproduced using the following direct substitution macros:

Macro	Description
%dl%	Produces a literal $ character.
%pc%	Produces a literal % character.
%qt%	Produces a literal " character.

16.4.1.2 Macros

Macros provide access to element fields within the UML model and are also used to structure the generated output. All macros are enclosed within percent (*%*) signs. The CTF contains five basic types of macros:

- Template substitution macros 1285
- Field substitution macros 1285
- Tagged Value substitution macros 1296
- Control macros 1299
- Function macros 1297

In general, macros (including the % delimiters) are substituted with literal text in the output. For example consider the following item from the *Class Declaration* template:

```
... class %className% ...
```

The field substitution macro, *%className%*, would result in the current Class name being substituted in the output. So if the Class being generated was named *Foo*, the output would be:

```
... class Foo ...
```

16.4.1.2.1 Template Substitution Macros

The *template substitution* macros correspond to the Base templates 762 (see the *Enterprise Architect User Guide*). These macros result in the execution of the named template. By convention, template macros are named according to Pascal casing.

Structure: %<TemplateName>%

where <*TemplateName*> can be one of the templates listed below.

When a template is referenced from within another template, it is generated with respect to the elements currently in scope. The specific template is selected based on the stereotypes of the elements in scope.

As noted previously, there is an implicit hierarchy among the various templates. Some care should be taken in order to preserve a sensible hierarchy of template references. For example, it does not make sense to use the *%ClassInherits%* macro within any of the attribute or operation templates. Conversely, the *Operation* and *Attribute* templates are designed for use within the *ClassBody* template.

The CTF contains the following template substitution macros:

- AttributeDeclaration
- AttributeNotes
- Attribute
- Class
- ClassImpl
- ClassBase
- ClassBody
- ClassBodyImpl
- ClassDeclaration
- ClassDeclarationImpl
- ClassInherits
- ClassInterface
- ClassNotes
- ClassParameter
- File
- FileImpl
- ImportSection
- ImportSectionImpl
- InnerClass
- InnerClassImpl
- LinkedAttribute
- LinkedAttributeNotes
- LinkedAttributeDeclaration
- LinkedClassBase
- LinkedClassInterface
- Namespace
- NamespaceBody
- NamespaceDeclaration
- NamespaceImpl
- Operation
- OperationBody
- OperationBodyImpl
- OperationDeclaration
- OperationDeclarationImpl
- OperationImpl
- OperationNotes
- Parameter

16.4.1.2.2 Field Substitution Macros

The *field substitution* macros provide access to data in the model. In particular, they are used to access data fields from:

- Packages
- Classes
- Attributes
- Operations
- Parameters.

Field substitution macros are named according to Camel casing. By convention, the macro is prefixed with an abbreviated form of the corresponding model element. For example, attribute-related macros begin with **att**, as

in the *%attName%* macro, to access the name of the attribute in scope.

The following table lists each of the field substitution macros with a description of the result.

Note: *Macros that represent checkboxes return a value of* **T** *if the box is selected. Otherwise the value is empty.*

Macro Name	Description
attAlias	*Attribute* dialog: **Alias**
attallowDuplicates	*Attribute Detail* dialog: **Allow Duplicates** checkbox
attClassifierGUID	The unique GUID for the classifier of the current attribute.
attCollection	*Attribute Detail* dialog: **Attribute is a Collection** checkbox
attConst	*Attribute* dialog: **Const** checkbox
attContainerType	*Attribute Detail* dialog: **Container Type**
attContainment	*Attribute* dialog: **Containment**
attDerived	*Attribute* dialog: **Derived** checkbox
attGUID	The unique GUID for the current attribute.
attInitial	*Attribute* dialog: **Initial**
attLength	*Column* dialog: **Length**
attLowerBound	*Attribute Detail* dialog: **Lower Bound**
attName	*Attribute* dialog: **Name**
attNotes	*Attribute* dialog: **Notes**
attOrderedMultiplicity	*Attribute Detail* dialog: **Ordered Multiplicity** checkbox
attProperty	*Attribute* dialog: **Property** checkbox
attQualType	The attribute type qualified by the namespace path (if generating namespaces) and the classifier path (dot delimited). If the attribute classifier has not been set, is equivalent to the *attType* macro.
attScope	*Attribute* dialog: **Scope**
attStatic	*Attribute* dialog: **Static** checkbox
attStereotype	*Attribute* dialog: **Stereotype**
attType	*Attribute* dialog: **Type**
attUpperBound	*Attribute Detail* dialog: **Upper Bound**
attVolatile	*Attribute Detail* dialog: **Transient** checkbox
classAbstract	*Class* dialog: **Abstract** checkbox
classAlias	*Class* dialog: **Alias**
classArguments	*Class Detail* dialog: **C++ Templates: Arguments**
classAuthor	*Class* dialog: **Author**

Macro Name	Description
classBaseName	*Type Hierarchy* dialog: **Class Name** (for use where no link exists between child and base Classes).
classBaseScope	The scope of the inheritance as reverse engineered. (For use where no link exists between child and base Classes.)
classBaseVirtual	The virtual property of the inheritance as reverse engineered. (For use where no link exists between child and base Classes.)
classComplexity	*Class* dialog: **Complexity**
classGUID	The unique GUID for the current Class.
classHasParent	**True**, if the Class in scope has one or more base Classes.
classImports	*Code Gen* dialog: **Imports**.
classIsActive	*Class Advanced* dialog: **Is Active** checkbox
classIsInstantiated	**True**, if the Class is an instantiated template Class.
classIsLeaf	*Class Advanced* dialog: **Is Leaf** checkbox
classIsRoot	*Class Advanced* dialog: **Is Root** checkbox
classIsSpecification	*Class Advanced* dialog: **Is Specification** checkbox
classKeywords	*Class* dialog: **Keywords**
classLanguage	*Class* dialog: **Language**
classMacros	A space separated list of macros defined for the Class.
classMultiplicity	*Class Advanced* dialog: **Multiplicity**
className	*Class* dialog: **Name**
classNotes	*Class* dialog: **Note**
classParamDefault	*Class Detail* dialog
classParamName	*Class Detail* dialog
classParamType	*Class Detail* dialog
classPersistence	*Class* dialog: **Persistence**
classPhase	*Class* dialog: **Phase**
classQualName	The Class name prefixed by its outer Classes. Class names are separated by double colons (::).
classScope	*Class* dialog: **Scope**
classStereotype	*Class* dialog: **Stereotype**
classStatus	*Class* dialog: **Status**
classVersion	*Class* dialog: **Version**
connectorAlias	Connector properties: *Alias*
connectorDestAccess	Connector target role properties: *Access*

Macro Name	Description
connectorDestAggregation	Connector target role properties: *Aggregation*
connectorDestAlias	Connector target role properties: *Alias*
connectorDestAllowDuplicates	Connector target role properties: *Allow Duplicates*
connectorDestChangeable	Connector target role properties: *Changeable*
connectorDestConstraint	Connector target role properties: *Constraint*
connectorDestContainment	Connector target role properties: *Containment*
connectorDestDerived	Connector target role properties: *Derived*
connectorDestDerivedUnion	Connector target role properties: *DerivedUnion*
connectorDestElem*	For any *class* substitution macro that is supported, get the same information about the element at the target end of the connector.
connectorDestElemType	The element type of the connector destination element.
connectorDestMemberType	Connector target role properties: *Member Type*
connectorDestMultiplicity	Connector target role properties: *Multiplicity*
connectorDestNavigability	Connector target role properties: *Navigability*
connectorDestNotes	Connector target role properties: *Notes*
connectorDestOrdered	Connector target role properties: *Multiplicity is Ordered*
connectorDestOwned	Connector target role properties: *Owned*
connectorDestQualifier	Connector target role properties: *Qualifier*
connectorDestRole	Connector target role properties: *Role*
connectorDestScope	Connector target role properties: *Target Scope*
connectorDestStereotype	Connector target role properties: *Stereotype*
connectorDirection	Connector properties: *Direction*
connectorEffect	*Transition Constraints* dialog: **Effect**
connectorGuard	*Object Flow* and *Transition Constraints* dialog: **Guard**
connectorGUID	The unique GUID for the current connector.
connectorName	Connector properties: *Name*
connectorNotes	Connector properties: *Notes*
connectorSourceAccess	Connector source role properties: *Access*
connectorSourceAggregation	Connector source role properties: *Aggregation*
connectorSourceAlias	Connector source role properties: *Alias*
connectorSourceAllowDuplicates	Connector source role properties: *Allow Duplicates*
connectorSourceChangeable	Connector source role properties: *Changeable*
connectorSourceConstraint	Connector source role properties: *Constraint*

Macro Name	Description
connectorSourceContainment	Connector source role properties: *Containment*
connectorSourceDerived	Connector source role properties: *Derived*
connectorSourceDerivedUnion	Connector source role properties: *Derived Union*
connectorSourceElem*	For any *class* substitution macro that is supported, get the same information about the element at the source end of the connector.
connectorSourceElemType	The element type of the connector source element.
connectorSourceMemberType	Connector source role properties: *Member Type*
connectorSourceMultiplicity	Connector source role properties: *Multiplicity*
connectorSourceNavigability	Connector source role properties: *Navigability*
connectorSourceNotes	Connector source role properties: *Notes*
connectorSourceOrdered	Connector source role properties: *Multiplicity is Ordered*
connectorSourceOwned	Connector source role properties: *Owned*
connectorSourceQualifier	Connector source role properties: *Qualifier*
connectorSourceRole	Connector source role properties: *Role*
connectorSourceScope	Connector source role properties: *Target Scope*
connectorSourceStereotype	Connector source role properties: *Stereotype*
connectorStereotype	Connector properties: *Stereotype*
connectorTrigger	*Transition Constraints* dialog: **Trigger**
connectorType	The connector type. eg. Association or Generalization.
connectorWeight	*Object Flow Constraints* dialog: **Weight**
eaDateTime	The current time with format: DD-MMM-YYYY HH:MM:SS AM/PM.
eaGUID	A unique GUID for this generation.
eaVersion	Program Version (Located in an Enterprise Architect dialog by selecting **Help | About EA**.)
elemType	The element type: Interface or Class.
fileExtension	The file type extension of the file being generated.
fileName	The name of the file being generated.
fileNameImpl	The filename of the implementation file for this generation, if applicable.
fileHeaders	*Code Gen* dialog: **Headers**
fileImports	*Code Gen* dialog: **Imports**. For supported languages this also includes dependencies derived from associations.
filePath	The full path of the file being generated.
filePathImpl	The full path of the implementation file for this generation, if applicable.

Macro Name	Description
genOptActionScriptVersion	*ActionScript Specifications* dialog: **Default Version**
genOptCDefaultAttributeType	*C Specifications* dialog: **Default Attribute Type**
genOptCGenMethodNotesInBody	*C Specifications* dialog: **Method Notes In Implementation**
genOptCGenMethodNotesInHeader	*C Specifications* dialog: **Method Notes In Header**
genOptCSynchNotes	*C Specifications* dialog: **Synchronize Notes in Generation**
genOptCSynchCFile	*C Specifications* dialog: **Synchronise Implementation file in Generation**
genOptCDefaultSourceDirectory	*C Specifications* dialog: **Default Source Directory**
genOptCNamespaceDelimiter	*C Specifications* dialog: **Namespace Delimiter**
genOptCOperationRefParam	*C Specifications* dialog: **Reference as Operation Parameter**
genOptCOperationRefParamStyle	*C Specifications* dialog: **Reference Parameter Style**
genOptCOperationRefParamName	*C Specifications* dialog: **Reference Parameter Name**
genOptCConstructorName	*C Specifications* dialog: **Default Constructor Name**
genOptCDestructorName	*C Specifications* dialog: **Default Destructor Name**
genOptCPPCommentStyle	*C++ Specifications* dialog: **Comment Style**
genOptCPPDefaultAttributeType	*C++ Specifications* dialog: **Default Attribute Type**
genOptCPPDefaultReferenceType	*C++ Specifications* dialog: **Default Reference Type**
genOptCPPDefaultSourceDirectory	*C++ Specifications* dialog: **Default Source Directory**
genOptCPPGenMethodNotesInHeader	*C++ Specifications* dialog: **Method Notes In Header** checkbox
genOptCPPGenMethodNotesInBody	*C++ Specifications* dialog: **Method Notes In Body** checkbox
genOptCPPGetPrefix	*C++ Specifications* dialog: **Get Prefix**
genOptCPPHeaderExtension	*C++ Specifications* dialog: **Header Extension**
genOptCPPSetPrefix	*C++ Specifications* dialog: **Set Prefix**
genOptCPPSourceExtension	*C++ Specifications* dialog: **Source Extension**
genOptCPPSynchCPPFile	*C++ Specifications* dialog: **Synchronize Notes**
genOptCPPSynchNotes	*C++ Specifications* dialog: **Synchronize CPP File**
genOptCSDefaultAttributeType	*C# Specifications* dialog: **Default Attribute Type**
genOptCSSourceExtension	*C# Specifications* dialog: **Default file extension**
genOptCSGenDispose	*C# Specifications* dialog: **Generate Dispose**
genOptCSGenFinalizer	*C# Specifications* dialog: **Generate Finalizer**

Macro Name	Description
genOptCSGenNamespace	*C# Specifications* dialog: **Generate Namespace**
genOptCSDefaultSourceDirectory	*C# Specifications* dialog: **Default Source Directory**
genOptDefaultAssocAttName	*Attribute Specifications* dialog: **Default name for associated attrib**
genOptDefaultConstructorScope	*Object Lifetimes* dialog: **Default Constructor Visibility**
genOptDefaultCopyConstructorScope	*Object Lifetimes* dialog: **Default Copy Constructor Visibility**
genOptDefaultDatabase	*Code Editors* dialog: **Default Database**
genOptDefaultDestructorScope	*Object Lifetimes* dialog: **Default Destructor Constructor Visibility**
genOptGenCapitalisedProperties	*Source Code Engineering* dialog: **Capitalize Attribute Names for Properties** checkbox
genOptGenComments	*Source Code Engineering* dialog: **Generate Comments** checkbox
genOptGenConstructor	*Object Lifetimes* dialog: **Generate Constructor** checkbox
genOptGenConstructorInline	*Object Lifetimes* dialog: **Constructor Inline** checkbox
genOptGenCopyConstructor	*Object Lifetimes* dialog: **Generate Copy Constructor** checkbox
genOptGenCopyConstructorInline	*Object Lifetimes* dialog: **Copy Constructor Inline** checkbox
genOptGenDestructor	*Object Lifetimes* dialog: **Generate Destructor** checkbox
genOptGenDestructorInline	*Object Lifetimes* dialog: **Destructor Inline** checkbox
genOptGenDestructorVirtual	*Object Lifetimes* dialog: **Virtual Destructor** checkbox
genOptGenImplementedInterfaceOps	*Attribute/Operations Specifications* dialog: **Generate methods for implemented interfaces** checkbox
genOptGenPrefixBoolProperties	*Source Code Engineering* dialog: **Use is prefix for boolean property Get()**
genOptGenRoleNames	*Source Code Engineering* dialog: **Autogenerate role names when creating code**
genOptGenUnspecAssocDir	*Source Code Engineering* dialog: **Do not generate members where Association direction is unspecified** checkbox
genOptJavaDefaultAttributeType	*Java Specifications* dialog: **Default attribute type**
genOptJavaGetPrefix	*Java Specifications* dialog: **Get Prefix**
genOptJavaDefaultSourceDirectory	*Java Specifications* dialog: **Default Source Directory**
genOptJavaSetPrefix	*Java Specifications* dialog: **Set Prefix**
genOptJavaSourceExtension	*Java Specifications* dialog: **Source code extension**
genOptPHPDefaultSourceDirectory	*PHP Specifications* dialog: **Default Source Directory**
genOptPHPGetPrefix	*PHP Specifications* dialog: **Get Prefix**

Macro Name	Description
genOptPHPSetPrefix	*PHP Specifications* dialog: **Set Prefix**
genOptPHPSourceExtension	*PHP Specifications* dialog: **Default file extension**
genOptPHPVersion	*PHP Specifications* dialog: **PHP Version**
genOptPropertyPrefix	*Source Code Engineering* dialog: **Remove prefixes when generating Get/Set properties**
genOptVBMultiUse	*VB Specifications* dialog: **Multiuse** checkbox
genOptVBPersistable	*VB Specifications* dialog: **Persistable** checkbox
genOptVBDataBindingBehavior	*VB Specifications* dialog: **Data binding behavior** checkbox
genOptVBDataSourceBehavior	*VB Specifications* dialog: **Data source behavior** checkbox
genOptVBGlobal	*VB Specifications* dialog: **Global namespace** checkbox
genOptVBCreatable	*VB Specifications* dialog: **Creatable** checkbox
genOptVBExposed	*VB Specifications* dialog: **Exposed** checkbox
genOptVBMTS	*VB Specifications* dialog: **MTS Transaction Mode**
genOptVBNetGenNamespace	*VB.Net Specifications* dialog: **Generate Namespace**
genOptVBVersion	*VB Specifications* dialog: **Default Version**
genOptWrapComment	*Source Code Engineering* dialog: **Wrap length for comment lines**
importClassName	The name of the Class being imported.
importFileName	The filename of the Class being imported.
importFilePath	The full path of the Class being imported.
importFromAggregation	**T** if the Class has an aggregation link to a Class in this file, **F** otherwise.
importFromAssociation	**T** if the Class has an association link to a Class in this file, **F** otherwise.
importFromAtt	**T** if an attribute of a Class in the current file is of the type of this Class, **F** otherwise.
importFromDependency	**T** if the Class has an dependency link to a Class in this file, **F** otherwise.
importFromGeneralization	**T** if the Class has an generalization link to a Class in this file, **F** otherwise.
importFromMeth	**T** if a method return type of a Class in the current file is the type of this Class, **F**otherwise.
importFromParam	**T** if an method parameter of a Class in the current file is of the type of this Class, **F**otherwise.
importFromRealization	**T** if the Class has an realization link to a Class in this file, **F** otherwise.
importInFile	**T** if the Class is in the current file, **F** otherwise.
importPackagePath	The package path with a '**.**' separator of the Class being imported.

Macro Name	Description
ImportRelativeFilePath	The relative file path of the Class being imported from the file path of the file being generated.
linkAttAccess	*Association Properties Target Role* dialog: **Access**
linkAttCollectionClass	The collection appropriate for the linked attribute in scope
linkAttContainment	*Association Properties Target Role* dialog: **Containment**
linkAttName	*Association Properties* dialog: **Target**
linkAttNotes	*Association Properties Target Role* dialog: **Role Notes**
linkAttQualName	The Association target qualified by the namespace path (if generating namespaces) and the classifier path (dot delimited).
linkAttRole	*Association Properties Target Role* dialog: **Role**
linkAttStereotype	*Association Properties Target Role* dialog: **Stereotype**
linkAttTargetScope	*Association Properties Target Role* dialog: **Target Scope**
linkCard	*Link Properties Target Role* dialog: **Multiplicity**
linkGUID	The unique GUID for the current link
linkParentName	*Generalization Properties* dialog: **Target**
linkParentQualName	The Generalization target qualified by the namespace path (if generating namespaces) and the classifier path (dot delimited).
linkStereotype	The stereotype of the current link.
linkVirtualInheritance	*Generalization Properties* dialog: **Virtual Inheritance**
opAbstract	*Operation* dialog: **Virtual** checkbox
opAlias	*Operation* dialog: **Alias**
opBehavior	*Operation Behavior* dialog: **Behavior**
opCode	*Operation Behavior* dialog: **Initial Code**
opConcurrency	*Operation* dialog: **Concurrency**
opConst	*Operation* dialog: **Const** checkbox
opGUID	The unique GUID for the current operation
opImplMacros	A space separated list of macros defined in the implementation of this operation.
opIsQuery	*Operation* dialog: **IsQuery** checkbox
opMacros	A space separated list of macros defined in the declaration for this operation
opName	*Operation* dialog: **Name**
opNotes	*Operation* dialog: **Notes**
opPure	*Operation* dialog: **Pure** checkbox

Macro Name	Description
opReturnArray	*Operation* dialog: **Return Array** checkbox
opReturnClassifierGUID	The unique GUID for the classifier of the current operation.
opReturnQualType	The operation return type qualified by the namespace path (if generating namespaces) and the classifier path (dot delimited). If the return type classifier has not been set, is equivalent to the *opReturnType* macro.
opReturnType	*Operation* dialog: **Return Type**
opScope	*Operation* dialog: **Scope**
opStatic	*Operation* dialog: **Static** checkbox
Operation dialog: Stereotype	*Operation* dialog: **Stereotype**
opSynchronized	*Operation* dialog: **Synchronized** checkbox
packageAbstract	*Package* dialog: **Abstract**
packageAlias	*Package* dialog: **Alias**
packageAuthor	*Package* dialog: **Author**
packageComplexity	*Package* dialog: **Complexity**
packageGUID	The unique GUID for the current package.
packageKeywords	*Package* dialog: **Keywords**
packageLanguage	*Package* dialog: **Language**
packageName	*Package* dialog: **Name**
packagePath	The string representing the hierarchy of packages, for the Class in scope. Each package name is separated by a dot (**.**)
packagePhase	*Package* dialog: **Phase**
packageScope	*Package* dialog: **Scope**
packageStatus	*Package* dialog: **Status**
packageStereotype	*Package* dialog: **Stereotype**
packageVersion	*Package* dialog: **Version**
paramClassifierGUID	The unique GUID for the classifier of the current parameter.
paramDefault	*Operation Parameters* dialog: **Default**
paramFixed	*Operation Parameters* dialog: **Fixed** checkbox
paramGUID	The unique GUID for the current parameter.
paramIsEnum	**True**, if the parameter uses the *enum* keyword (C++).
paramKind	*Operation Parameters* dialog: **Kind**
paramName	*Operation Parameters* dialog: **Name**
paramNotes	*Operation Parameters* dialog: **Notes**

Macro Name	Description
paramQualType	The parameter type qualified by the namespace path (if generating namespaces) and the classifier path (dot delimited). If the parameter classifier has not been set, is equivalent to the *paramType* macro.
paramType	*Operation Parameters* dialog: **Type**

Field substitution macros can be used in one of two ways:

Use 1: Direct Substitution

This form directly substitutes the corresponding value of the element in scope into the output.

Structure: %<macroName>%

Where <macroName> can be any of the macros listed above.

Examples:

- %className%
- %opName%
- %attName%

Use 2: Conditional Substitution

This form of the macro enables alternative substitutions to be made depending on the macro's value.

Structure: %<macroName> [== "<test>"] ? <subTrue> [: <subFalse>]%

Where:

- [<text>] denotes that <text> is optional
- <test> is a string representing a possible value for the macro
- <subTrue> and <subFalse> can be a combination of quoted strings and the keyword value; where the value is used, it is replaced with the macro's value in the output.

Examples:

- %classAbstract=="T" ? "pure" : ""%
- %opStereotype=="operator" ? "operator" : ""%
- %paramDefault != "" ? " = " value : ""%

The above three examples output nothing if the condition fails. In this case the false condition can be omitted, resulting in the following usage:

Examples:

- %classAbstract=="T" ? "pure"%
- %opStereotype=="operator" ? "operator"%
- %paramDefault != "" ? " = " value%

The third example of both blocks shows a comparison checking for a non-empty value or existence. This test can also be omitted.

- %paramDefault ? " = " value : ""%
- %paramDefault ? " = " value%

All of the above examples containing paramDefault are equivalent. If the parameter in scope had a default value of **10**, the output from each of them would normally be:

= 10

Note: *In a conditional substitution macro, any white space following* <macroName> *is ignored. If white space is required in the output, it should be included within the quoted substitution strings.*

16.4.1.2.3 Tagged Value Macros

Tagged Value macros are a special form of field substitution macros, which provide access to element tags and the corresponding Tagged Values.

Use 1: Direct Substitution

This form of the macro directly substitutes the value of the named tag into the output.

Structure: %<macroName>:"<tagName>"%

<*macroName*> can be one of:

- attTag
- classTag
- opTag
- packageTag
- paramTag
- connectorTag
- connectorSourceTag
- connectorDestTag
- linkTag
- linkAttTag

This corresponds to the tags for attributes, Classes, operations, packages, parameters, connectors with both ends and links including the attribute end respectively.

<*tagName*> is a string representing the specific tag name.

Examples:

```
%opTag:"attribute"%
```

Use 2: Conditional Substitution

This form of the macro mimics the conditional substitution defined for field substitution macros.

Structure: %<macroName>:"<tagName>" [== "<test>"] ? <subTrue> [: <subFalse>]%

Where:

- <*macroName*> and <*tagName*> are as defined above
- [<*text*>] denotes that <text> is optional
- <*test*> is a string representing a possible value for the macro
- <*subTrue*> and <*subFalse*> can be a combination of quoted strings and the keyword value. Where the value is used, it gets replaced with the macro's value in the output.

Examples:

```
%opTag:"opInline" ? "inline" : ""%
%opTag:"opInline" ? "inline"%
%classTag:"unsafe" == "true" ? "unsafe" : ""%
%classTag:"unsafe" == "true" ? "unsafe"%
```

Tagged Value macros use the same naming convention as field substitution macros.

16.4.1.2.4 Function Macros

Function macros are a convenient way of manipulating and formatting various element data. Each function macro returns a result string. There are two primary ways to use the results of function macros:

- Direct substitution of the returned string into the output, such as: *%TO_LOWER(attName)%*
- Storing the returned string as part of a variable definition such as: *$name = %TO_LOWER(attName)%*

Function macros can take parameters, which can be passed to the macros as:

- String literals, enclosed within double quotation marks
- Direct substitution macros without the enclosing percent signs
- Variable references
- Numeric literals.

Multiple parameters are passed using a comma-separated list.

The available function macros are described below. Parameters are denoted by angle brackets, as in: *FUNCTION_NAME(<param>)*.

Note: *Function macros are named according to the All-Caps style, as in:* %CONVERT_SCOPE(opScope)%

CONVERT_SCOPE(<umlScope>)

For use with supported languages. Converts <*umlScope*> to the appropriate scope keyword for the language being generated. The following table shows the conversion of <*umlScope*> with respect to the given language.

Language	Package	Public	Private	Protected
C++	public	public	private	protected
C#	internal	public	private	protected
Delphi	protected	public	private	protected
Java		public	private	protected
PHP	public	public	private	protected
VB	Protected	Public	Private	Protected
VB .Net	Friend	Public	Private	Protected

COLLECTION_CLASS(<language>)

Gives the appropriate collection Class for the language specified for the current linked attribute.

CSTYLE_COMMENT(<wrap_length>)

Converts the notes for the element currently in scope to plain C-style comments, using /* and */.

DELPHI_PROPERTIES(<scope>, <separator>, <indent>)

Generates a Delphi property.

DELPHI_COMMENT(<wrap_length>)

Converts the notes for the element currently in scope to Delphi comments.

EXEC_ADD_IN(<addin_name>, <function_name>, <prm_1>, ..., <prm_n>)

Invokes an Enterprise Architect Add-In function, which can return a result string. <*addin_name*> and <*function_name*> specify the names of the Add-In and function to be invoked. Parameters to the Add-In function can be specified via parameters <*prm_1*> to <*prm_n*>. For example:

```
$result = %EXEC_ADD_IN("MyAddin","ProcessOperation",classGUID, opGUID)%
```

Any function that is to be called by the *EXEC_ADD_IN* macro must have two parameters: an *EA.Repository* object, and a *Variant* array that contains any additional parameters from the *EXEC_ADD_IN* call. Return type should be *Variant*. For example:

```
Public Function ProcessOperation(Repository As EA.Repository, args As Variant) As Variant
```

FIND(<src>, <subString>)

Position of the first instance of <*subString*> in <*src*>; **-1** if none.

GET_ALIGNMENT()

Returns a string where all of the text on the current line of output is converted into spaces and tabs.

JAVADOC_COMMENT(<wrap_length>)

Converts the notes for the element currently in scope to *javadoc*-style comments.

LEFT(<src>, <count>)

The first <*count*> characters of <*src*>.

LENGTH(<src>)

Length of <*src*>.

MID(<src>, <count>)
MID(<src>, <start>, <count>)

Substring of <*src*> starting at <*start*> and including <*count*> characters. Where <*count*> is omitted the rest of the string is included.

PI(<option>, <value>, ...)

Sets the PI for the current template to <*value*>. <*option*> controls when the new PI takes effect. Valid values are:

- *I, Immediate*: the new PI is generated before the next non-empty template line
- *N, Next*: the new PI is generated after the next non-empty template line.

Multiple pairs of options are allowed in one call. For more details, see the description of PI 1299.

REMOVE_DUPLICATES(<source>, <separator>)

Where <*source*> is a <*separator*> separated list; this removes any duplicate or empty strings.

REPLACE(<string>, <old>, <new>)

Replaces all occurrences of <*old*> with <*new*> in the given string <*string*>.

RESOLVE_OP_NAME()

Resolves clashes in interface names where two method-from interfaces have the same name.

RESOLVE_QUALIFIED_TYPE()
RESOLVE_QUALIFIED_TYPE(<separator>)
RESOLVE_QUALIFIED_TYPE(<separator>, <default>)

Generates a qualified type for the current attribute, linked attribute, linked parent, operation, or parameter. Enables the specification of a separator other than **.** and a default value for when some value is required.

RIGHT(<src>, <count>)

The last <*count*> characters of <*src*>.

TO_LOWER(<string>)

Converts <*string*> to lower case.

TO_UPPER(<string>)

Converts <*string*> to upper case.

TRIM(<string>)
TRIM(<string>, <trimChars>)

Removes trailing and leading white spaces from <*string*>. If <*trimChars*> is specified, all leading and trailing characters in the set of <*trimChars*> are removed.

TRIM_LEFT(<string>)
TRIM_LEFT(<string>, <trimChars>)

Removes the specified leading characters from <*string*>.

TRIM_RIGHT(<string>)
TRIM_RIGHT(<string>, <trimChars>)

Removes the specified trailing characters from <*string*>.

VB_COMMENT(<wrap_length>)

Converts the notes for the element currently in scope to Visual Basic style comments.

WRAP_COMMENT(<comment>, <wrap_length>, <indent>, <start_string>)

Wraps the text <*comment*> at width <*wrap_length*> putting <*indent*> and <*start_string*> at the beginning of each line. For example:

```
$behavior = %WRAP_COMMENT(opBehavior, "40", "  ", "//")%
```

Note: <wrap_length> *must still be passed as a string, even though* **WRAP_COMMENT** *treats this parameter as an integer.*

WRAP_LINES(<text>, <wrap_length>, <start_string>[, <end_string])

Wraps <*text*> as designated to be <*wrap_length*>, adding <*start_string*> to the beginning of every line and <*end_string*> to the end of the line if it is specified.

XML_COMMENT(<wrap_length>)

Converts the notes for the element currently in scope to XML-style comments.

16.4.1.2.5 Control Macros

Control macros are used to control the processing and formatting of the templates. The basic types of control macro include:

- The *list* macro, for generating multiple elements, such as attributes and operations
- The branching macros, which form *if-then-else* constructs to conditionally execute parts of a template
- The PI macro, which takes effect from the next non-empty line
- A PI function macro 1297 that enables setting PI to a variable and adds the ability to set the PI that is generated before the next line

- The PI macro for formatting new lines in the output
- The synchronization macros.

In general, control macros are named according to Camel casing.

List

The *list* macro is used to generate multiple elements. The basic structure is:

```
%list=<TemplateName> @separator=<string> @indent=<string> [<conditions>]%
```

where <*string*> is a double-quoted literal string and <*TemplateName*> can be one of the following template names:

- Namespace
- Class
- ClassImpl
- Attribute
- InnerClass
- InnerClassImpl
- Operation
- OperationImpl
- Parameter
- ClassBase
- ClassInterface
- Custom Template (custom templates enable you to define your own templates; for more information see Custom Templates 1305.

<*conditions*> is optional and appears the same as the conditions for *if* and *elseIf* statements.

Example:

```
%list="Attribute" @separator="\n" @indent="  "%
```

The *separator* attribute, denoted above by @*separator*, specifies the space that should be used between the list items. This excludes the last item in the list.

The *indent* attribute, denoted by @*indent*, specifies the space by which each line in the generated output should be indented.

The above example would output the result of processing the *Attribute* template, for each attribute element of the Class in scope. The resultant list would separate its items with a single new line and indent them two spaces respectively. If the Class in scope had any stereotyped attributes, they would be generated using the appropriately specialized template.

There are some special cases to consider when using the *list* macro:

- If the *Attribute* template is used as an argument to the list macro, this also generates attributes derived from associations by executing the appropriate LinkedAttribute template
- If the *ClassBase* template is used as an argument to the list macro, this also generates Class bases derived from links in the model by executing the appropriate *LinkedClassBase* template
- If the *ClassInterface* template is used as an argument to the list macro, this also generates Class bases derived from links in the model by executing the appropriate *LinkedClassInterface* template
- If *InnerClass* or *InnerClassImpl* is used as an argument to the list macro, these Classes are generated using the *Class* and *ClassImpl* templates respectively. These arguments tell Enterprise Architect that it should process the templates based on the inner Classes of the Class in scope.

Branching (if-then-else Constructs)

The CTF supports a limited form of branching through the following macros:

- *if*
- *elseIf*

- *endIf*
- *endTemplate*

The basic structure of the *if* and *elseIf* macros is:

```
%if <test> <operator> <test>%
```

where <*operator*> can be one of:

- ==
- !=

and <*test*> can be one of:

- a string literal, enclosed within double quotation marks
- a direct substitution macro, without the enclosing percent signs
- a variable reference.

Branches can be nested, and multiple conditions can be specified using one of:

- and
- or.

Note: *When specifying multiple conditions,* **and** *and* **or** *have the same order of precedence, and conditions are processed left to right.*

The *endif* or *endTemplate* macros must be used to signify the end of a branch. In addition, the *endTemplate* macro causes the template to return immediately, if the corresponding branch is being executed.

Example:

```
%if elemType == "Interface"%
;
%else%
%OperationBody%
%endIf%
```

Example:

```
$bases=%list="ClassBase" @separator=", "%
$interfaces=%list="ClassInterface" @separator=", "%
%if $bases != "" and $interfaces != ""%
: $bases, $interfaces
%elseIf $bases != ""%
: $bases
%elseIf $interfaces != ""%
: $interfaces
%endIf%
```

The PI Macro

There are two primary means of generating whitespace from the templates:

- Explicitly using the *newline*, *space* and *tab* characters (**\n**, ,**\t**) as part of Literal Text
- Using the *PI* macro to format lines in the template that result in non-empty substitutions in the output

By default, each template line that generates a non-empty substitution also results in a newline being produced in the output. This behavior can be changed through the *PI* macro.

To demonstrate the use of the *PI* macro, consider the default *C# Operation* template:

```
%opTag:"Attribute"%
```

Default PI is **\n**, so any attributes would be on their own line

Blank lines have no effect on the output

```
%PI=" "%
%opTag:"unsafe"=="true" ? "unsafe" : ""%
%CONVERT_SCOPE(opScope)%
%opTag:"new"=="true" ? "new" : ""%
%opAbstract=="T" ? "abstract" : ""%
%opConst=="T" ? "sealed" : ""%
```

Set the PI, so keywords are separated by a space

Any keyword that does not apply, ie. the macro produces an empty result,

```
%opStatic=="T" ? "static" : ""%
%opTag:"extern"=="true" ? "extern" : ""%
%opTag:"delegate"=="true" ? "delegate" : ""%
%opTag:"override"=="true" ? "override" : ""%
%opTag:"virtual"=="true" ? "virtual" : ""%
%opReturnType%%opReturnArray=="T" ? "[]" : ""%
%opStereotype=="operator" ? "operator" : ""%
%opName%(%list="Parameter" @separator=", "%)
```

does not result in a space

Only one space is generated for this line

The final line in the template does not generate a space

In the above example we want to arrange macros for the various keywords vertically for readability. In the output, however, we want each relevant keyword to be separated by a single space. This is achieved by the line:

```
%PI=" "%
```

Notice how we do not specify the space between each of the possible keywords. This space is already implied by setting the PI to a single space. Essentially the PI acts as a convenience mechanism for formatting the output from within the templates.

The structure for setting the processing instruction is:

```
%PI=<value>%
```

where <*value*> can be a literal string enclosed by double quotes.

The following points apply to the *PI* macro:

- The value of the PI is not accessed explicitly
- Only template lines that result in a non-empty substitution cause the PI to be generated
- The last non-empty template line does not cause the PI to be generated
- The PI is not appended to the last substitution, regardless of which template line caused that substitution.

The Synchronization Macros

The *synchronization macros* are used to provide formatting hints to Enterprise Architect when inserting new sections into the source code, during forward synchronization. The values for synchronization macros must be set in the **File** templates.

The structure for setting synchronization macros is:

```
%<name>=<value>%
```

where <*name*> can be one of the macros listed below and <*value*> is a literal string enclosed by double quotes.

Macro Name	Description
synchNewClassNotesSpace	Space to append to a new Class note. Default value: **\n**.
synchNewAttributeNotesSpace	Space to append to a new attribute note. Default value: **\n**.
synchNewOperationNotesSpace	Space to append to a new operation note. Default value: **\n**.
synchNewOperationBodySpace	Space to append to a new operation body. Default value: **\n**.
synchNamespaceBodyIndent	Indent applied to Classes within non-global namespaces. Default value: **\t**.

16.4.1.3 Variables

Template variables provide a convenient way of storing and retrieving data within a template. The following topics explain how variables are defined and referenced.

See Also

- Variable Definitions 1303
- Variable References 1304

16.4.1.3.1 Variable Definitions

Variable definitions take the basic form:

```
$<name> = <value>
```

where <*name*> can be any alpha-numeric sequence and <*value*> is derived from a macro or another variable.

A simple example definition would be:

```
$foo = %className%
```

Variables can be defined, using values from:

- Substitution, function or list macros.
- String literals, enclosed within double quotation marks
- Variable references

The following rules apply to variable definitions:

- Variables have global scope within the template in which they are defined and are not accessible to other templates
- Each variable must be defined at the start of a line, without any intervening whitespace
- Variables are denoted by prefixing the name with $, as in $foo
- Variables do not have to be declared, prior to being defined
- Variables must be defined using either the assignment operator (=), or the addition-assignment operator (+=)
- Multiple terms can be combined in a single definition using the addition operator (+)

Examples

Using a substitution macro:

```
$foo = %opTag:"bar"%
```

Using a literal string:

```
$foo = "bar"
```

Using another variable:

```
$foo = $bar
```

Using a list macro :

```
$ops = %list="Operation" @separator="\n\n" @indent="\t"%
```

Using the addition-assignment operator (+=) :

```
$body += %list="Operation" @separator="\n\n" @indent="\t"%
```

The above definition is equivalent to the following:

```
$body = $body + %list="Operation" @separator="\n\n" @indent="\t"%
```

Using multiple terms:

```
$templateArgs = %list="ClassParameter" @separator=", "%
$template ="template<" + $templateArgs + ">"
```

16.4.1.3.2 Variable References

Variable values can be retrieved by using a reference of the form:

$<name>

where <name> can be a previously defined variable.

Variable references can be used in one of the following ways:

- As part of a macro, such as the argument to a function macro
- As a term in a variable definition
- As a direct substitution of the variable value into the output.

Note: *It is legal to reference a variable before it is defined. In this case, the variable is assumed to contain an empty string value: ""*

Example 1

Using variables as part of a macro. The following is an excerpt from the default C++ ClassNotes template.

```
$wrapLen = %genOptWrapComment%
$style = %genOptCPPCommentStyle%

%if $style == "XML.NET"%
%XML_COMMENT($wrapLen)%
%else%
%CSTYLE_COMMENT($wrapLen)%
%endIf%
```

Define variables to store the style and wrap length options.

Reference to *$style* as part of a condition.

Reference to *$wrapLen* as an argument to function macro.

Example 2

Using variable references as part of a variable definitions:

```
$foo = "foo"
$bar = "bar"

$foobar = $foo + $bar
```

Define our variables.

$foobar now contains the value *foobar.*

Example 3

Substituting variable values into the output

```
$bases=%classInherits%

Class %className%$bases
```

Store the result of the *ClassInherits* template in *$bases.*

Now output the value of *$bases* after the Class name.

16.4.2 The Code Template Editor in SDK

The *Code Template Editor* window is introduced in the *Enterprise Architect User Guide* 765. You access it by selecting the **Settings | Code Generation Templates** menu option.

See Also

- Custom Templates 1305
- Override Default Templates 1306
- Add New Stereotyped Templates 1307
- Create Templates For Custom Languages 1307
- Import and Export Code Templates 1308

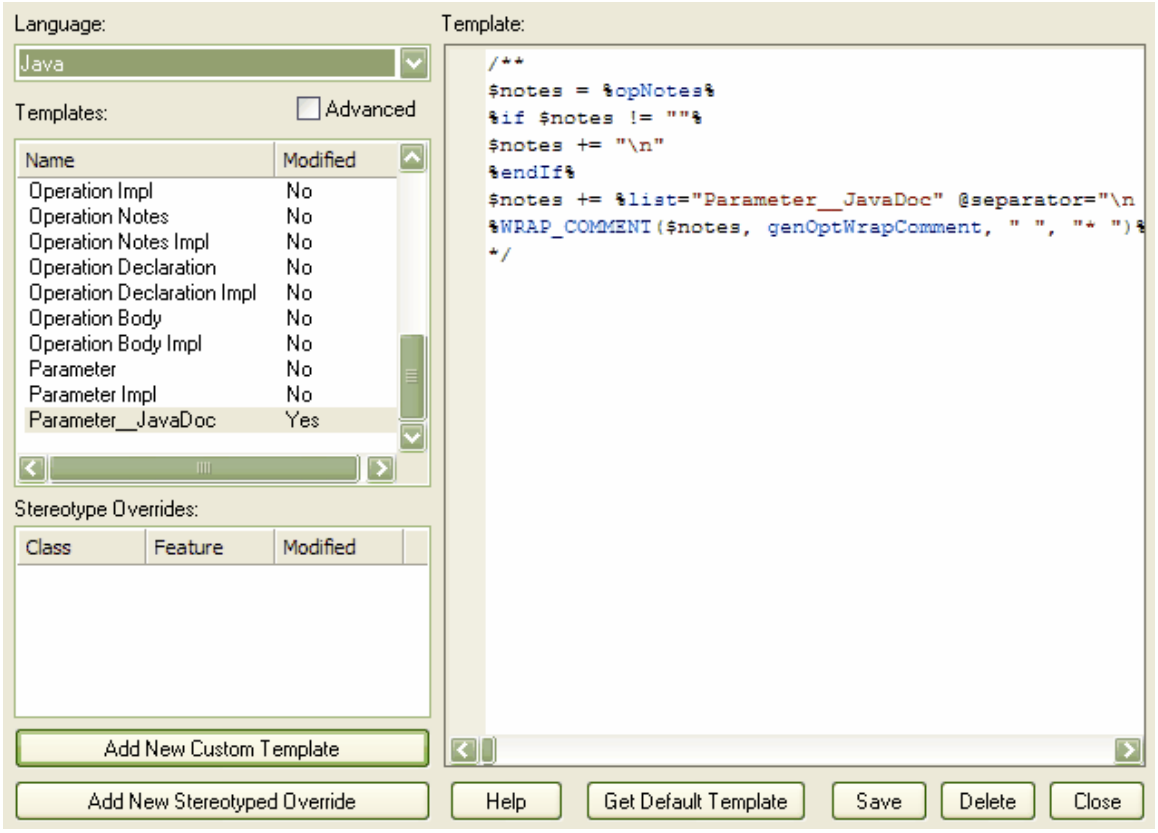
16.4.2.1 Custom Templates

Custom templates enable you to generate an element in many different ways. Enterprise Architect enables you to define custom templates that are associated with given elements and call these templates from existing templates. You can even add stereotype overrides to your custom templates. For example, you might want to list all of your parameters and their notes in your method notes.

To create a new custom template, follow the steps below:

1. Select the **Settings | Code Generation Templates** menu option, or press **[Ctrl]+[Shift]+[P]**. The *Code Templates Editor* tab opens.
2. In the **Language** field, click on the drop-down arrow and select the appropriate language.
3. Click on the **Add New Custom Template** button. The *Create New Custom Template* dialog displays.

4. In the **Template Type** field, click on the drop-down arrow and select the appropriate element. The elements currently supported are:
   - Attribute
   - Class
   - Operation
   - Parameter
5. In the **Template Name** field, type an appropriate name, then click on the **OK** button.
6. On the *Code Templates Editor* tab, the new template displays in the *Templates* list with the value **Yes** in the **Modified** field. The template is called <Element Type>__<Template Name> - for example, *Parameter__JavaDoc*.
7. Select the appropriate template from the *Templates* list and edit the contents in the **Template** field to meet your requirements.



8. Click on the **Save** button. This stores the new stereotyped template in the .EAP file. The template is now available from the list of templates and via direct substitution for use.

16.4.2.2 Override Default Templates

Enterprise Architect has a set of built-in or default code generation templates. The *Code Templates Editor* enables you to modify these default templates, hence customizing the way in which Enterprise Architect generates code. You can choose to modify any or all of the base templates to achieve your required coding style.

Any templates that you have overridden are stored in the .EAP file. When generating code, Enterprise Architect first checks whether a template has been modified and if so, uses that template. Otherwise the appropriate default template is used.

Procedure

To override a default code generation template, follow the steps below.

1. Select the **Configuration | Code Generation Templates** menu option. The *Code Templates Editor* displays.
2. Select the appropriate language from the **Language** list.
3. Select one of the base templates from the **Templates** list.
4. If the base template has stereotyped overrides, you can select one of these from the **Stereotype Overrides** list.
5. In the *Code Templates Editor*, make the required modifications.
6. Click on the **Save** button. This stores the modified version of the template to the .EAP file. The template is marked as modified.

When generating code, Enterprise Architect now uses the overridden template, instead of the default template.

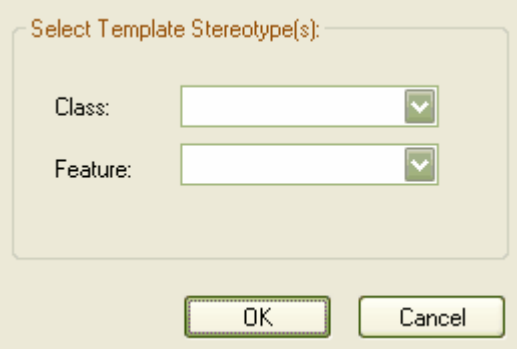
16.4.2.3 Add New Stereotyped Templates

Sometimes it is useful to define a specific code generation template for use with elements of a given stereotype. This enables different code to be generated for elements, depending on their stereotype. Enterprise Architect provides some default templates, which have been specialized for commonly used stereotypes in supported languages. For example the Operation Body template for C# has been specialized for the property stereotype, so that it automatically generates its constituent get and set methods. Users can override the default stereotyped templates as described in the previous topic. Additionally users can define templates for their own stereotypes, as described below.

Add A New Stereotyped Template

To override a default code generation template, follow the steps below.

1. Select the **Configuration | Code Generation Templates** menu option to open the *Code Templates Editor*.
2. Select the appropriate language, from the **Language** list.
3. Select one of the base templates, from the **Templates** list.
4. Click on the **Add New Stereotyped Override** button. The *New Template Override* dialog displays.



5. Select the required **Feature** and/or **Class** stereotype and click on the **OK** button.
6. The new stereotyped template override displays in **Stereotype Overrides** list, marked as modified.
7. Make the required modifications in the *Code Templates Editor*.
8. Click on the **Save** button. This stores the new stereotyped template in the .EAP file.

Enterprise Architect can now use the stereotyped template, when generating code for elements of that stereotype.

Note that Class and feature stereotypes can be combined to provide a further level of specialization for features. For example, if properties should be generated differently when the Class has a stereotype *MyStereotype*, then both *property* and *MyStereotype* should be specified in the *New Template Override* dialog.

16.4.2.4 Create Templates For Custom Languages

Enterprise Architect can forward generate code for languages that it does not specifically support, if the appropriate code generation templates are defined for that language. This topic outlines the steps required to define templates for custom languages.

Define a Template for a Custom Language

1. Create the custom language as a new product. To do this:

- Select the **Settings | Code Datatypes** menu option. The *Programming Languages Datatypes* dialog displays.
- In the **Product Name** field type the name of the new language, and in the **Datatype** field type a datatype (one is enough to declare that the new language exists). See Data Types in the *Enterprise Architect User Guide* for more details.

2. Select the **Settings | Code Generation Templates** menu option. The *Code Templates Editor* view displays.
3. In the **Language** field, click on the drop-down arrow and select the custom language.
4. From the *Templates* list, select one of the base templates.
5. Define the template using the *Code Templates Editor*.
6. Click on the **Save** button. This stores the template in the .EAP file.
7. Repeat steps 1 to 6 for each of the relevant base templates for the custom language.

Note: *The **File** template must be defined for the custom language. The **File** template can then see the **Import Section**, **Namespace** and **Class** templates.*

16.4.2.5 Import and Export Code Templates

User-defined Code Templates can be imported and exported as Reference Data (see Import and Export Reference Data in the *Enterprise Architect User Guide*). The templates defined for each language appear in a list of tables with the language name suffixed with *_Code_Templates*.

16.5 Enterprise Architect Add-In Model

Introduction

Add-Ins enable you to add functionality to Enterprise Architect. The Enterprise Architect Add-In model builds on the features provided by the Automation Interface 1363 to enable you to extend the Enterprise Architect user interface.

Add-Ins are ActiveX COM objects that expose public Dispatch methods. They have several advantages over stand-alone automation clients:

- Add-Ins can define Enterprise Architect menus and sub-menus
- Add-Ins receive notifications about various Enterprise Architect user-interface events including menu clicks and file changes
- Add-Ins can (and should) be written as in-process (DLL) components. This provides lower call overhead and better integration into the Enterprise Architect environment
- Because a current version of Enterprise Architect is already running there is no requirement to start a second copy of Enterprise Architect via the automation interface
- Because the Add-In receives object handles associated with the currently running copy of Enterprise Architect, more information is available about the current user's activity; for example, which diagram objects are selected
- You are not required to do anything other than to install the Add-In to make it usable; that is, you do not have to configure Add-Ins to run on your systems.

Because Enterprise Architect is constantly evolving in response to customer requests, the Add-In interface is flexible:

- The Add-In interface does not have its own version, rather it is identified by the version of Enterprise Architect it first appeared in; for example, the current version of the Enterprise Architect Add-In interface is version 2.1
- When creating your Add-In, you do not have to subscribe to a type-library

  Note: *At Enterprise Architect release 7.0 Add-Ins created before 2004 are no longer supported. If an Add-In subscribes to the **Addn_Tmpl.tlb** interface (2003 style), it will fail on load. In this event, contact*

the vendor or author of the Add-In and request an upgrade.

- Add-Ins do not have to implement methods that they never use.
- Add-Ins prompt users via context menus in the treeview and the diagram.
- Menu check and disable states can be controlled by the Add-In.

Add-Ins enhance the existing functionality of Enterprise Architect through a variety of mechanisms such as UML Profiles 1223 and the Automation Interface 1363. Once an Add-In is registered 1314, it can be managed using the Add-In Manager 1315.

Create and Use Add-Ins

This topic of the help file covers the following information on Add-Ins:

- Add-In Tasks 1309
- Add-In Events 1316
- Broadcast Events 1322
- Custom Views 1351
- MDG Add-Ins 1352

16.5.1 Add-In Tasks

This topic provides instructions on how to create, test, deploy and manage Add-Ins.

1. Create an Add-In 1309
   - Define Menu Items 1310
   - Respond to Menu Events 1319
   - Handle Add-In Events 1316
2. Deploy your Add-In 1311
   - Potential Pitfalls 1312
3. Manage Add-Ins
   - Register an Add-In 1314 (developed in-house or brought-in)
   - The Add-In Manager 1315

16.5.1.1 Create Add-Ins

Before you start you must have an application development tool that is capable of creating ActiveX COM objects supporting the IDispatch interface, such as:

- Borland Delphi
- Microsoft Visual Basic
- Microsoft Visual Studio .Net

Create an Add-In

An Enterprise Architect Add-In can be created in four steps:

1. Use a development tool to create an ActiveX COM DLL project. Visual Basic users, for example, choose *File-Create New Project-ActiveX DLL*.
2. Connect to the interface using the syntax appropriate to the language as detailed in the Connecting to the Interface 1364 topic.
3. Create a COM Class and implement each of the general Add-In Events 1316 applicable to your Add-In. You only have to define methods for events to respond to.
4. Add a registry key identifying your Add-In to Enterprise Architect, as described in Deploying Add-Ins 1311 .

See Also

- Define Menu Items 1310
- Examples of Automation Interfaces (this web page provides examples of code used to create Add-Ins for Enterprise Architect)

16.5.1.1.1 Define Menu Items

Menu items are defined by responding to the *GetMenuItems* event.

The first time this event is called, *MenuName* is an empty string, representing the top-level menu. For a simple Add-In with just a single menu option you can return a string, eg:

```
Function EA_GetMenuItems(Repository as EA.Repository, MenuLocation As String, MenuName As String) As Variant
    EA_GetMenuItems = "&Joe's Add-In"
End Function
```

To define sub-menus, prefix a parent menu with a dash. Parent and sub-items are defined as follows:

```
Function EA_GetMenuItems(Repository as EA.Repository, MenuLocation As String, MenuName As String) As Variant
    Select Case MenuName
    Case ""
        'Parent Menu Item
        EA_GetMenuItems = "-&Joe's Add-In"
    Case "-&Joe's Add-In"
        'Define Sub-Menu Items using the Array notation.
        'In this example, "Diagram" and "Treeview" compose the "Joe's Add-In" sub-menu.
        EA_GetMenuItems = Array("&Diagram", "&Treeview")
    Case Else
        MsgBox "Invalid Menu", vbCritical
    End Select
End Function
```

Similarly, you can define further sub-items:

```
Function EA_GetMenuItems(Repository as EA.Repository, MenuLocation As String, MenuName As String) As Variant
    Select Case MenuName
    Case ""
        EA_GetMenuItems = "-Joe's Add-In"
    Case "-Joe's Add-In"
        EA_GetMenuItems = Array("-&Diagram", "&TreeView")
    Case "-&Diagram"
        EA_GetMenuItems = "&Properties"
    Case Else
        MsgBox "Invalid Menu", vbCritical
    End Select
End Function
```

If you want to enable or disable menu options by default, you can use this method to show particular items to the user:

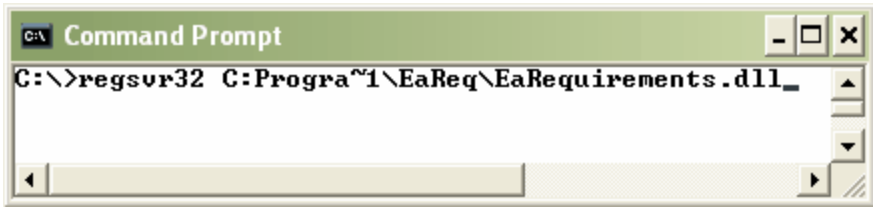
```
Sub EA_GetMenuState(Repository As EA.Repository, Location As String, MenuName As String, ItemName As String,
IsEnabled As Boolean, IsChecked As Boolean)
    Select Case Location
    Case "TreeView"
        'Always enable
    Case "Diagram"
        'Always enable
    Case "MainMenu"
        Select Case ItemName
        Case "&Translate", "Save &Project"
            If GetIsProjectSelected() Then
                IsEnabled = False
            End If
        End Select
```

```
    End Select
    IsChecked = GetIsCurrentSelection()
End Sub
```

16.5.1.1.2 Deploy Add-Ins

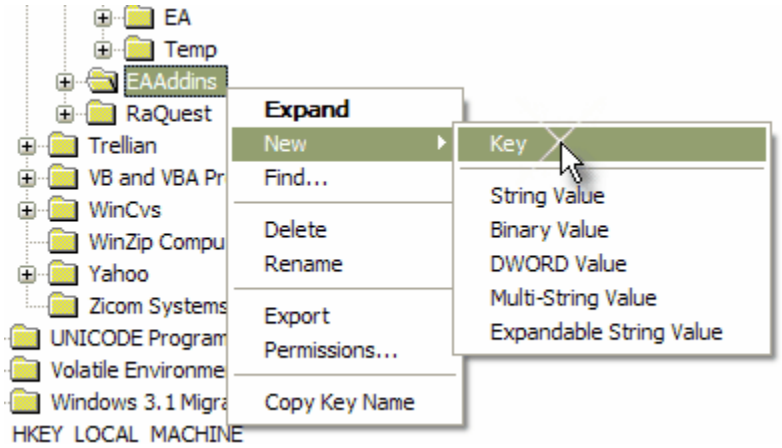
To deploy Add-Ins to users' sites, follow the steps below:

1. Add the Add-In DLL file to an appropriate directory on the user's computer; i.e. *C:\Program Files\ [new dir]*.
2. Register the DLL using the **RegSvr32** command from the command prompt as shown in the example below.



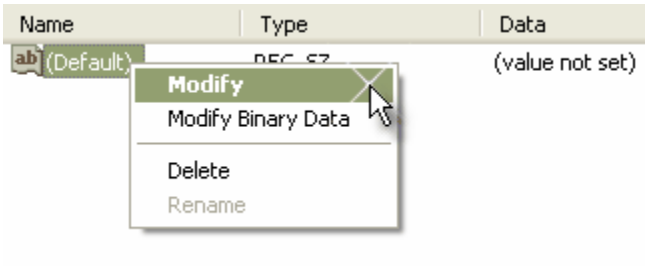
3. Place a new entry into the registry so that Enterprise Architect recognizes the presence of your Add-In by using the registry editor (run **regedit**).
4. Add a new key value **EAAddIns** under the location: *HKEY_CURRENT_USER\Software\Sparx Systems*

5. Add a new key under this key with the project name.

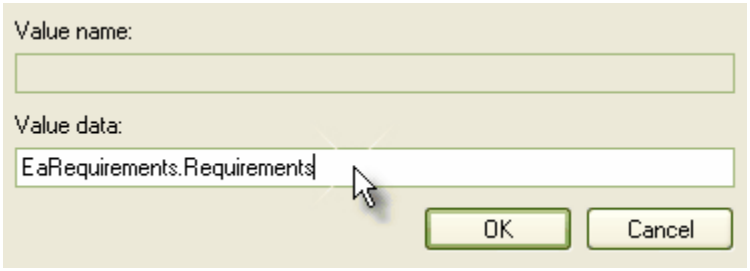


Note: *[ProjectName] is not necessarily the name of your DLL, but the name of the Project. In VB, this is the value for the property* ***Name*** *corresponding to the project file.*

6. Specify the default value by modifying the default value of the key.



7. Enter the value of the key by entering the *[project name].[class name*]; e.g. *EaRequirements.Requirements* where *EaRequirements* is the project name as shown in the example below.



16.5.1.1.3 Tricks and Traps

Visual Basic 5/6 Users Note

Visual Basic 5/6 users should note that the version number of the Enterprise Architect interface is stored in the VBP project file in a form similar to the following:

Reference=\G{64FB2BF4-9EFA-11D2-8307-C45586000000}#2.2#0#..\..\..\..\Program Files\Sparx Systems \EA\EA.TLB#Enterprise Architect Object Model 2.02*

If you experience problems moving from one version of Enterprise Architect to another, open the VBP file in a text editor and remove this line. Then open the project in Visual Basic and use *Project-References* to create a new reference to the Enterprise Architect Object model.

Add-In Fails to Load

At Enterprise Architect release 7.0 Add-Ins created before 2004 are no longer supported. If an Add-In subscribes to the **Addn_Tmpl.tlb** interface (2003 style), it will fail on load. In this event, contact the vendor or author of the Add-In and request an upgrade.

Holding State Information

It is possible for an Add-In to hold state information, meaning that data can be stored in member variables in response to one event and retrieved in another. There are some dangers in doing this:

- Enterprise Architect Automation Objects do not update themselves in response to user activity, to activity on other workstations, or even to the actions of other objects in the same automation client. Retaining handles to such objects between calls can result in the second event querying objects that have no relationship with the current state of Enterprise Architect.
- When you close Enterprise Architect, all Add-Ins are asked to shut down. If there are any external automation clients Enterprise Architect must stay active, in which case all the Add-Ins are reloaded, losing all the data.
- Enterprise Architect acting as an automation client does not close if an Add-In still holds a reference to it (releasing all references in the *Disconnect()* event avoids this problem).

It is recommended that unless there is a specific reason for doing so, the Add-In should use the repository parameter and its method and properties to provide the necessary data.

Enterprise Architect Not Closing

.Net Specific Issues

Automation checks the use of objects and won't enable any of them to be destroyed until they are no longer being used.

As noted in the Automation Interface 1367 topic, if your automation controller was written using the .NET framework, Enterprise Architect does not close even after you release all your references to it. To force the release of the COM pointers, call the memory management functions as shown below:

```
GC.Collect();
GC.WaitForPendingFinalizers();
```

Additionally, because automation clients hook into Enterprise Architect, which creates Add-Ins which in turn hook back into Enterprise Architect, it is possible to get into a deadlock situation where Enterprise Architect and the Add-Ins won't let go of one another and keep each other active. An Add-In might retain hooks into Enterprise Architect because:

- It keeps a private reference to an Enterprise Architect object (see Holding State Information 1312 above), or
- It has been created by .NET and the GC mechanism hasn't got around to releasing it.

There are two actions required to avoid deadlock situations:

- Automation controllers must call *Repository.CloseAddins()* at some point (presumably at the end of processing).
- Add-Ins must release all references to Enterprise Architect in the *Disconnect()* event. See the Add-In Methods 1316 topic for details.

It is possible that your Automation client controls a running instance of Enterprise Architect where the Add-Ins have not complied with the rule above. In this case you could call Repository.Exit() to terminate Enterprise Architect.

Miscellaneous

In developing Add-Ins using the .Net framework you must select COM Interoperability in the project's properties in order for it to be recognized as an Add-In.

Some development environments do not automatically register COM DLLs on creation. You might have to do that manually before Enterprise Architect recognizes the Add-In.

You can use your private Add-In key (as required for Add-In deployment) to store configuration information pertinent to your Add-In.

Concurrent calls

In Enterprise Architect releases up to release 7.0, there is a possibility that Enterprise Architect could call two Add-In methods concurrently if the Add-In calls:

- A message box
- A modal dialog
- VB DoEvents, .NET Application DoEvents or the equivalent in other languages.

In such cases, Enterprise Architect could initiate a second Add-In method before the first returns (re-entrancy). In release 7.0. and subsequent releases, Enterprise Architect cannot make such concurrent calls.

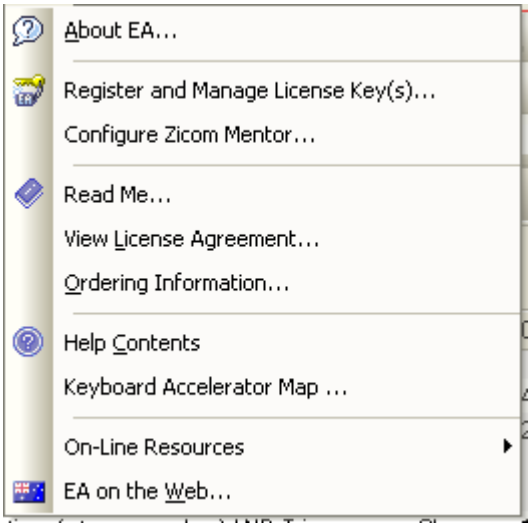
If developing Add-Ins, ensure that the Add-In users are running Enterprise Architect release 7.0 or a later release to avoid any risk of concurrent method calls.

16.5.2 Register Add-In

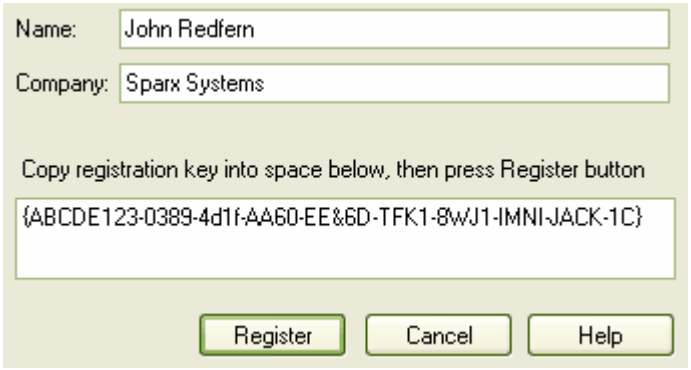
To register Add-Ins for Enterprise Architect, follow the steps below:

Register an Add-In for Enterprise Architect

1. Purchase one or more licenses for the Add-In from your Add-In provider. Once you have paid for a licensed version of the Add-In, you receive (via email or other suitable means) a license key for the product.
2. Save the license key and the latest full version of the Add-In.
3. Run the Add-In's setup program to install the Add-In.
4. In Enterprise Architect, select the **Help | Register and Manage License Key(s)** menu option, or the **Add-Ins | Enter License Key for <Add-In name>** menu option. The *License Management* dialog displays.



5. Click on the **Add Key** button. The **Enter Registration Key** dialog displays.

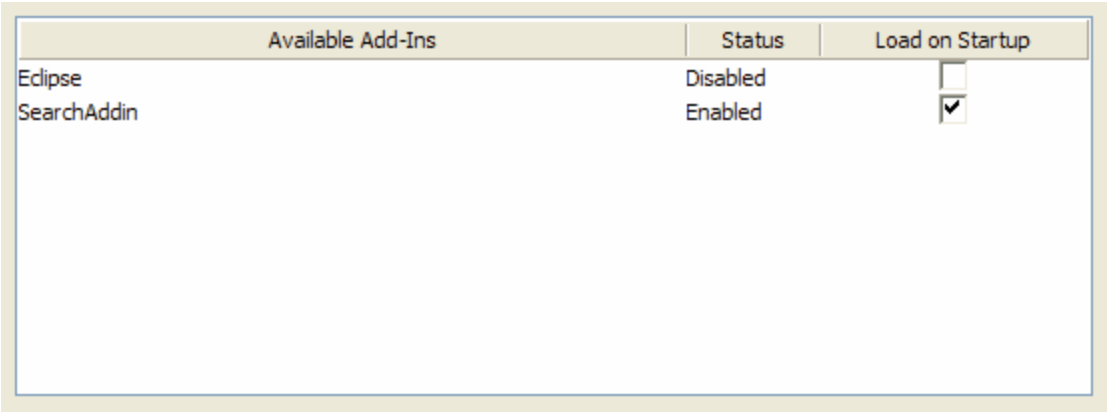


6. Type in the key you received with the Add-In, including the **{** and **}** characters.
7. When the Add-In has been added successfully, close down Enterprise Architect and restart it to apply the changes.

16.5.3 The Add-In Manager

You can use the *Add-In Manager* to view what Add-Ins are available and to disable those you do not want to be used.

Access the *Add-In Manager* dialog by selecting the **Add-Ins | Manage Add-Ins** menu option.



To enable an Add-In for use, select the **Load on Startup** check box. To disable an Add-in, deselect the checkbox.

Note: *Enterprise Architect must be restarted for changes to take effect.*

16.5.4 Add-In Search

Enterprise Architect enables Add-Ins to integrate with the *Model Search* 139 (as described in the *Enterprise Architect User Guide*). Searches can be defined that execute a method within your Add-In and display your results in an integrated way.

The method that runs the search must be structured in the following way:

variant <method name> (Rep as Repository, SearchText as String, XMLResults as String)

Parameter	Description
Rep	The currently open repository.
SearchText	An optional field that the you can fill in through the *Model Search*.
XMLResults	At completion of the method, this should contain the results for the search. The results should be an XML String that conforms to the Search Data Format 1316.

Return

The method must return a value for the results to be displayed.

Advanced Usage

In addition to the displayed results, two additional hidden fields can be passed into the XML that provide special functionality.

CLASSTYPE

Returning a field of CLASSTYPE, containing the Object_Type value from the t_object table, displays the appropriate icon in the column you place the field.

CLASSGUID

Returning a field of CLASSGUID, containing an ea_guid value, enables the *Model Search* to track the object in the *Project Browser* window and open the *Properties* window for the element by double-clicking in the *Model Search*.

16.5.4.1 XML Format (Search Data)

The XML below provides the format for the *SearchData* parameter of the *RunModel* method. See the Repository 1377 topic for more information.

```
<ReportViewData>
    <!--
    // Use this section to declare all possible fields - columns that appear in Enterprise Architect's search window - that are used below in <Rows/>.
    // The order of the columns of information to be appended here must match the order that the search run in Enterprise Architect would normally display.
    // Furthermore, if you append results onto a custom SQL Search, then order used in your Custom SQL must match the order used below.
    -->

    <Fields>
            <Field name=""/>
            <Field name=""/>
            <Field name=""/>
            <Field name=""/>
    </Fields>

    <Rows>
            <Row>
                    <Field name="" value=""/>
                    <Field name="" value=""/>
                    <Field name="" value=""/>
                    <Field name="" value=""/>
            </Row>
            <Row>
                    <Field name="" value=""/>
                    <Field name="" value=""/>
                    <Field name="" value=""/>
                    <Field name="" value=""/>
            </Row>
            <Row>
                    <Field name="" value=""/>
                    <Field name="" value=""/>
                    <Field name="" value=""/>
                    <Field name="" value=""/>
            </Row>
    </Rows>
</ReportViewData>
```

16.5.5 Add-In Events

All Enterprise Architect Add-Ins can choose to respond to general Add-In events.

See Also

- EA_Connect 1317
- EA_Disconnect 1317
- EA_GetMenuItems 1318
- EA_MenuClick 1319
- EA_GetMenuState 1318
- EA_ShowHelp 1321

- EA_OnOutputItemClicked 1320
- EA_OnOutputItemDoubleClicked 1321

16.5.5.1 EA_Connect

EA_Connect events enable Add-Ins to identify their type and to respond to Enterprise Architect start up.

Syntax

Function* EA_Connect*(Repository As EA.Repository) As String

The *EA_Connect* function syntax has the following elements:

Parameter	Type	Direction	Description
Repository	*EA. Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.

Return Value

String identifying a specialized type of Add-In:

Type	Details
"MDG"	MDG Add-Ins receive MDG Events 1353 and extra menu options.
""	None-specialized Add-In

Details

This event occurs when Enterprise Architect first loads your Add-In. Enterprise Architect itself is loading at this time so that while a Repository object is supplied, there is limited information that you can extract from it.

The chief uses for **EA_Connect** are in initializing global Add-In data and for identifying the Add-In as an MDG Add-In.

See Also

- EA_Disconnect 1317
- MDG Add-Ins 1352

16.5.5.2 EA_Disconnect

The *EA_Disconnect* event enables the Add-In to respond to user requests to disconnect the model branch from an external project.

Syntax

Sub* EA_Disconnect*()

Return Value

None.

Details

This function is called when the Enterprise Architect closes. If you have stored references to Enterprise Architect objects (not particularly recommended anyway), you must release them here.

In addition, .NET users must call memory management functions as shown below:

```
GC.Collect();
GC.WaitForPendingFinalizers();
```

See Also

- EA_Connect 1317

16.5.5.3 EA_GetMenuItems

The *EA_GetMenuItems* event enables the Add-In to provide the Enterprise Architect user interface with additional Add-In menu options in various context and main menus. When a user selects an Add-In menu option, an event is raised and passed back to the Add-In that originally defined that menu option.

Syntax

Function* EA_GetMenuItems*(Repository As EA.Repository, MenuLocation As String, MenuName As String) As Variant

The *EA_GetMenuItems* function syntax has the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
MenuLocation	*String*		String representing the part of the user interface that brought up the menu. Can be *TreeView*, *MainMenu* or *Diagram*.
MenuName	*String*		The name of the parent menu for which sub-items are to be defined. In the case of the top-level menu it is an empty string.

Return Value

One of the following types:

- A string indicating the label for a single menu option.
- An array of strings indicating a multiple menu options.
- Empty (Visual Basic/VB.NET) or null (C#) to indicate that no menu should be displayed.

In the case of the top-level menu it should be a single string or an array containing only one item, or Empty/ null.

Details

This event is raised just before Enterprise Architect has to show particular menu options to the user, and its use is described in the Defining Menu Items 1310 topic.

See Also

- EA_MenuClick 1319
- EA_GetMenuState 1318

16.5.5.4 EA_GetMenuState

The *EA_GetMenuState* event enables the Add-In to set a particular menu option to either enabled or disabled. This is useful when dealing with locked packages and other situations where it is convenient to show a menu option, but not enable it for use.

Syntax

Sub* EA_GetMenuState*(Repository as EA.Repository, MenuLocation As String, MenuName as String, ItemName as String, IsEnabled as Boolean, IsChecked as Boolean)

The *EA_GetMenuState* function syntax has the following elements:

Parameter	Type	Direction	Description
Repository	*EA. Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
MenuLocation	*String*		String representing the part of the user interface that brought up the menu. Can be *TreeView*, *MainMenu* or *Diagram*.
MenuName	*String*		The name of the parent menu for which sub-items must be defined. In the case of the top-level menu it is an empty string.
ItemName	*String*		The name of the option actually clicked, eg. *Create a New Invoice*.
IsEnabled	*Boolean*		Boolean. Set to **False** to disable this particular menu option.
IsChecked	*Boolean*		Boolean. Set to **True** to check this particular menu option.

Return Value

None.

Details

This event is raised just before Enterprise Architect has to show particular menu options to the user. Its use is described in the Defining Menu Items 1310 topic.

See Also

- EA_GetMenuItems 1318

16.5.5.5 EA_MenuClick

EA_MenuClick events are received by an Add-In in response to user selection of a menu option.

Syntax

Sub* EA_MenuClick*(Repository As EA.Repository, MenuLocation As String, MenuName As String, ItemName As String)

The *EA_GetMenuClick* function syntax has the following elements

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
MenuName	*String*		The name of the parent menu for which sub-items are to be defined. In the case of the top-level menu it is an empty string.
ItemName	*String*		The name of the option actually clicked, eg. *Create a New Invoice*.

Return Value

None.

Details

The event is raised when the user clicks on a particular menu option. When a user clicks on one of your non-parent menu options, your Add-In receives a *MenuClick* event, defined as follows:

Sub EA_MenuClick(Repository As EA.Repository, ByVal MenuName As String, ByVal ItemName As String)

The code below illustrates an example of use:

```
If MenuName = "-&Diagram" And ItemName = "&Properties" then
   MsgBox Repository.GetCurrentDiagram.Name, vbInformation
Else
   MsgBox "Not Implemented", vbCritical
End If
```

Notice that your code can directly access Enterprise Architect data and UI elements using Repository 1376 methods.

See Also

- EA_GetMenuItems 1318

16.5.5.6 EA_OnOutputItemClicked

EA_OnOutputItemClicked events inform Add-Ins that the user has clicked on a list entry in the system tab or one of the user defined output tabs.

Syntax

EA_OnOutputItemClicked*(Repository As EA.Repository, TabName As String, LineText As String, ID As Long)*

The *EA_OnOutputItemClicked* function syntax has the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
TabName	*String*	IN	The name of the tab that the click occurred in. Usually this would have been created through *Repository.AddTab()*.
LineText	*String*	IN	The text that had been supplied as the String parameter in the original call to *Repository.WriteOutput()*.
ID	*Long*	IN	The ID value specified in the original call to *Repository.WriteOutput()*.

Return Value

None.

Details

Usually an Add-In responds to this event in order to capture activity on an output tab they had previously created through a call to *Repository.AddTab()*.

Note that every loaded Add-In receives this event for every click on an output tab in Enterprise Architect -

irrespective of whether the Add-In created that tab. Add-Ins should therefore check the **TabName** parameter supplied by this event to ensure that they are not responding to other Add-Ins' events.

See Also

- EA_OnOutputItemDoubleClicked 1321

16.5.5.7 EA_OnOutputItemDoubleClicked

EA_OnOutputItemDoubleClicked events informs Add-Ins that the user has used the mouse to double-click on a list entry in one of the user defined output tabs.

Syntax

EA_OnOutputItemDoubleClicked*(Repository As EA.Repository, TabName As String, LineText As String, LineNo As Long)*

The *EA_OnOutputItemClicked* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA. Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
TabName	*String*	IN	The name of the tab that the click occurred in. Usually this would have been created through *Repository.AddTab()*.
LineText	*String*	IN	The text that had been supplied as the String parameter in the original call to *Repository.WriteOutput()*.
ID	*Long*	IN	The ID value specified in the original call to *Repository.WriteOutput()*.

Return Value

None.

Details

Usually an Add-In responds to this event in order to capture activity on an output tab they had previously created through a call to *Repository.AddTab()*.

Note that every loaded Add-In receives this event for every double-click on an output tab in Enterprise Architect - irrespective of whether the Add-In created that tab. Add-Ins should therefore check the **TabName** parameter supplied by this event to ensure that they are not responding to other Add-Ins' events.

See Also

- EA_OnOutputItemClicked 1320

16.5.5.8 EA_ShowHelp

The *EA_ShowHelp* event enables the Add-In to show a help topic for a particular menu option. When the user has an Add-In menu option selected, pressing **[F1]** can be delegated to the required Help topic by the Add-In and a suitable help message shown.

Syntax

Sub* EA_ShowHelp*(Repository as EA.Repository, MenuLocation As String, MenuName as String, ItemName as String)

The *EA_ShowHelp* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA. Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
MenuLocation	*String*		String representing the part of the user interface that brought up the menu. Can be *Treeview*, *MainMenu* or *Diagram*.
MenuName	*String*		The name of the parent menu for which sub-items are to be defined. In the case of the top-level menu it is an empty string.
ItemName	*String*		The name of the option actually clicked, eg. *Create a New Invoice*.

Return Value

None.

Details

This event is raised when the user presses **[F1]** on a menu option that is not a parent menu.

See Also

- EA_GetMenuItems 1318

16.5.6 Broadcast Events

Overview

General Broadcasts are sent to all loaded Add-Ins. For an Add-In to receive the event, they must first implement the required automation event interface. If Enterprise Architect detects that the Add-In has the required interface, the event is dispatched on to the Add-In. MDG Events 1353 add quite a number of additional events, but the Add-In must first have registered as an MDG-style Add-In, rather than as a generic Add-In.

See

- File Open Event 1323
- File Close Event 1323
- Pre-Deletion Events 1324
- Pre-New Events 1326
- Post-New Events 1331
- Technology Events 1334
- Context Item Events 1337
- Transformation Events 1339
- Compartment Events 1340
- Model Validation Broadcasts 1342

16.5.6.1 EA_FileOpen

The *EA_FileOpen* event enables the Add-In to respond to a *File Open* event. When Enterprise Architect opens a new model file, this event is raised and passed to all Add-Ins implementing this method.

Syntax

Sub* EA_FileOpen*(Repository As EA.Repository)

The *EA_FileOpen* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA. Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.

Return Value

None

Details

This event occurs when the model being viewed by the Enterprise Architect user changes, for whatever reason (through user interaction or Add-In activity).

See Also

- EA_FileClose 1323

16.5.6.2 EA_FileClose

The *EA_FileClose* event enables the Add-In to respond to a *File Close* event. When Enterprise Architect closes an opened Model file, this event is raised and passed to all Add-Ins implementing this method.

Syntax

Sub* EA_FileClose*(Repository As EA.Repository)

The *EA_FileClose* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA. Repository*	IN	An EA.Repository object representing the Enterprise Architect model about to be closed. Poll its members to retrieve model data and user interface status information.

Return Value

None

Details

This event occurs when the model currently opened within Enterprise Architect is about to be closed (when another model is about to be opened or when Enterprise Architect is about to shutdown).

See Also

- EA_FileOpen 1323

16.5.6.3 Pre-Deletion Events

Enterprise Architect Add-Ins can respond to requests to delete elements, connectors, diagrams, packages and technologies using the following broadcast events:

- EA_OnPreDeleteElement 1324
- EA_OnPreDeleteConnector 1324
- EA_OnPreDeleteDiagram 1325
- EA_OnPreDeletePackage 1326

16.5.6.3.1 EA_OnPreDeleteElement

EA_OnPreDeleteElement notifies Add-Ins that an element is to be deleted from the model. It enables Add-Ins to permit or deny deletion of the element.

Syntax

Function* EA_OnPreDeleteElement*(Repository As EA.Repository, Info As EA.EventProperties) As Boolean

The *EA_OnPreDeleteElement* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
Info	*EA. EventProperties*	IN	Contains the following *EventProperty Objects* for the element to be created : • *ElementID*: A long value corresponding to *Element. ElementID.*

Return Value

Return **True** to enable deletion of the element from the model. Return **False** to disable deletion of the element.

Details

This event occurs when a user deletes an element from the *Project Browser* window or on a diagram. The notification is provided immediately before the element is deleted, so that the Add-In can disable deletion of the element.

See Also

- EA.EventProperties 1391

16.5.6.3.2 EA_OnPreDeleteConnector

EA_OnPreDeleteConnector notifies Add-Ins that a connector is to be deleted from the model. It enables Add-Ins to permit or deny deletion of the connector.

Syntax

Function* EA_OnPreDeleteConnector*(Repository As EA.Repository, Info As EA.EventProperties) As Boolean

The *EA_OnPreDeleteConnector* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
Info	*EA. EventProperties*	IN	Contains the following *EventProperty Objects* for the connector to be created: • *ConnectorID*: A long value corresponding to *Connector. ConnectorID.*

Return Value

Return **True** to enable deletion of the connector from the model. Return **False** to disable deletion of the connector.

Details

This event occurs when a user attempts to permanently delete a connector on a diagram. The notification is provided immediately before the connector is deleted, so that the Add-In can disable deletion of the connector.

See Also

- EA.EventProperties 1391

16.5.6.3.3 EA_OnPreDeleteDiagram

EA_OnPreDeleteDiagram notifies Add-Ins that a diagram is to be deleted from the model. It enables Add-Ins to permit or deny deletion of the diagram.

Syntax

Function* EA_OnPreDeleteDiagram*(Repository As EA.Repository, Info As EA.EventProperties) As Boolean

The *EA_OnPreDeleteDiagram* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently-open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
Info	*EA. EventProperties*	IN	Contains the following *EventProperty Objects* for the connector to be created: • *DiagramID*: A long value corresponding to *Diagram. DiagramID*

Return Value

Return **True** to enable deletion of the diagram from the model. Return **False** to disable deletion of the diagram.

Details

This event occurs when a user attempts to permanently delete a diagram from the *Project Browser* window. The notification is provided immediately before the diagram is deleted, so that the Add-In can disable deletion of the diagram.

See Also

- EA.EventProperties 1391

16.5.6.3.4 EA_OnPreDeletePackage

EA_OnPreDeletePackage notifies Add-Ins that a package is to be deleted from the model. It enables Add-Ins to permit or deny deletion of the package.

Syntax

Function* EA_OnPreDeletePackage*(Repository As EA.Repository, Info As EA.EventProperties) As Boolean

The *EA_OnPreDeletePackage* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
Info	*EA. EventProperties*	IN	Contains the following *EventProperty Objects* for the connector to be created: • *PackageID* : A long value corresponding to *Package. PackageID*

Return Value

Return **True** to enable deletion of the package from the model. Return **False** to disable deletion of the package.

Details

This event occurs when a user attempts to permanently delete a package from the Project Browser window. The notification is provided immediately before the package is deleted, so that the Add-In can disable deletion of the package.

See Also

- EA.EventProperties 1391

16.5.6.4 Pre-New Events

Enterprise Architect Add-Ins can respond to requests to create new elements, connectors, attributes, methods and packages using the following broadcast events:

- EA_OnPreNewElement 1327
- EA_OnPreNewConnector 1327
- EA_OnPreNewAttribute 1328
- EA_OnPreNewMethod 1329
- EA_OnPreNewPackage 1330

16.5.6.4.1 EA_OnPreNewElement

EA_OnPreNewElement notifies Add-Ins that a new element is about to be created on a diagram. It enables Add-Ins to permit or deny creation of the new element.

Syntax

Function* EA_OnPreNewElement*(Repository As EA.Repository, Info As EA.EventProperties) As Boolean

The *EA_OnPreNewElement* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
Info	*EA. EventProperties*	IN	Contains the following *EventProperty Objects* for the element to be created: • *Type* : A string value corresponding to *Element.Type* • *Stereotype* : A string value corresponding to *Element. Stereotype* • *ParentID* : A long value corresponding to *Element.ParentID* • *DiagramID* : A long value corresponding to the ID of the diagram to which the element is being added.

Return Value

Return **True** to enable addition of the new element to the model. Return **False** to disable addition of the new element.

Details

This event occurs when a user drags a new element from the Enterprise Architect UML *Toolbox* or *Resources* window onto a diagram. The notification is provided immediately before the element is created, so that the Add-In can disable addition of the element.

See Also

- EA.EventProperties 1391
- EA_OnPostNewElement 1331

16.5.6.4.2 EA_OnPreNewConnector

EA_OnPreNewConnector notifies Add-Ins that a new connector is about to be created on a diagram. It enables Add-Ins to permit or deny creation of a new connector.

Syntax

Function* EA_OnPreNewConnector*(Repository As EA.Repository, Info As EA.EventProperties) As Boolean

The *EA_OnPreNewConnector* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
Info	*EA. EventProperties*	IN	Contains the following *EventProperty Objects* for the connector to be created: • *Type* : A string value corresponding to *Connector.Type* • *Subtype* : A string value corresponding to *Connector.Subtype* • *Stereotype* : A string value corresponding to *Connector. Stereotype* • *ClientID* : A long value corresponding to *Connector.ClientID* • *SupplierID* : A long value corresponding to *Connector. SupplierID* • *DiagramID* : A long value corresponding to *Connector. DiagramID.*

Return Value

Return **True** to enable addition of the new connector to the model. Return **False** to disable addition of the new connector.

Details

This event occurs when a user drags a new connector from the Enterprise Architect UML *Toolbox* or *Resources* window, onto a diagram. The notification is provided immediately before the connector is created, so that the Add-In can disable addition of the connector.

See Also

- EA.EventProperties 1391
- EA_OnPostNewConnector 1327

16.5.6.4.3 EA_OnPreNewAttribute

EA_OnPreNewAttribute notifies Add-Ins that a new attribute is about to be created on an element. It enables Add-Ins to permit or deny creation of the new attribute.

Syntax

Function* EA_OnPreNewAttribute*(Repository As EA.Repository, Info As EA.EventProperties) As Boolean

The *EA_OnPreNewAttribute* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
Info	*EA. EventProperties*	IN	Contains the following *EventProperty Objects* for the attribute to be created:

Parameter	Type	Direction	Description
			• *Type*: A string value corresponding to *Attribute.Type* • *Stereotype:* A string value corresponding to *Attribute. Stereotype* • *ParentID*: A long value corresponding to *Attribute.ParentID* • *ClassifierID*: A long value corresponding to *Attribute. ClassifierID.*

Return Value

Return **True** to enable addition of the new attribute to the model. Return **False** to disable addition of the new attribute.

Details

This event occurs when a user creates a new attribute on an element by either drag-dropping from the *Project Browser* window, using the *Attributes Properties* dialog, or using the in-place editor on the diagram. The notification is provided immediately before the attribute is created, so that the Add-In can disable addition of the attribute.

See Also

- EA.EventProperties 1391
- EA_OnPostNewAttribute 1332

16.5.6.4.4 EA_OnPreNewMethod

EA_OnPreNewMethod notifies Add-Ins that a new method is about to be created on an element. It enables Add-Ins to permit or deny creation of the new method.

Syntax

Function* EA_OnPreNewMethod*(Repository As EA.Repository, Info As EA.EventProperties) As Boolean

The *EA_OnPreNewMethod* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
Info	*EA. EventProperties*	IN	Contains the following *EventProperty Objects* for the method to be created : • *ReturnType*: A string value corresponding to *Method. ReturnType* • *Stereotype*: A string value corresponding to *Method. Stereotype* • *ParentID*: A long value corresponding to *Method.ParentID* • *ClassifierID*: A long value corresponding to *Method. ClassifierID.*

Return Value

Return **True** to enable addition of the new method to the model. Return **False** to disable addition of the new method.

Details

This event occurs when a user creates a new method on an element by either drag-dropping from the *Project Browser* window, using the method *Properties* dialog, or using the in-place editor on the diagram. The notification is provided immediately before the method is created, so that the Add-In can disable addition of the method.

See Also

- EA.EventProperties 1391
- EA_OnPostNewMethod 1333

16.5.6.4.5 EA_OnPreNewPackage

EA_OnPreNewPackage notifies Add-Ins that a new package is about to be created in the model. It enables Add-Ins to permit or deny creation of the new package.

Syntax

Function* EA_OnPreNewPackage*(Repository As EA.Repository, Info As EA.EventProperties) As Boolean

The *EA_OnPreNewPackage* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
Info	*EA. EventProperties*	IN	Contains the following *EventProperty Objects* for the package to be created: • *Stereotype*: A string value corresponding to *Package. Stereotype* • *ParentID*: A long value corresponding to *Package.ParentID* • *DiagramID*: A long value corresponding to the ID of the diagram to which the package is being added.

Return Value

Return **True** to enable addition of the new package to the model. Return **False** to disable addition of the new package.

Details

This event occurs when a user drags a new package from the Enterprise Architect UML *Toolbox* or *Resources* window onto a diagram, or by selecting the **New Package** icon from the *Project Browser* window. The notification is provided immediately before the package is created, so that the Add-In can disable addition of the package.

See Also

- EA.EventProperties 1391

- EA_OnPostNewPackage 1334

16.5.6.5 Post-New Events

Enterprise Architect Add-Ins can respond to the creation of new elements, connectors, attributes, methods and packages using the following broadcast events:

- EA_OnPostNewElement 1331
- EA_OnPostNewConnector 1332
- EA_OnPostNewAttribute 1332
- EA_OnPostNewMethod 1333
- EA_OnPostNewPackage 1334

16.5.6.5.1 EA_OnPostNewElement

EA_OnPostNewElement notifies Add-Ins that a new element has been created on a diagram. It enables Add-Ins to modify the element upon creation.

Syntax

Function* EA_OnPostNewElement*(Repository As EA.Repository, Info As EA.EventProperties) As Boolean

The *EA_OnPostNewElement* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An *EA.Repository Object* representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
Info	*EA. EventProperties*	IN	Contains the following *EventProperty Objects* for the new element: • *ElementID*: A long value corresponding to *Element. ElementID.*

Return Value

Return **True** if the element has been updated during this notification. Return **False** otherwise.

Details

This event occurs after a user has dragged a new element from the Enterprise Architect UML *Toolbox* or *Resources* window onto a diagram. The notification is provided immediately after the element is added to the model. Set *Repository.SuppressEADialogs* to **true** to suppress Enterprise Architect from showing its default dialogs.

See Also

- EA.EventProperties 1391
- EA.Repository 1377
- EA_OnPreNewElement 1327

16.5.6.5.2 EA_OnPostNewConnector

EA_OnPostNewConnector notifies Add-Ins that a new connector has been created on a diagram. It enables Add-Ins to modify the connector upon creation.

Syntax

Function* EA_OnPostNewConnector*(Repository As EA.Repository, Info As EA.EventProperties) As Boolean

The *EA_OnPostNewConnector* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An *EA.Repository* object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
Info	*EA. EventProperties*	IN	Contains the following *EventProperty Objects* for the new connector: • *ConnectorID*: A long value corresponding to *Connector. ConnectorID.*

Return Value

Return **True** if the connector has been updated during this notification. Return **False** otherwise.

Details

This event occurs after a user has dragged a new connector from the Enterprise Architect UML *Toolbox* or *Resources* window onto a diagram. The notification is provided immediately after the connector is added to the model. Set *Repository.SuppressEADialogs* to **true** to suppress Enterprise Architect from showing its default dialogs.

See Also

- EA.EventProperties 1391
- EA.Repository 1377
- EA_OnPreNewConnector 1327

16.5.6.5.3 EA_OnPostNewAttribute

EA_OnPostNewAttribute notifies Add-Ins that a new attribute has been created on a diagram. It enables Add-Ins to modify the attribute upon creation.

Syntax

Function* EA_OnPostNewAttribute*(Repository As EA.Repository, Info As EA.EventProperties) As Boolean

The *EA_OnPostNewAttribute* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.

Parameter	Type	Direction	Description
Info	*EA. EventProperties*	IN	Contains the following *EventProperty Objects* for the new attribute: • *AttributeID*: A long value corresponding to *Attribute.AttributeID.*

Return Value

Return **True** if the attribute has been updated during this notification. Return **False** otherwise.

Details

This event occurs when a user creates a new attribute on an element by either drag-dropping from the *Project Browser* window, using the *Attributes Properties* dialog, or using the in-place editor on the diagram. The notification is provided immediately after the attribute is created. Set *Repository.SuppressEADialogs* to **true** to suppress Enterprise Architect from showing its default dialogs.

See Also

- EA.EventProperties 1391
- EA.Repository 1377
- EA_OnPreNewAttribute 1328

16.5.6.5.4 EA_OnPostNewMethod

EA_OnPostNewMethod notifies Add-Ins that a new method has been created on a diagram. It enables Add-Ins to modify the method upon creation.

Syntax

Function* EA_OnPostNewMethod*(Repository As EA.Repository, Info As EA.EventProperties) As Boolean

The *EA_OnPostNewMethod* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
Info	*EA. EventProperties*	IN	Contains the following *EventProperty Objects* for the new method: • *MethodID*: A long value corresponding to *Method. MethodID.*

Return Value

Return **True** if the method has been updated during this notification. Return **False** otherwise.

Details

This event occurs when a user creates a new method on an element by either drag-dropping from the *Project Browser* window, using the method's *Properties* dialog, or using the in-place editor on the diagram. The notification is provided immediately after the method is created. Set *Repository.SuppressEADialogs* to **true** to suppress Enterprise Architect from showing its default dialogs.

See Also

- EA.EventProperties 1391
- EA.Repository 1377
- EA_OnPreNewMethod 1329

16.5.6.5.5 EA_OnPostNewPackage

EA_OnPostNewPackage notifies Add-Ins that a new package has been created on a diagram. It enables Add-Ins to modify the package upon creation.

Syntax

Function* EA_OnPostNewPackage*(Repository As EA.Repository, Info As EA.EventProperties) As Boolean

The *EA_OnPostNewPackage* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
Info	*EA. EventProperties*	IN	Contains the following *EventProperty Objects* for the new package: • *PackageID*: A long value corresponding to *Package. PackageID.*

Return Value

Return **True** if the package has been updated during this notification. Return **False** otherwise.

Details

This event occurs when a user drags a new package from the Enterprise Architect UML *Toolbox* or *Resources* window onto a diagram, or by selecting the **New Package** icon from the *Project Browser* window. Set *Repository.SuppressEADialogs* to **true** to suppress Enterprise Architect from showing its default dialogs.

See Also

- EA.EventProperties 1391
- EA.Repository 1377
- EA_OnPreNewPackage 1330

16.5.6.6 Technology Events

Enterprise Architect Add-Ins can respond to the following events associated with the use of MDG Technologies:

- EA_OnPreDeleteTechnology 1335
- EA_OnDeleteTechnology 1335
- EA_OnImportTechnology 1336

16.5.6.6.1 EA_OnPreDeleteTechnology

EA_OnPreDeleteTechnology notifies Add-Ins that an MDG Technology resource is about to be deleted from the model.

Syntax

Function* EA_OnPreDeleteTechnology*(Repository As EA.Repository, Info As EA.EventProperties) As Boolean

The *EA_OnPreDeleteTechnology* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
Info	*EA. EventProperties*	IN	Contains the following *EventProperty Objects* for the MDG Technology to be deleted: • *TechnologyID*: A string value corresponding to the MDG Technology ID.

Return Value

Return **True** to enable deletion of the MDG Technology resource from the model. Return **False** to disable deletion of the MDG Technology resource.

Details

This event occurs when a user deletes an MDG Technology resource from the model. The notification is provided immediately after the user confirms their request to delete the MDG Technology, so that the Add-In can disable deletion of the MDG Technology.

See Also

- EA.EventProperties 1391
- EA_OnImportTechnology 1336
- EA_OnDeleteTechnology 1335

16.5.6.6.2 EA_OnDeleteTechnology

EA_OnDeleteTechnology notifies Add-Ins that an MDG Technology resource has been deleted from the model.

Syntax

Sub* EA_OnDeleteTechnology*(Repository As EA.Repository, Info As EA.EventProperties)

The *EA_OnDeleteTechnology* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
Info	*EA. EventProperties*	IN	Contains the following *EventProperty Objects*:

Parameter	Type	Direction	Description
			• *TechnologyID*: A string value corresponding to the MDG Technology ID.

Return Value

None

Details

This event occurs after a user has deleted an MDG Technology resource from the model. Add-Ins that require an MDG Technology resource to be loaded can catch this Add-In to disable certain functionality.

See Also

- EA.EventProperties 1391
- EA_OnImportTechnology 1336
- EA_OnPreDeleteTechnology 1335

16.5.6.6.3 EA_OnImportTechnology

EA_OnImportTechnology notifies Add-Ins that you have imported an MDG Technology resource into the model.

Syntax

Sub* EA_OnImportTechnology*(Repository As EA.Repository, Info As EA.EventProperties)

The *EA_OnImportTechnology* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
Info	*EA.EventProperties*	IN	Contains the following *EventProperty Objects*: • *TechnologyID*: A string value corresponding to the MDG Technology ID.

Return Value

None

Details

This event occurs after you have imported an MDG Technology resource into the model. Add-Ins that require an MDG Technology resource to be loaded can catch this Add-In to enable certain functionality.

See Also

- EA.EventProperties 1391
- EA_OnDeleteTechnology 1335

16.5.6.7 Context Item Events

Enterprise Architect Add-Ins can respond to the following events associated with changing context:

- EA_OnContextItemChanged 1337
- EA_OnContextItemDoubleClicked 1338
- EA_OnNotifyContextItemModified 1338

16.5.6.7.1 EA_OnContextItemChanged

EA_OnContextItemChanged notifies Add-Ins that a different item is now in context.

Syntax

Sub* EA_OnContextItemChanged*(Repository As EA.Repository, GUID As String, ot as EA.ObjectType)

The *EA_OnContextItemChanged* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA. Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
GUID	*String*	IN	Contains the GUID of the new context item. This value corresponds to the following properties, depending on the value of the **ot** parameter: *ot (ObjectType) - GUID value* *otElement - Element.ElementGUID* *otPackage - Package.PackageGUID* *otDiagram - Diagram.DiagramGUID* *otAttribute - Attribute.AttributeGUID* *otMethod - Method.MethodGUID* *otConnector - Connector.ConnectorGUID* *otRepository* - NOT APPLICABLE, GUID is an empty string
ot	*EA. ObjectType*	IN	Specifies the type of the new context item.

Return Value

None.

Details

This event occurs after a user has selected an item anywhere in the Enterprise Architect GUI. Add-Ins that require knowledge of the current item in context can subscribe to this broadcast function. If *ot = otRepository*, then this function behaves the same as EA_FileOpen 1323.

See Also

- EA.EventProperties 1391
- EA_OnContextItemDoubleClicked 1338
- EA_OnNotifyContextItemModified 1338

16.5.6.7.2 EA_OnContextItemDoubleClicked

EA_OnContextItemDoubleClicked notifies Add-Ins that the user has double-clicked the item currently in context.

Syntax

Function* EA_OnContextItemDoubleClicked*(Repository As EA.Repository, GUID As String, ot as EA. ObjectType)

The *EA_OnContextItemDoubleClicked* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA. Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
GUID	*String*	IN	Contains the GUID of the new context item. This value corresponds to the following properties, depending on the value of the **ot** parameter: *ot (ObjectType) - GUID value* *otElement - Element.ElementGUID* *otPackage - Package.PackageGUID* *otDiagram - Diagram.DiagramGUID* *otAttribute - Attribute.AttributeGUID* *otMethod - Method.MethodGUID* *otConnector - Connector.ConnectorGUID*
ot	*EA. ObjectType*	IN	Specifies the type of the new context item.

Return Value

Return **True** to notify Enterprise Architect that the double-click event has been handled by an Add-In. Return **False** to enable Enterprise Architect to continue processing the event.

Details

This event occurs when a user has double-clicked (or pressed **[Enter]**) on the item in context either in a diagram or in the *Project Browser*. Add-Ins to handle events can subscribe to this broadcast function.

See Also

- EA.EventProperties 1391
- EA_OnContextItemChanged 1337
- EA_OnNotifyContextItemModified 1338

16.5.6.7.3 EA_OnNotifyContextItemModified

EA_OnNotifyContextItemModified notifies Add-Ins that the current context item has been modified.

Syntax

Sub* EA_OnNotifyContextItemModified*(Repository As EA.Repository, GUID As String, ot as EA.

ObjectType)

The *EA_OnNotifyContextItemModified* function syntax contains the following elements

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
GUID	*String*	IN	Contains the GUID of the new context item. This value corresponds to the following properties, depending on the value of the **ot** parameter: *ot (ObjectType) - GUID value* *otElement - Element.ElementGUID* *otPackage - Package.PackageGUID* *otDiagram - Diagram.DiagramGUID* *otAttribute - Attribute.AttributeGUID* *otMethod - Method.MethodGUID* *otConnector - Connector.ConnectorGUID*
ot	*EA.ObjectType*	IN	Specifies the type of the new context item.

Return Value

None.

Details

This event occurs when a user has modified the context item. Add-Ins that require knowledge of when an item has been modified can subscribe to this broadcast function

See Also

- EA.EventProperties 1391
- EA_OnContextItemChanged 1337
- EA_OnContextItemDoubleClicked 1338

16.5.6.8 EA_OnPostTransform

EA_OnPostTransform notifies Add-Ins that an MDG transformation has taken place with the output in the specified target package.

Syntax

Function* EA_OnPostTransform*(Repository As EA.Repository, Info As EA.EventProperties) As Boolean

The *EA_OnPostTransform* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.

Parameter	Type	Direction	Description
Info	*EA. EventProperties*	IN	Contains the following *EventProperty Objects* for the transform performed : • *Transform*: A string value corresponding to the name of the transform used • *PackageID*: A long value corresponding to *Package. PackageID* of the destination package.

Return Value

Reserved for future use.

Details

This event occurs when a user runs an MDG transform on one or more target packages. The notification is provided for each transform/target package immediately after all transform processes have completed.

16.5.6.9 Compartment Events

Enterprise Architect Add-Ins can respond to the following events associated with user-generated element compartments:

- EA_QueryAvailableCompartments 1340
- EA_GetCompartmentData 1341

16.5.6.9.1 EA_QueryAvailableCompartments

Syntax

Function* EA_QueryAvailableCompartments*(Repository As EA.Repository) As Variant

The *EA_QueryAvailableCompartments* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA. Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.

Return Value

A *String* containing a comma-separated list of user-defined compartments.

Details

This event occurs when Enterprise Architect's diagrams are refreshed. It is a request for the Add-In to provide a list of user-defined compartments. The *EA_GetCompartmentData* 1341 event then queries each object for the data to display in each user-defined compartment.

Example

```
Function EA_QueryAvailableCompartments(Repository As EA.Repository) As Variant
    Dim sReturn As String
    sReturn = ""
```

```
    If m_FirstCompartmentVisible = True Then
            sReturn = sReturn + "first,"
    End If
    If m_SecondCompartmentVisible = True Then
            sReturn = sReturn + "second,"
    End If
    If m_ThirdCompartmentVisible = True Then
            sReturn = sReturn + "third,"
    End If

    If Len(sReturn) > 0 Then
            sReturn = Left(sReturn, Len(sReturn)-1)
    End If

    EA_QueryAvailableCompartments = sReturn
End Function
```

16.5.6.9.2 EA_GetCompartmentData

Syntax

Function* EA_GetCompartmentData*(Repository As EA.Repository, sCompartment As String, sGUID As String, oType As EA.ObjectType) As Variant

The *EA_QueryAvailableCompartments* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
sCompartment	*String*	IN	The name of the compartment for which data is being requested.
sGUID	*String*	IN	The GUID of the element for which data is being requested.
oType	*ObjectType*	IN	The type of the element for which data is being requested.

Return Value

Variant containing a formatted string. See the example below to understand the format.

Details

This event occurs when Enterprise Architect is instructed to redraw an element. It requests that the Add-In provide the data to populate the element's compartment.

Example

```
Function EA_GetCompartmentData(Repository As EA.Repository, sCompartment As String, sGUID As String, oType As
EA.ObjectType) As Variant

   If Repository Is Nothing Then
      Exit Function
   End If

   Dim sCompartmentData As String
   Dim oXML As MSXML2.DOMDocument
   Dim Nodes As MSXML2.IXMLDOMNodeList
   Dim Node1 As MSXML2.IXMLDOMNode
   Dim Node As MSXML2.IXMLDOMNode
   Dim sData As String
```

```
    sCompartmentData = ""
    Set oXML = New MSXML2.DOMDocument
    sData = ""

    On Error GoTo ERR_GetCompartmentData

    oXML.loadXML (Repository.GetTreeXMLByGUID(sGUID))
    Set Node1 = oXML.selectSingleNode("//ModelItem")

    If Node1 Is Nothing Then
       Exit Function
    End If

    sCompartmentData = sCompartmentData + "Name=" + sCompartment + ";"
    sCompartmentData = sCompartmentData + "OwnerGUID=" + sGUID + ";"
    sCompartmentData = sCompartmentData + "Options=SkipIfOnDiagram&_eq_^1&_sc_^"

    Select Case sCompartment
    Case "parts"
       Set Nodes = Node1.selectNodes("ModelItem[@Metatype=""Part""]")
       For Each Node In Nodes
          sData = sData + "Data&_eq_^" + Node.Attributes.getNamedItem("Name").nodeValue + "&_sc_^"
          sData = sData + "GUID&_eq_^" + Node.Attributes.getNamedItem("GUID").nodeValue + "&_sc_^,"
       Next

    Case "ports"
       Set Nodes = Node1.selectNodes("ModelItem[@Metatype=""Port""]")
       For Each Node In Nodes
          sData = sData + "Data&_eq_^" + Node.Attributes.getNamedItem("Name").nodeValue + "&_sc_^"
          sData = sData + "GUID&_eq_^" + Node.Attributes.getNamedItem("GUID").nodeValue + "&_sc_^,"
       Next

    End Select

    ' If there's no data to display, then don't return any compartment data
    If sData <> "" Then
       sCompartmentData = sCompartmentData + "CompartmentData=" + sData + ";"
    Else
       sCompartmentData = ""
    End If

    EA_GetCompartmentData = sCompartmentData
    Exit Function

ERR_GetCompartmentData:
    EA_GetCompartmentData = ""

End Function
```

16.5.6.10 Model Validation Broadcasts

Perform Model Validation from an Add-In

Using the following Enterprise Architect broadcasts, it is possible to define a set of rules that are evaluated when the user instructs Enterprise Architect to perform model validation. An Add-In that performs model validation would involve the following broadcast events:

- EA_OnInitializeUserRules 1343 is intercepted in order to define rule categories and rules.
- EA_OnStartValidation 1343 can be intercepted to perform any required processing prior to validation.
- The following functions intercept each request to validate an individual element, package, diagram, connector, attribute and method:
  - EA_OnRunElementRule 1344
  - EA_OnRunPackageRule 1344
  - EA_OnRunDiagramRule 1345
  - EA_OnRunConnectorRule 1345

- EA_OnRunAttributeRule 1345
- EA_OnRunMethodRule 1346

- EA_OnEndValidation 1344 can be intercepted to perform any required clean-up after validation has completed.

See Also

- Model Validation Example 1348

16.5.6.10.1 EA_OnInitializeUserRules

EA_OnInitializeUserRules is called on Enterprise Architect start-up and requests that the Add-In provide Enterprise Architect with a rule category and list of rule IDs for model validation.

Syntax

Sub* EA_OnInitializeUserRules*(Repository As EA.Repository)

The *EA_OnInitializeUserRules* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.

Details

This function must be implemented by any Add-In that is to perform its own model validation. It must call *Project.DefineRuleCategory* once and *Project.DefineRule* for each rule - these functions are described in the Project Interface 1445 section.

16.5.6.10.2 EA_OnStartValidation

EA_OnStartValidation notifies Add-Ins that a user has invoked the model validation command from Enterprise Architect.

Syntax

Sub* EA_OnStartValidation*(Repository As EA.Repository, ParamArray Args() as Variant)

The *EA_OnStartValidation* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
Args	*ParamArray of Variant*	IN	Contains a list of Rule Categories that are active for the current invocation of model validation.

16.5.6.10.3 EA_OnEndValidation

EA_OnEndValidation notifies Add-Ins that model validation has completed. Use this event to arrange any clean-up operations arising from the validation.

Syntax

Sub* EA_OnEndValidation*(Repository As EA.Repository, ParamArray Args() as Variant)

The *EA_OnEndValidation* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
Args	*ParamArray of Variant*	IN	Contains a list of Rule Categories that were active for the invocation of model validation that has just completed.

16.5.6.10.4 EA_OnRunElementRule

Syntax

Sub* EA_OnRunElementRule*(Repository As EA.Repository, RuleID As String, Element As EA.Element)

The *EA_OnRunElementRule* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA. Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
RuleID	*String*	IN	The ID that was passed into the *Project.DefineRule* command.
Element	*EA.Element*	IN	The element to potentially perform validation on.

Details

This event is triggered once for each rule defined in *EA_OnInitializeUserRules* to be performed on each element in the selection being validated. If you don't want to perform the rule defined by **RuleID** on the given element, then simply return without performing any action. On performing any validation, if a validation error is found, use the *Repository.ProjectInterface.PublishResult* method to notify Enterprise Architect.

See Also

- EA_OnInitializeUserRules 1343

16.5.6.10.5 EA_OnRunPackageRule

Syntax

Sub* EA_OnRunPackageRule*(Repository As EA.Repository, RuleID As String, PackageID As Long)

The *EA_OnRunElementRule* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
RuleID	*String*	IN	The ID that was passed into the *Project.DefineRule* method.
PackageID	*Long*	IN	The ID of the package to potentially perform validation on. Use the *Repository.GetPackageByID* method to retrieve the package object.

Details

This event is triggered once for each rule defined in *EA_OnInitializeUserRules* 1343 to be performed on each package in the selection being validated. If you don't want to perform the rule defined by **RuleID** on the given package, then simply return without performing any action. On performing any validation, if a validation error is found, use the *Repository.ProjectInterface.PublishResult* method to notify Enterprise Architect.

16.5.6.10.6 EA_OnRunDiagramRule

Syntax

Sub* EA_OnRunDiagramRule*(Repository As EA.Repository, RuleID As String, DiagramID As Long)

The *EA_OnRunDiagramRule* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
RuleID	*String*	IN	The ID that was passed into the *Project.DefineRule* command.
DiagramID	*Long*	IN	The ID of the diagram to potentially perform validation on. Use the *Repository.GetDiagramByID* method to retrieve the diagram object.

Details

This event is triggered once for each rule defined in *EA_OnInitializeUserRules* 1343 to be performed on each diagram in the selection being validated. If you don't want to perform the rule defined by **RuleID** on the given diagram, then simply return without performing any action. On performing any validation, if a validation error is found, use the *Repository.ProjectInterface.PublishResult* method to notify Enterprise Architect.

16.5.6.10.7 EA_OnRunConnectorRule

Syntax

Sub* EA_OnRunConnectorRule*(Repository As EA.Repository, RuleID As String, ConnectorID As Long)

The *EA_OnRunConnectorRule* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA. Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model

Parameter	Type	Direction	Description
			data and user interface status information.
RuleID	*String*	IN	The ID that was passed into the *Project.DefineRule* command.
ConnectorID	*Long*	IN	The ID of the connector to potentially perform validation on. Use the *Repository.GetConnectorByID* method to retrieve the connector object.

Details

This event is triggered once for each rule defined in *EA_OnInitializeUserRules* 1343 to be performed on each connector in the selection being validated. If you don't want to perform the rule defined by **RuleID** on the given connector, then simply return without performing any action. On performing any validation, if a validation error is found, use the *Repository.ProjectInterface.PublishResult* method to notify Enterprise Architect.

16.5.6.10.8 EA_OnRunAttributeRule

Syntax

Sub* EA_OnRunAttributeRule*(Repository As EA.Repository, RuleID As String, AttributeGUID As String, ObjectID As Long)

The *EA_OnRunAttributeRule* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
RuleID	*String*	IN	The ID that was passed into the *Project.DefineRule* command.
AttributeGUID	*String*	IN	The GUID of the attribute to potentially perform validation on. Use the *Repository.GetAttributeByGuid* method to retrieve the attribute object.
ObjectID	*Long*	IN	The ID of the object that owns the given attribute. Use the *Repository.GetObjectByID* method to retrieve the object.

Details

This event is triggered once for each rule defined in *EA_OnInitializeUserRules* 1343 to be performed on each attribute in the selection being validated. If you don't want to perform the rule defined by **RuleID** on the given attribute, then simply return without performing any action. On performing any validation, if a validation error is found, use the *Repository.ProjectInterface.PublishResult* method to notify Enterprise Architect.

16.5.6.10.9 EA_OnRunMethodRule

Syntax

Sub* EA_OnRunMethodRule*(Repository As EA.Repository, RuleID As String, MethodGUID As String, ObjectID As Long)

The *EA_OnRunMethodRule* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA. Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
RuleID	*String*	IN	The ID that was passed into the *Project.DefineRule* command.
MethodGUID	*String*	IN	The GUID of the method to potentially perform validation on. Use the *Repository.GetMethodByGuid* method to retrieve the method object.
ObjectID	*Long*	IN	The ID of the object that owns the given method. Use the *Repository.GetObjectByID* method to retrieve the object.

Details

This event is triggered once for each rule defined in *EA_OnInitializeUserRules* 1343 to be performed on each method in the selection being validated. If you don't want to perform the rule defined by **RuleID** on the given method, then simply return without performing any action. On performing any validation, if a validation error is found, use the *Repository.ProjectInterface.PublishResult* method to notify Enterprise Architect.

16.5.6.10.10 EA_OnRunParameterRule

Syntax

Sub* EA_OnRunParameterRule*(Repository As EA.Repository, RuleID As String, ParameterGUID As String, MethodGUID As String, ObjectID As Long)

The *EA_OnRunMethodRule* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA. Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
RuleID	*String*	IN	The ID that was passed into the *Project.DefineRule* command.
ParameterGUID	*String*	IN	The GUID of the parameter to potentially perform validation on. Use it to retrieve the parameter by iterating through the *Method.Parameters* collection.
MethodGUID	*String*	IN	The GUID of the method that owns the given parameter. Use the *Repository.GetMethodByGuid* method to retrieve the method object.
ObjectID	*Long*	IN	The ID of the object that owns the given parameter. Use the *Repository.GetObjectByID* method to retrieve the object.

Details

This event is triggered once for each rule defined in *EA_OnInitializeUserRules* 1343 to be performed on each parameter in the selection being validated. If you don't want to perform the rule defined by **RuleID** on the given parameter, then simply return without performing any action. On performing any validation, if a validation error is found, use the *Repository.ProjectInterface.PublishResult* method to notify Enterprise Architect.

16.5.6.10.11 Model Validation Example

The following example code is written in C# and provides a skeleton model validation implementation that you might like to use as a starting point in writing your own model validation rules.

Main.cs

```
using System;

namespace myAddin
{
	public class Main
	{
		public Rules theRules;

		public Main()
		{
			theRules = new Rules();
		}

		public string EA_Connect(EA.Repository Repository)
		{
			return "";
		}

		public void EA_Disconnect()
		{
			GC.Collect();
			GC.WaitForPendingFinalizers();
		}

		private bool IsProjectOpen(EA.Repository Repository)
		{
			try
			{
				EA.Collection c = Repository.Models;
				return true;
			}
			catch
			{
				return false;
			}
		}

		public object EA_GetMenuItems(EA.Repository Repository, string MenuLocation, string MenuName)
		{
			switch (MenuName)
			{
				case "":
					return "-&myAddin";
				case "-&myAddin":
					string[] ar = { "&Test" };
					return ar;
			}
			return "";
		}

		public void EA_GetMenuState(EA.Repository Repository, string MenuLocation, string MenuName, string
ItemName, ref bool IsEnabled, ref bool IsChecked)
		{
			// if no open project, disable all menu options
			if (IsProjectOpen(Repository))
				IsEnabled = true;
			else
				IsEnabled = false;
		}

		public void EA_MenuClick(EA.Repository Repository, string MenuLocation, string MenuName, string
```

```
ItemName)
        {
            switch (ItemName)
            {
                case "&Test":
                    DoTest(Repository);
                    break;
            }
        }

        public void EA_OnInitializeUserRules(EA.Repository Repository)
        {
            if (Repository != null)
            {
                theRules.ConfigureCategories(Repository);
                theRules.ConfigureRules(Repository);
            }
        }

        public void EA_OnRunElementRule(EA.Repository Repository, string RuleID, EA.Element element)
        {
            theRules.RunElementRule(Repository, RuleID, element);
        }


        public void EA_OnRunDiagramRule(EA.Repository Repository, string RuleID, long lDiagramID)
        {
            theRules.RunDiagramRule(Repository, RuleID, lDiagramID);
        }

        public void EA_OnRunConnectorRule(EA.Repository Repository, string RuleID, long lConnectorID)
        {
            theRules.RunConnectorRule(Repository, RuleID, lConnectorID);
        }

        public void EA_OnRunAttributeRule(EA.Repository Repository, string RuleID, string AttGUID, long
lObjectID)
        {
            return;
        }

        public void EA_OnDeleteTechnology(EA.Repository Repository, EA.EventProperties Info)
        {
            return;
        }

        public void EA_OnImportTechnology(EA.Repository Repository, EA.EventProperties Info)
        {
            return;
        }

        private void DoTest(EA.Repository Rep)
        {
            // TODO: insert test code here
        }
    }
}
```

Rules.cs

```
using System;
using System.Collections;

namespace myAddin
{
    public class Rules
    {
        private string m_sCategoryID;
        private System.Collections.ArrayList m_RuleIDs;
```

```
		private System.Collections.ArrayList m_RuleIDEx;

		private const string cRule01 = "Rule01";
		private const string cRule02 = "Rule02";
		private const string cRule03 = "Rule03";
		// TODO: expand this list as much as necessary

		public Rules()
		{
			m_RuleIDs = new System.Collections.ArrayList();
			m_RuleIDEx = new System.Collections.ArrayList();
		}

		private string LookupMap(string sKey)
		{
			return DoLookupMap(sKey, m_RuleIDs, m_RuleIDEx);
		}

		private string LookupMapEx(string sRule)
		{
			return DoLookupMap(sRule, m_RuleIDEx, m_RuleIDs);
		}

		private string DoLookupMap(string sKey, ArrayList arrValues, ArrayList arrKeys)
		{
			if (arrKeys.Contains(sKey))
				return arrValues[arrKeys.IndexOf(sKey)].ToString();
			else
				return "";
		}

		private void AddToMap(string sRuleID, string sKey)
		{
			m_RuleIDs.Add(sRuleID);
			m_RuleIDEx.Add(sKey);
		}

		private string GetRuleStr(string sRuleID)
		{
			switch (sRuleID)
			{
				case cRule01:
					return "Error Message 01";
				case cRule02:
					return "Error Message 02";
				case cRule03:
					return "Error Message 03";
				// TODO: add extra cases as much as necessary
			}
			return "";
		}

		public void ConfigureCategories(EA.Repository Repository)
		{
			EA.Project Project = Repository.GetProjectInterface();
			m_sCategoryID = Project.DefineRuleCategory("Enterprise Collaboration Architecture (ECA)
Rules");
		}

		public void ConfigureRules(EA.Repository Repository)
		{
			EA.Project Project = Repository.GetProjectInterface();
			AddToMap(Project.DefineRule(m_sCategoryID, EA.EnumMVErrorType.mvError,
GetRuleStr(cRule01)), cRule01);
			AddToMap(Project.DefineRule(m_sCategoryID, EA.EnumMVErrorType.mvError,
GetRuleStr(cRule02)), cRule02);
			AddToMap(Project.DefineRule(m_sCategoryID, EA.EnumMVErrorType.mvError,
GetRuleStr(cRule03)), cRule03);
			// TODO: expand this list
		}
```

```
        public void RunConnectorRule(EA.Repository Repository, string sRuleID, long lConnectorID)
        {
                EA.Connector Connector = Repository.GetConnectorByID((int)lConnectorID);
                if (Connector != null)
                {
                        switch (LookupMapEx(sRuleID))
                        {
                                case cRule02:
                                        // TODO: perform rule 2 check
                                        break;
                                // TODO: add more cases
                        }
                }
        }

        public void RunDiagramRule(EA.Repository Repository, string sRuleID, long lDiagramID)
        {
                EA.Diagram Diagram = Repository.GetDiagramByID((int)lDiagramID);
                if (Diagram != null)
                {
                        switch (LookupMapEx(sRuleID))
                        {
                                case cRule03:
                                        // TODO: perform rule 3 check
                                        break;
                                // TODO: add more cases
                        }
                }
        }

        public void RunElementRule(EA.Repository Repository, string sRuleID, EA.Element Element)
        {
                if (Element != null)
                {
                        switch (LookupMapEx(sRuleID))
                        {
                                case cRule01:
                                        DoRule01(Repository, Element);
                                        break;
                                // TODO: add more cases
                        }
                }
        }

        private void DoRule01(EA.Repository Repository, EA.Element Element)
        {
                if (Element.Stereotype != "myStereotype")
                        return;

                // TODO: validation logic here

                // report validation errors
                EA.Project Project = Repository.GetProjectInterface();
                Project.PublishResult(LookupMap(cRule01), EA.EnumMVErrorType.mvError,
GetRuleStr(cRule01));
        }
    }
}
```

16.5.7 Custom Views

Enterprise Architect enables custom windows to be inserted as tabs in the *Diagram View* that appears at the center of the Enterprise Architect frame.

Providing a custom view enables you to easily and quickly tab between a custom interface and diagrams and other views normally provided by Enterprise Architect.

Uses for this facility include:

- Reports and graphs showing summary data of the model
- Alternative views of a diagram
- Alternative views of the model
- Views of external data related to model data
- Documentation tools.

See Also

- Create a Custom View 1352

16.5.7.1 Create a Custom View

A custom view must be designed as an ActiveX custom control and inserted through the automation interface.

ActiveX custom controls can be created using most well-known programming tools including Microsoft Visual Studio.NET. See the documentation provided by the relevant vendor on how to create a custom control to produce an OCX file.

Once the custom control has been created and registered on the target system, it can be added through the **AddTab()** method of the Repository 1377 object.

While it is possible to call **AddTab()** from any automation client, it is likely that you would call it from an Add-In, and that Add-In is defined in the same OCX that provides the custom view.

Example C# code is shown below:

```
public class Addin
{
	UserControl1 m_MyControl;

	public void EA_Connect(EA.Repository Rep)
	{
	}

	public object EA_GetMenuItems(EA.Repository Repository, string Location, string MenuName)
	{
		if( MenuName == "" )
			return "-&C# Control Demo";
		else
		{
			String[] ret = {"&Create", "&Show Button"};
			return ret;
		}
	}

	public void EA_MenuClick(EA.Repository Rep, string Location, string MenuName, string ItemName)
	{
		if( ItemName == "&Create" )
			m_MyControl = (UserControl1) Rep.AddTab("C# Demo","ContDemo.UserControl1");
		else
			m_MyControl.ShowButton();
	}

}
```

16.5.8 MDG Add-Ins

MDG Add-Ins are specialized types of Add-Ins that have additional features and extra requirements for Add-In authors who want to contribute to Enterprise Architect's goal of Model Driven Generation. Unlike general Add-In events, MDG Add-In events are only sent to the Add-In that has taken ownership of an Enterprise Architect model branch on a particular PC.

One of the additional responsibilities of an MDG Add-In is to take ownership of a branch of an Enterprise Architect model, which is done through the MDG_Connect 1354 event.

MDG Add-Ins identify themselves as such during EA_Connect 1317 by returning the string MDG.

Unlike ordinary Add-Ins, responding to MDG Add-In events is not optional, and methods must be published for each of the MDG Events 1353.

Two examples of MDG Add-Ins are the commercially available *MDG Link for Eclipse* and *MDG Link for Visual Studio*, published by Sparx Systems.

16.5.8.1 MDG Events

An MDG Add-In must respond to all MDG Events. These events usually identify processes such as Build, Run, Synchronize, PreMerge and PostMerge, amongst others.

An MDG Link Add-In is expected to implement some form of forward and reverse engineering capability within Enterprise Architect, and as such requires access to a specific set of events, all to do with generation, synchronization and general processes concerned with converting models to code and code to models.

See Also

- MDG_BuildProject 1353
- MDG_Connect 1354
- MDG_Disconnect 1355
- MDG_GetConnectedPackages 1355
- MDG_GetProperty 1356
- MDG_Merge 1357
- MDG_NewClass 1358
- MDG_PostGenerate 1359
- MDG_PostMerge 1360
- MDG_PreGenerate 1360
- MDG_PreMerge 1361
- MDG_PreReverse 1362
- MDG_RunExe 1362
- MDG_View 1363

16.5.8.1.1 MDGBuild Project

Description

MDG_BuildProject enables the Add-In to handle file changes caused by generation. This function is called in response to a user selecting the **Add-Ins | Build Project** menu option.

Respond to this event by compiling the project source files into a running application.

Syntax

***Sub* MDG_BuildProject(*Repository As EA.Repository, PackageGuid As String*)**

The *MDG_BuildProject* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model

Parameter	Type	Direction	Description
			data and user interface status information.
PackageGuid	*String*	IN	The GUID identifying the Enterprise Architect package sub-tree that is controlled by the Add-In.

Return Value

None.

See Also

- MDG_RunExe 1362

16.5.8.1.2 MDGConnect

Description

MDG_Connect enables the Add-In to handle user driven request to connect a model branch to an external application. This function is called when the user attempts to connect a particular Enterprise Architect package to an as yet unspecified external project. This event enables the Add-In to interact with the user to specify such a project.

The Add-In is responsible for retaining the connection details, which should be stored on a per-user or per-workstation basis. That is, users who share a common Enterprise Architect model over a network should be able to connect and disconnect to external projects independently of one another.

The Add-In should therefore not store connection details in an Enterprise Architect repository. A suitable place to store such details would be:

SHGetFolderPath(..CSIDL_APPDATA..)\AddinName.

The *PackageGuid* parameter is the same identifier as required for most events relating to the MDG Add-In. Therefore it is recommended that the connection details be indexed using the *PackageGuid* value.

The *PackageID* parameter is provided to aid fast retrieval of package details from Enterprise Architect, should this be required.

Syntax

Function* MDG_Connect*(Repository As EA.Repository, PackageID as Long, PackageGuid As String) As Long

The *MDG_Connect* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA. Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
PackageID	*Long*	IN	The *PackageID* of the Enterprise Architect package the user has requested to have connected to an external project.
PackageGuid	*String*	IN	The unique ID identifying the project provided by the Add-In when a connection to a project branch of an Enterprise Architect model was first established

Return Value

Returns a non-zero to indicate that a connection has been made; a zero indicates that the user has not nominated a project and connection should not proceed.

See Also

- MDG_Disconnect 1355

16.5.8.1.3 MDGDisconnect

Description

MDG_Disconnect enables the Add-In to respond to user requests to disconnect the model branch from an external project. This function is called when the user attempts to disconnect an associated external project. The Add-In is required to delete the details of the connection.

Syntax

Function* MDG_Disconnect*(Repository As EA.Repository, PackageGuid As String) As Long

The *MDG_Disconnect* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA.Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
PackageGuid	*String*	IN	The GUID identifying the Enterprise Architect package sub-tree that is controlled by the Add-In.

Return Value

Returns a non-zero to indicate that a disconnection has occurred enabling Enterprise Architect to update the user interface. A zero to indicates that the user has not disconnected from an external project.

See Also

- MDG_Connect 1354

16.5.8.1.4 MDGGetConnectedPackages

Description

MDG_GetConnectedPackages enables the Add-In to return a list of current connection between Enterprise Architect and an external application. This function is called when the Add-In is first loaded, and is expected to return a list of the available connections to external projects for this Add-In.

Syntax

Function* MDG_GetConnectedPackages*(Repository As EA.Repository) As Variant

The *MDG_GetConnectedPackages* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA. Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.

Return Value

Return an array of GUID strings representing individual Enterprise Architect packages.

See Also

- MDG_Connect 1354

16.5.8.1.5 MDGGetProperty

Description

MDG_GetProperty provides miscellaneous Add-In details to Enterprise Architect. This function is called by Enterprise Architect to poll the Add-In for information relating to the *PropertyName*. This event should occur in as short a duration as possible as Enterprise Architect does not cache the information provided by the function.

Values corresponding to the following *PropertyNames* must be provided:

- **IconID** - Return the name of a DLL and a resource identifier in the format *#ResID*, where the resource ID indicates an Icon; eg. *c:\program files\myapp\myapp.dll#101*
- **Language** - Return the default language that Classes should be assigned when they are created in Enterprise Architect
- **HiddenMenus** - Return one or more values from the *MDGMenus* enumeration to hide menus that do not apply to your Add-In. For example:

```
if( PropertyName == "HiddenMenus" )
   return mgBuildProject + mgRun;
```

Syntax

Function* MDG_GetProperty*(Repository As EA.Repository, PackageGuid As String, PropertyName As String) As Variant

The *MDG_GetProperty* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA. Repository*	IN	An EA.Repository object representing the currently-open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
PackageGuid	*String*	IN	The GUID identifying the Enterprise Architect package sub-tree that is controlled by the Add-In.
PropertyName	*String*	IN	The name of the property that is used by Enterprise Architect See *Description* for the possible values

Return Value

See ***Description***, above.

16.5.8.1.6 MDGMerge

Description

MDG_Merge enables the Add-In to jointly handle changes to both the model branch and the code project that the model branch is connected to. This event should be called whenever the user has asked to merge their model branch with its connected code project, or whenever the user has established a new connection to a code project. The purpose of this event is to enable the Add-In to interact with the user to perform a merge between the model branch and the connected project.

Syntax

Function* MDG_Merge*(Repository As EA.Repository, PackageGuid As String, SynchObjects As Variant, SynchType As Variant, ExportObjects As Variant, ExportFiles As Variant, ImportFiles As Variant, IgnoreLocked As Variant, Language As String) As Long

The *MDG_Merge* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA. Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
PackageGuid	*String*	IN	The GUID identifying the Enterprise Architect package sub-tree that is controlled by the Add-In.
SynchObjects	*Variant*	OUT	A string array containing a list of objects (*Object ID* format) to be jointly synchronized between the model branch and the project. See below 1358 for the format of the Object IDs.
SynchType	*Variant*	OUT	The integer value determining the user-selected type of synchronization to take place. See below 1358 for a list of valid values.
ExportObjects	*Variant*	OUT	The string array containing the list of new model objects (in *Object ID* format) to be exported by Enterprise Architect to the code project.
ExportFiles	*Variant*	OUT	A string array containing the list of files for each model object chosen for export by the Add-In. Each entry in this array must have a corresponding entry in the *ExportObjects* parameter at the same array index, so *ExportFiles(2)* must contain the filename of the object by *ExportObjects(2*).
ImportFiles	*Variant*	OUT	A string array containing the list of code files made available to the code project to be newly imported to the model. Enterprise Architect imports each file listed in this array for import into the connected model branch.
IgnoreLocked	*Variant*	OUT	A Boolean value containing the user-selected option to ignore any files locked by the code project.
Language	*String*	OUT	The string value containing the name of the code language supported by the code project connected to the model branch.

Return Value

Return a non-zero if the merge operation completed successfully and a zero value when the operation has been unsuccessful.

Merge

A merge consists of three major operations:

- **Export:** Where newly created model objects are exported into code and made available to the code project.
- **Import:** Where newly created code objects, Classes and such things are imported into the model.
- **Synchronize:** Where objects available both to the model and in code are jointly updated to reflect changes made in either the model, code project or both.

Synchronize Type

The *Synchronize* operation can take place in one of four different ways. Each of these ways corresponds to a value returned by *SynchType*:

- None: (*SynchType* = **0**) No synchronization is to be performed
- Forward: (SynchType = **1**) Forward synchronization, between the model branch and the code project is to occur
- Reverse: (*SynchType* = **2**) Reverse synchronization, between the code project and the model branch is to occur
- Both: (*SynchType* = **3**) Reverse, then Forward synchronization's are to occur.

Object ID Format

Each of the Object IDs listed in the string arrays described above should be composed in the following format:

(@namespace)*(#class)*($attribute|%operation|:property)*

See Also

- MDG_Connect 1354
- MDG_PreMerge 1361
- MDG_PostMerge 1360

16.5.8.1.7 MDGNewClass

MDG_NewClass enables the Add-In to alter details of a Class before it is created.

Syntax

Function* MDG_NewClass*(Repository As EA.Repository, PackageGuid As String, CodeID As String, Language As String) As String

The *MDG_NewClass* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA. Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
PackageGuid	*String*	IN	The GUID identifying the Enterprise Architect package sub-tree that is controlled by the Add-In.
CodeID	*String*	IN	A string used to identify the code element before it is created, for more information see MDG_View 1363
Language	*String*	IN	A string used to identify the programming language for the new Class. The language must be supported by Enterprise Architect.

Return Value

Return a string containing the file path that should be assigned to the Class.

Details

This method is called when Enterprise Architect generates a new Class, and requires information relating to assigning the language and file path. The file path should be passed back as a return value and the language should be passed back via the language parameter.

See Also

- MDG_PreGenerate 1360

16.5.8.1.8 MDGPostGenerate

MDG_PostGenerate enables the Add-In to handle file changes caused by generation.

Syntax

Function* MDG_PostGenerate*(Repository As EA.Repository, PackageGuid As String, FilePath As String, FileContents As String) As Long

The *MDG_PostGenerate* function syntax contains the following elements

Parameter	Type	Direction	Description
Repository	*EA. Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
PackageGuid	*String*	IN	The GUID identifying the Enterprise Architect package sub-tree that is controlled by the Add-In.
FilePath	*String*	IN	The path of the file Enterprise Architect intends to overwrite.
FileContents	*String*	IN	A string containing the proposed contents of the file.

Return Value

Return value depends on the type of event that this function is responding to (see ***Details***, below). This function is required to handle two separate and distinct cases.

Details

This event is called after Enterprise Architect has prepared text to replace the existing contents of a file. Responding to this event enables the Add-In to write to the linked application's user interface rather than modify the file directly.

When the contents of a file are changed, Enterprise Architect passes *FileContents* as a non-empty string. New files created as a result of code generation are also sent through this mechanism, enabling Add-Ins to add new files to the linked project's file list.

When new files are created Enterprise Architect passes *FileContents* as an empty string. When a non-zero is returned by this function, the Add-In has successfully written the contents of the file. A zero value for the return indicates to Enterprise Architect that the file must be saved.

See Also

- MDG_PreGenerate 1360

16.5.8.1.9 MDGPostMerge

MDG_PostMerge is called after a merge process has been completed.

Syntax

Function* MDG_PostMerge*(Repository As EA.Repository, PackageGuid As String) As Long

The *MDG_PostMerge* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA. Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
PackageGuid	*String*	IN	The GUID identifying the Enterprise Architect package sub-tree that is controlled by the Add-In.

Return Value

Return a zero value if the post-merge process has failed, a non-zero return indicates that the post-merge has been successful. Enterprise Architect assumes a non-zero return if this method is not implemented

Details

This function is called by Enterprise Architect after the merge process has been completed.

Note: *File save checking should not be performed with this function, but should be handled by MDG_PreGenerate 1360, MDG_PostGenerate 1359 and MDG_PreReverse 1362.*

See Also

- MDG_PreMerge 1361
- MDG_Merge 1357

16.5.8.1.10 MDGPreGenerate

MDG_PreGenerate enables the Add-In to deal with unsaved changes.

Syntax

Function* MDG_PreGenerate*(Repository As EA.Repository, PackageGuid As String) As Long

The *MDG_PreGenerate* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA. Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
PackageGuid	*String*	IN	The GUID identifying the Enterprise Architect package sub-tree that is controlled by the Add-In.

Return Value

Return a zero value to abort generation. Any other value enables the generation to continue.

Details

This function is called immediately before Enterprise Architect attempts to generate files from the model. A possible use of this function would be to prompt the user to save unsaved source files.

See Also

- MDG_PostGenerate 1359

16.5.8.1.11 MDGPreMerge

MDG_PreMerge is called after a merge process has been initiated by the user and before Enterprise Architect performs the merge process.

Syntax

Function* MDG_PreMerge*(Repository As EA.Repository, PackageGuid As String) As Long

The *MDG_PreMerge* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA. Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
PackageGuid	*String*	IN	The GUID identifying the Enterprise Architect package sub-tree that is controlled by the Add-In.

Return Value

A return value of zero indicates that the merge process will not occur. If the value is not zero the merge process will proceed. If this method is not implemented then it is assumed that a merge process is used.

Details

This event is called after a user has performed their interactions with the merge screen and has confirmed the merge with the **OK** button, but before Enterprise Architect performs the merge process using the data provided by the *MDG_Merge* call, before any changes have been made to the model or the connected project.

This event is made available to provide the Add-In with the opportunity to generally set internal Add-In flags to augment the MDG_PreGenerate, MDG_PostGenerate and MDG_PreReverse events.

***Note:** File save checking should not be performed with this function, but should be handled by MDG_PreGenerate 1360, MDG_PostGenerate 1359 and MDG_PreReverse 1362.*

See Also

- MDG_PreGenerate 1360
- MDG_PostGenerate 1359
- MDG_PreReverse 1362
- MDG_Merge 1357
- MDG_PostMerge 1360

16.5.8.1.12 MDGPreReverse

MDG_PreReverse enables the Add-In to save file changes before being imported into Enterprise Architect.

Syntax

Sub* MDG_PreReverse*(Repository As EA.Repository, PackageGuid As String, FilePaths As Variant)

The *MDG_PreReverse* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA. Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
PackageGuid	*String*	IN	The GUID identifying the Enterprise Architect package sub-tree that is controlled by the Add-In.
FilePaths	*String array*	IN	An array of filepaths pointed to the files that are to be reverse engineered.

Return Value

None.

Details

This function operates on a list of files that are about to be reverse-engineered into Enterprise Architect. If the user is working on unsaved versions of these files in an editor, you could either prompt the user or save automatically.

See Also

- MDG_PostGenerate 1359
- MDG_PreGenerate 1360

16.5.8.1.13 MDGRunExe

MDG_RunExe enables the Add-In to run the target application. This function is called when the user selects the **Add-Ins | Run Exe** menu option. Respond to this event by launching the compiled application.

Syntax

Sub* MDG_RunExe*(Repository As EA.Repository, PackageGuid As String)

The *MDG_RunExe* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA. Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
PackageGuid	*String*	IN	The GUID identifying the Enterprise Architect package sub-tree that is controlled by the Add-In.

Return Value

None.

See Also

- MDG_BuildProject 1353

16.5.8.1.14 MDGView

Description

MDG_View enables the Add-In to display user specified code elements. This function is called by Enterprise Architect when the user asks to view a particular code element. This enables the Add-In to present that element in its own way, usually in a code editor

Syntax

Function* MDG_View*(Repository As EA.Repository, PackageGuid As String, CodeID as String) As Long

The *MDG_View* function syntax contains the following elements:

Parameter	Type	Direction	Description
Repository	*EA. Repository*	IN	An EA.Repository object representing the currently open Enterprise Architect model. Poll its members to retrieve model data and user interface status information.
PackageGuid	*String*	IN	The GUID identifying the Enterprise Architect package sub-tree that is controlled by the Add-In.
CodeID	*String*	IN	Identifies the code element in the following format: *<type>ElementPart<type>ElementPart...* where each element is proceeded with a token identifying its type: @ -namespace # - Class $ - attribute % - operation For example if a user has selected the *m_Name* attribute of *Class1* located in *namespace Name1*, the *class ID* would be passed through in the following format: @Name1#Class1%m_Name

Return Value

Return a non-zero value to indicate that the Add-In has processed the request. Returning a zero value results in Enterprise Architect employing the standard viewing process which is to launch the associated source file.

16.6 Enterprise Architect Object Model

Introduction

Automation provides a way for other applications to access the information in an Enterprise Architect model

using Windows OLE Automation (ActiveX). Typically this involves scripting clients such as MS Word or Visual Basic.

The *Automation Interface* provides a way of accessing the internals of Enterprise Architect models. Examples of things you can do using the Automation Interface include:

- Perform repetitive tasks, such as update the version number for all elements in a model.
- Generate code from a State Machine diagram.
- Produce custom reports.
- Perform ad hoc queries.

Connecting to the Automation Interface

All development environments capable of generating *ActiveX Com* clients should be able to connect to the Enterprise Architect Automation Interface. This guide provides detailed instructions on connecting to the interface 1364 using Microsoft Visual Basic 6.0, Borland Delphi 7.0, Microsoft C# and Java. There are also more detailed steps on how to set-up Visual Basic 1366; the principles are applicable to other languages.

Examples and Tips

Instruction on how to use the Automation Interface is provided by means of sample code. See pointers to the samples 1367 and other available resources 1369. Also, consult the extensive Reference Section 1369.

Calling Executables from Enterprise Architect

Enterprise Architect can be set up to call an external application. You can pass parameters on the current position selected in the *Project Browser* window to the application being called. For instructions, go to Calling Executables from Enterprise Architect 1368. A more sophisticated method is to create Add-Ins 1308, which are discussed in a separate topic.

16.6.1 Using the Automation Interface

This section provides instructions on how to connect to and use the Automation Interface.

See Also

- Connect to the Interface 1364
- Set Up VB 1366
- Examples and Tips 1367

16.6.1.1 Connect to the Interface

All development environments capable of generating ActiveX Com clients should be able to connect to the Enterprise Architect Automation Interface.

By way of example, the following text describes how to connect using several such tools. The procedure might vary slightly with different versions of these products.

Microsoft Visual Basic 6.0

1. Create a new project.
2. Select the **Project | References** menu option.
3. Select *Enterprise Architect Object Model 2.0* from the list. (If this does not appear, go to the command line and re-register Enterprise Architect using

   EA.exe /unregister

   then

EA.exe /register).

4. See the general library documentation on the use of Classes. The following example creates and opens a repository object:

```
Public Sub ShowRepository()
        Dim MyRep As New EA.Repository
        MyRep.OpenFile "c:\eatest.eap"
End Sub
```

Borland Delphi 7.0

1. Create a new project.
2. Select the **Project | Import Type Library** menu option.
3. Select *Enterprise Architect Object Model 2.0* from the list. (If this does not appear, go to the command line and re-register Enterprise Architect using

   EA.exe /unregister

   then

   EA.exe /register).
4. Click on the **Create Unit** button.
5. Include *EA_TLB* in Project1's *Uses* clause.
6. See the general library documentation on the use of Classes. The following example creates and opens a repository object:

```
procedure TForm1.Button1Click(Sender: TObject);
var
        r: TRepository;
        b: boolean;
begin
        r := TRepository.Create(nil);
        b := r.OpenFile('c:\eatest.eap');
end;
```

Microsoft C#

1. Select the Visual Studio **Project** | **Add Reference** menu option.
2. Click on the *Browse* tab.
3. Navigate to the folder in which you installed Enterprise Architect (usually *Program Files/Sparx Systems/EA*) and select *Interop.EA.dll*.
4. See the general library documentation on the use of Classes. The following example creates and opens a repository object:

```
private void button1_Click(object sender, System.EventArgs e)
{
        EA.Repository r = new EA.RepositoryClass();
        r.OpenFile("c:\\eatest.eap");
}
```

Java

1. Copy the file *SSJavaCOM.dll* from the *Java API* subdirectory of your installed directory (usually *Program Files/Sparx Systems/EA*) into any location within the Windows PATH. For example, the *windows\system32* directory.
2. Copy the *eaapi.jar* file *SSJavaCOM.dll* from the *Java API* subdirectory of your installed directory (usually *Program Files/Sparx Systems/EA*) to a location in the Java CLASSPATH or where the Java class loader can find it at run time.
3. All of the Classes described in the documentation are in the package *org.sparx*. See the general library documentation for their use. The following example creates and opens a repository object.

```
public void OpenRepository()
```

```
{
   org.sparx.Repository r = new org.sparx.Repository();
   r.OpenFile("c:\\eatest.eap");
}
```

16.6.1.1.1 Set Up Visual Basic

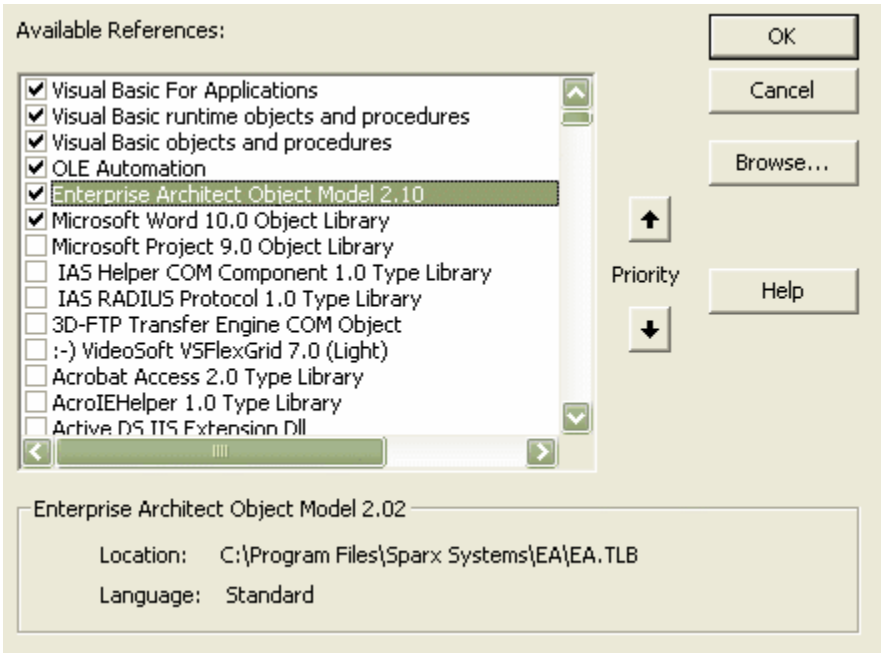
Set References in Visual Basic

The following describes how to use the Enterprise Architect ActiveX interface with Visual Basic (VB). Use is ensured for Visual Basic version 6. This might vary slightly on versions other than version 6.

It is assumed that you have accessed VB through a Microsoft Application such as VB 6.0, MS Word or MS Access. If the code is not called from within Word, the *Word VB* reference must also be set.

On creating a new VB project, set a reference to an Enterprise Architect Type Library and a Word Type Library. Follow the steps below:

1. Select the **Tools | References** menu option. The following dialog displays:



2. Select the **Enterprise Architect Object Model 2.10** checkbox from the list.
3. Do the same for VB or VB Word: select the checkbox for the **Microsoft Word 10.0 Object Library**.
4. Click on the **OK** button.

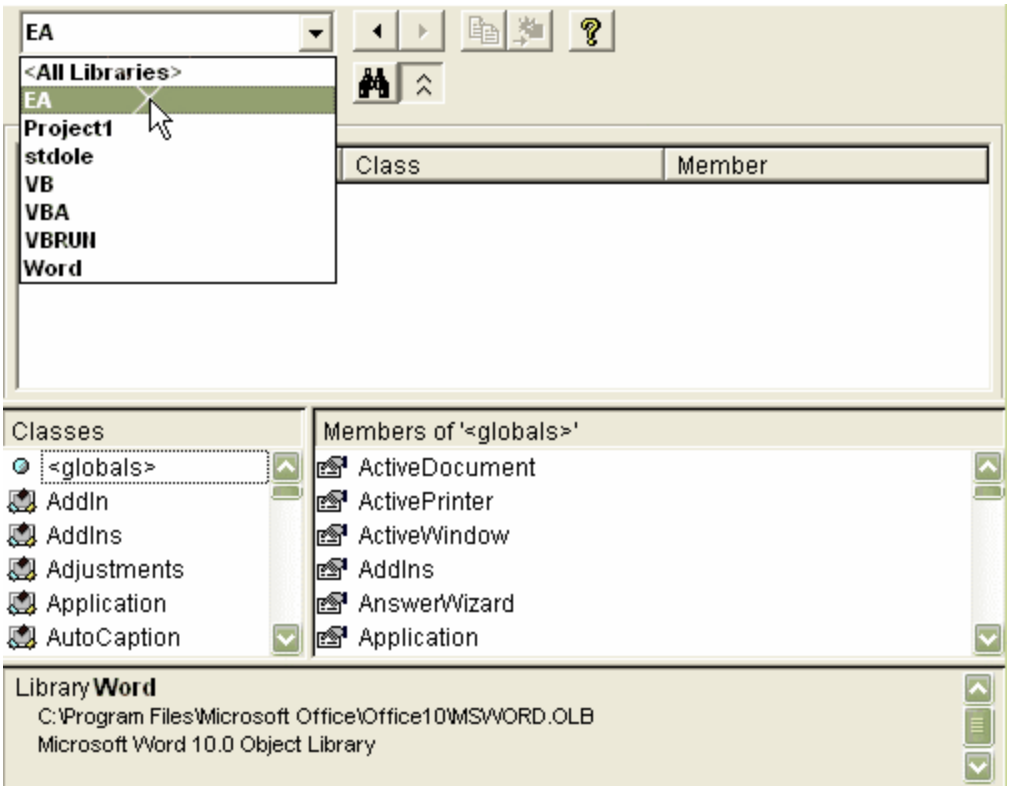
Note: *If Enterprise Architect Object Model 2.10 does not appear in the list, go to the command line and manually re-enter Enterprise Architect using the following:*

- *To unregister Enterprise Architect:* ***ea.exe /unregister***
- *To register Enterprise Architect:* ***ea.exe /register***

Visual Basic 5/6 users should also note that the version number of the Enterprise Architect interface is stored in the VBP project file in a form similar to the following:

Reference=\G{64FB2BF4-9EFA-11D2-8307-C45586000000}#2.2#0#..\..\..\Program Files\Sparx Systems \EA\EA.TLB#Enterprise Architect Object Model 2.02*

If you experience problems moving from one version of Enterprise Architect to another, open the VBP file in a text editor and remove this line. Then open the project in Visual Basic and use **Project-References** to create a new reference to the Enterprise Architect Object model.



Reference to objects in Enterprise Architect and Word should now be available in the *Object Browser*. This can be accessed from the main menu by selecting **View | Object Browser**, or by pressing **[F2]**.

The drop-down list on the top-left of the window should now include Enterprise Architect and Word. If MS-Project is installed this must also be set up.

16.6.1.2 Examples and Tips

Instructions for using the interface are provided through sample code. There are several sets of examples:

- VB 6 and C# samples are available in the Samples folder of your Enterprise Architect installation; normally *C:\Program Files\Sparx Systems\EA\Code Samples*.
- A series of VB.NET examples is provided in the reference section 1452.
- A comprehensive example of using Visual Basic to create MS Word documentation is available from the internet at www.sparxsystems.com/AutIntVB.htm.

Additionally, you should note the following list of tricks and traps:

- The Enterprise Architect application appears when you access the interface; you cannot close it but you can minimize it if it gets in the way.
- The Enterprise Architect ActiveX Interface is a functional interface rather than a data interface. When you load data through the interface there is a noticeable delay as Enterprise Architect user interface elements (eg. Windows, menus) are loaded along with the data.
- Collections are zero-based. *Repository.Models(0)* represents the first model in the repository.
- You can create multiple Repository objects - but don't do it. They manipulate the same data. It is not currently possible to open two .EAP files at once.

- During the development of your client software your program might terminate unexpectedly and EA.exe left running in such a state that it is unable to support further interface calls. If you encounter inexplicable problems ensure that Enterprise Architect is not running (see Windows *Task Manager / Process* tab).

Enterprise Architect Not Closing

If your automation controller was written using the .NET framework, Enterprise Architect does not close even after you release all your references to it. To force the release of the COM pointers, call the memory management functions as shown below:

```
GC.Collect();
GC.WaitForPendingFinalizers();
```

There are additional concerns when controlling a running instance of Enterprise Architect that loads Add-Ins - see the Tricks and Traps 1312 topic for details.

See Also

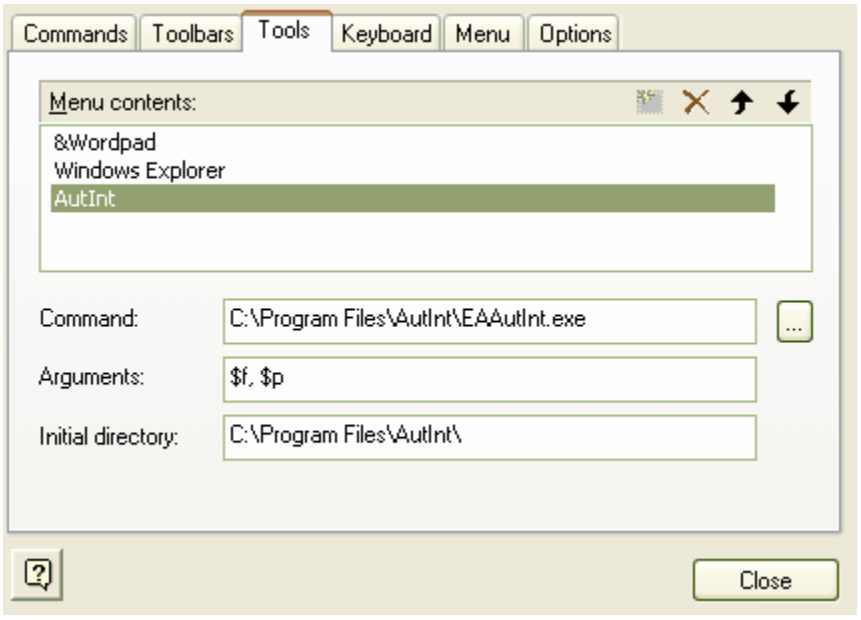
- Call from EA 1368
- Available Resources 1369

16.6.1.2.1 Call from Enterprise Architect

Automation Interface Examples: Call Applications from Enterprise Architect

Enterprise Architect can be set up to call an external application. You can pass parameters on the current position selected in the *Project Browser* window to the application being called.

To define an application that you can run from Enterprise Architect, select the **Tools | Customize** menu option. The *Customize* dialog displays. Select the *Tools* tab.



With this you can:

- Add a command line for an application
- Define parameters to pass to this application

The parameters required for running the AutInt executable are:

- The Enterprise Architect file parameter *$f* and

- The current PackageID *$p*

Hence the arguments should simply contain: **$f, $p**

The available parameters for passing information to external applications are:

Parameter	Description	Notes
$f	Project Name	ie. *c:\projects\EAexample.eap.*
$F	Calling Application (Enterprise Architect)	'Enterprise Architect' .
$p	Current Package ID	ie. 144.
$P	Package GUID	GUID for accessing this package.
$d	Diagram ID	ID for accessing associated diagram.
$D	Diagram GUID	GUID for accessing the associated diagram.
$e	Comma separated list of element IDs	All elements selected in the current diagram.
$E	Comma separated list of element GUIDs	All elements selected in the current diagram.

Once this has been set up, the application can be called from the main menu in Enterprise Architect using the **Tools | YourApplication** menu option.

16.6.1.2.2 Available Resources

Other available resources include:

Resource	Download Link
Examples - Some PDF copies of documents produced by this application	www.sparxsystems.com/resources/developers/autint_vb_examples.html
The Application - A brief on the application	www.sparxsystems.com/resources/developers/autint_vb_application.html
Details - Background on the code	www.sparxsystems.com/resources/developers/autint_vb_detail.html
Download - Download the code and the executable	www.sparxsystems.com/resources/developers/autint_vb_download.html
References - Guidelines on the use of the AI	www.sparxsystems.com/resources/developers/autint_vb_references.html

16.6.2 Reference

This section provides detailed information on all the objects available in the object model provided by the Automation Interface.

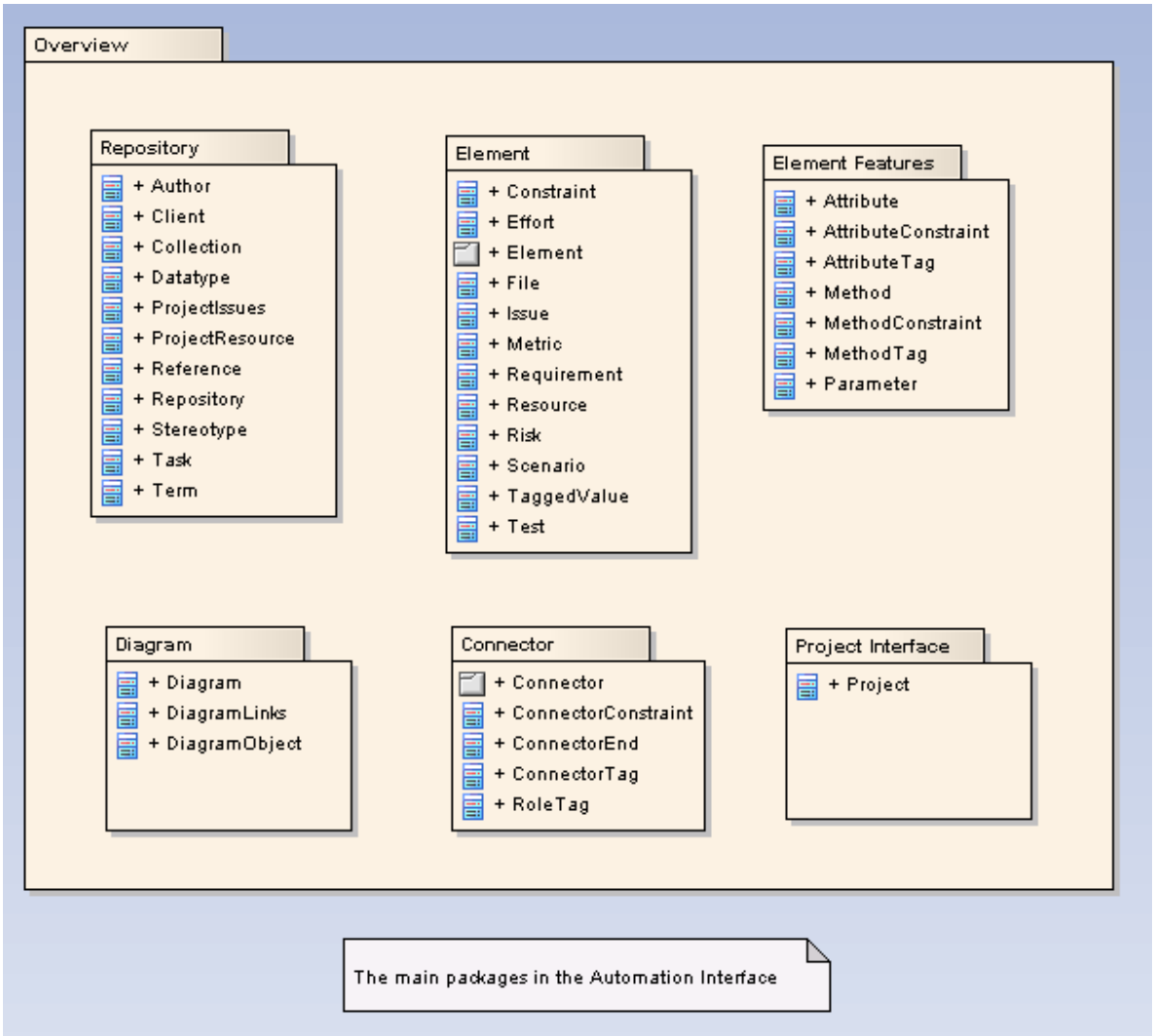
See Also

- Interface Overview 1370
- App 1372
- Enumerations 1373
- Repository 1376
- Element 1402

- Element Features 1418
- Connector 1430
- Diagram Package 1437
- Project Interface 1445
- Code Samples 1452

16.6.2.1 Interface Overview

This diagram illustrates the main interface elements and their associated contents. Each element in this document is creatable by Automation and can be accessed through the various collections that exist or, in some cases, directly.



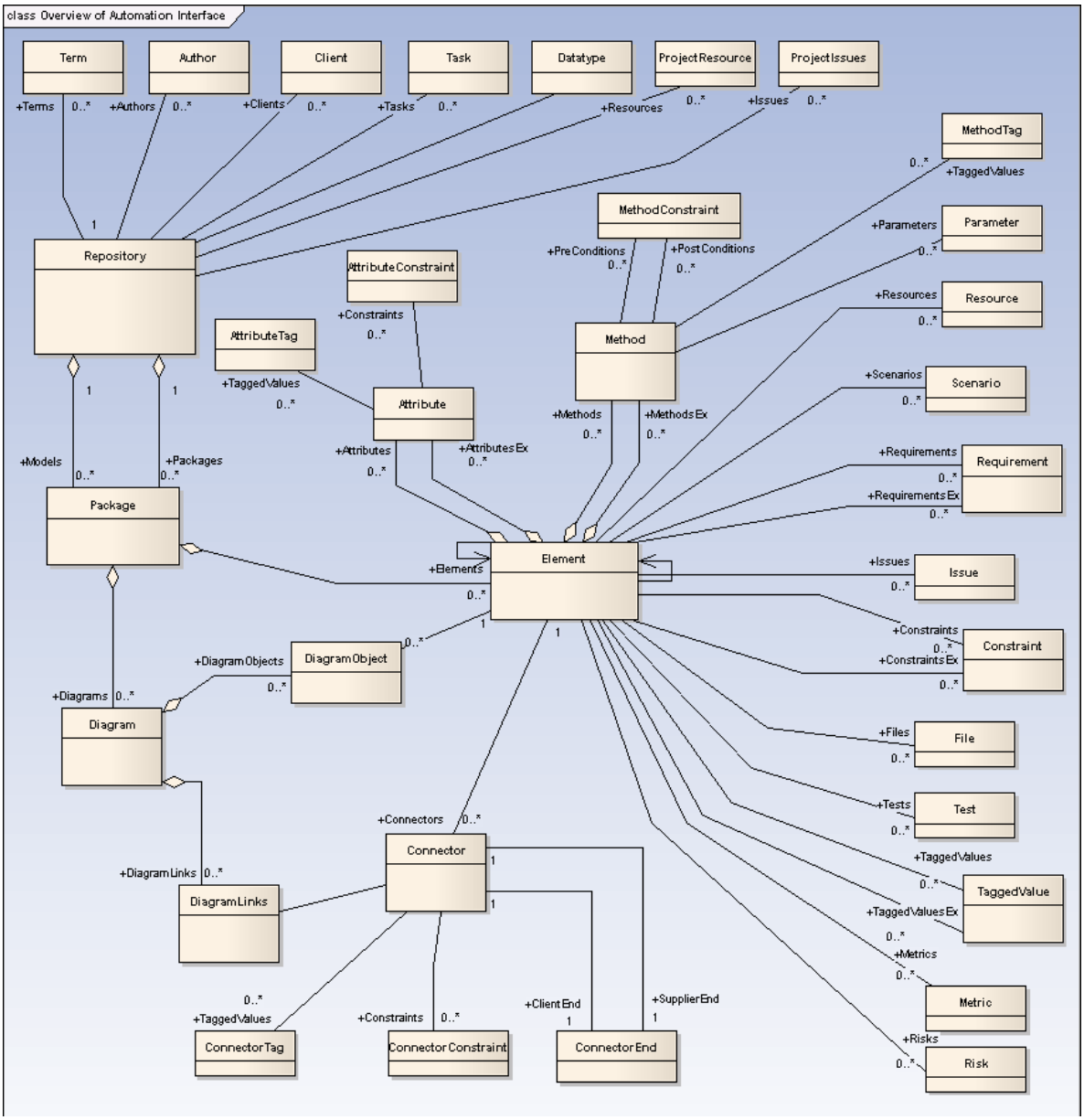
public Package

This package provides an overview of the main elements within the Automation Interface. These are:

- The Repository 1376, which represents the model as a whole and provides entry to model packages and collections

- Elements 1402, which are the basic structural unit (eg. Class, Use Case and Object)
- Element Features 1418, which are attributes and operations defined on an element
- Diagram Package 1437, the visible drawings contained in the model
- Connectors 1430, relationships between elements.

This diagram provides a high level overview of the Automation Interface for accessing, manipulating, modifying and creating Enterprise Architect UML elements. The top level object is the Repository, which contains collections for a variety of system level objects, as well as the main Models collection that provides access to the UML elements, diagrams and packages within the project. In general, the Role names applied at the Target end of associations indicate the name of the Collection that is used to access instances of that object.



Internal Links

- Logical diagram :: Automation Interface

Package :: Automation Interface

- Logical diagram :: Automation Interface
  Package :: Automation Interface
- Logical diagram :: Automation Interface
  Package :: Automation Interface
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  Package :: Automation Interface
- Logical diagram :: Automation Interface
  Package :: Automation Interface
- Logical diagram :: Automation Interface
  Package :: Automation Interface
- Logical diagram :: Automation Interface
  Package :: Automation Interface

Connectors

Connector	Source	Target
Nesting source > target	*Connector* Contained Element	*Overview* Containing Element
Nesting source > target	*Repository* Contained Element	*Overview* Containing Element
Nesting source > target	*Diagram* Contained Element	*Overview* Containing Element
Nesting source > target	*Element* Contained Element	*Overview* Containing Element
Nesting source > target	*Project Interface* Contained Element	*Overview* Containing Element
Nesting source > target	*ElementFeatures* Contained Element	*Overview* Containing Element

16.6.2.2 App

The *App* object represents a running instance of Enterprise Architect. Its object provides access to the Automation Interface.

Attribute	Type	Notes
Repository	Repository	Read Only. Provides a handle to the Repository object.
Project	Project	Read Only. Provides a handle to the Project Interface.
Visible	Boolean	Read/Write. Whether or not the application is visible.

GetObject() Support

The *App* object is creatable and a handle can be obtained by creating one. In addition, clients can use the equivalent of Visual Basic's *GetObject()* to obtain a reference to a currently running instance of Enterprise Architect.

Use this method to more quickly test changes to Add-Ins and external clients, as the Enterprise Architect application and data files do not have to be constantly re-loaded.

For example:

```
Dim App as EA.App
Set App = GetObject(,"EA.App")
MsgBox App.Repository.Models.Count
```

Another example, which uses the *App* object without saving it to a variable:

```
Dim Rep as EA.Repository
Set Rep = GetObject(, "EA.App").Repository
MsgBox Rep.ConnectionString
```

16.6.2.3 Enumerations

These enumerations are defined by the Automation Interface:

- ConstLayoutStyles Enum 1373
- EnumRelationSetType Enum 1374
- MDGMenus Enum 1374
- ObjectType Enum 1374
- PropType Enum 1375
- ReloadType Enum 1375
- XMIType Enum 1376

16.6.2.3.1 ConstLayoutStyles Enum

The *enum* values defined here are used exclusively for the *Layout a Diagram* method. They enable you to define the layout options as depicted in the **Layout a Diagram** menu option (see the *Enterprise Architect User Guide* 238 topic for further information).

Method	Notes
lsDiagramDefault	
lsProgramDefault	
lsCycleRemoveGreedy	Use the *Greedy Cycle Removal* algorithm.
lsCycleRemoveDFS	Use the *Depth First Cycle Removal* algorithm.
lsLayeringLongestPathSink	Layer the diagram using the *Longest Path Sink* algorithm.
lsLayeringLongestPathSource	Layer the diagram using the *Longest Path Source* algorithm.
lsLayeringOptimalLinkLength	Layer the diagram using the *Optimal Link Length* algorithm.
lsInitializeNaive	Initialize the layout using the *Naïve Initialize Indices* algorithm.
lsInitializeDFSOut	Initialize the layout using the *Depth First Search Outward* algorithm.
lsInitializeDFSIn	Initialize the layout using the *Depth First Search Inward* algorithm.
lsCrossReduceAggressive	Perform aggressive Cross-reduction in the layout process (time consuming).
lsLayoutDirectionUp	Direct links to point upwards.
lsLayoutDirectionDown	Direct links to point downwards.
lsLayoutDirectionLeft	Direct links to point leftwards.
lsLayoutDirectionRight	Direct links to point rightwards.

16.6.2.3.2 EnumRelationSetType Enum

This enumeration represents values returned from the *GetRelationSet* method of the Element 1405 object.

Method	Notes
rsGeneralizeStart	List of elements that the current element generalizes.
rsGeneralizeEnd	List of elements that are generalized by the current element.
rsRealizeStart	List of elements that the current element realizes.
rsRealizeEnd	List of elements that are realized by the current element.
rsDependStart	List of elements that the current element depends on.
rsDependEnd	List of elements that depend on the current element.
rsParents	List of all parent elements of the current element.

16.6.2.3.3 MDGMenus Enum

Use this enumeration when providing the *HiddenMenus* property to MDG_GetProperty 1356.

These options are exclusive of one another and can be read or added to hide more than one menu.

See the MDG_GetProperty 1356 topic for an example of use.

Method	Description
mgMerge	Hide **Merge** menu option.
mgBuildProject	Hide **Build Project** menu option.
mgRun	Hide **Run** menu option.

16.6.2.3.4 ObjectType Enum

The *ObjectType* enumeration identifies Enterprise Architect object types even when referenced through a Dispatch interface.

For example:

```
Object ob = Repository.GetElementByID(13);
if ( ob.ObjectType == otElement )
  ;
else if( ob.ObjectType == otAuthor )
...
```

All of the following are valid enumeration values:

otNone	otClient
otProject	otAuthor
otRepository	otDatatype
otCollection	otStereotype
otElement	otTaskotTerm
otPackage	otProjectIssues
otModel	otAttributeConstraint
otConnector	otAttributeTag
otDiagram	otMethodConstraint

otRequirement	otMethodTag
otScenario	otConnectorConstraint
otConstraint	otConnectorTag
otTaggedValue	otProjectResource
otFile	otReference
otEffort	otRoleTag
otMetric	otCustomProperty
otIssue	otPartition
otRisk	otTransition
otTest	otEventProperty
otDiagramObject	otEventProperties
otDiagramLink	otPropertyType
otResource	otProperties
otConnectorEnd	otProperty
otAttribute	otSwimlaneDef
otMethod	otSwimlanes
otParameter	otSwimlane

16.6.2.3.5 PropType Enum

The *PropType* enumeration gives the automation programmer an indication of what sort of data is going to be stored by this property.

Element	Meaning
ptInteger	16-bit or 32-bit signed integer.
ptBoolean	True or False.
ptString	Unicode string.
ptEnum	A string being an entry in the semi-colon separated list specified in the validation field of the Property 1429.
ptArray	An array containing values of any type.
ptFloatingPoint	4 or 8 byte floating point value.

16.6.2.3.6 ReloadType Enum

This enumeration represents values returned from the *GetReloadItem* and *PeekReloadItem* methods of the *ModelWatcher* Class. It has four possible values, which define the type of change that was made to a model.

Value	Notes
rtNone	No change in the model.
rtEntireModel	Entire model must be reloaded to ensure that all changes are reloaded.
rtPackage	The *Item* parameter represents a particular package that must be reloaded.
rtElement	The *Item* parameter represents a particular element that must be reloaded.

16.6.2.3.7 XMIType Enum

The following enumeration values are used in the *Project.ExportPackageXMI()* method. They enable specification of the XMI export type.

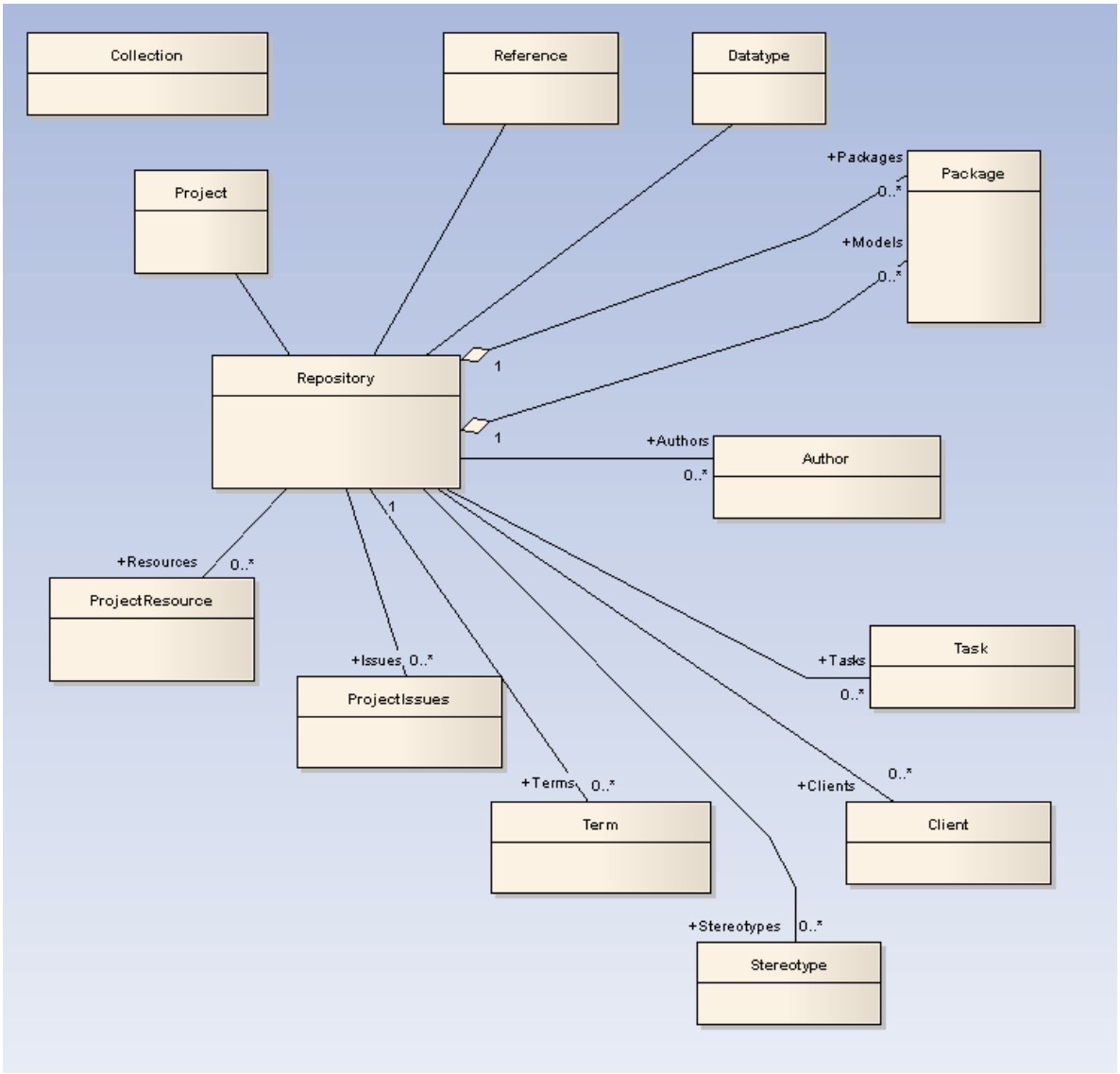
xmiEADefault
xmiRoseDefault
xmiEA10
xmiEA11
xmiEA12
xmiRose10
xmiRose11
xmiRose12
xmiMOF13
xmiMOF14
xmiEA20
xmiEA21

16.6.2.4 Repository

public Package

The *Repository* package contains the high level system objects and entry point into the model itself using the *Models* collection and the other system level collections.

This diagram illustrates the Repository 1377 and its first level functions and collections.



public Package

The *Repository* package contains the high level system objects and entry point into the model itself using the *Models* collection.

16.6.2.4.1 Repository

public Class

The *Repository* is the main container of all structures such as models, packages and elements. You can iteratively begin accessing the model using the *Models* collection. Also has some convenience methods to directly access the structures without having to locate them in the hierarchy first.

Associated table in .EAP file: <*none*>

Repository Attributes

Attribute	Type	Notes
Models	Collection 1389 *of type* Package 1393	Read only. *Models* are of type *package* and belong to a collection of packages. This is the top level entry point to an Enterprise Architect project file. Each model is a *root node* in the *Project Browser* window and can contain items such as views and packages. A model is a special form of a package; it has a *ParentID* of **0**. By iterating through all models, you can access all the elements within the project hierarchy. You can also use the *AddNew* function to create a new model. A model can also be deleted, but remember that everything contained in the model is deleted as well.
Terms	Collection 1389	Read only. The project *Glossary*. Each *Term* object is an entry in the Glossary. Add, modify and delete Terms to maintain the Glossary.
Issues	Collection 1389	Read only. The *System Issues* list. Contains *Issue objects,* each detailing a particular issue as it relates to the project as a whole.
Authors	Collection 1389	Read only. The system *Authors* collection. Contains 0 or more *Author objects*, each of which can be associated with, for example, elements or diagrams as the item author or owner. Use *AddNew*, *Delete* and *GetAt* to manage Authors.
Clients	Collection 1389	Read only. A list of *Clients* associated with the project. You can modify, delete and add new *Client objects* using this collection.
Tasks	Collection 1389	Read only. A list of system tasks (to do list). Each entry is a *Task Item*; you can modify, delete and add new tasks.
Datatypes	Collection 1389	Read only. The *Datatypes* collection. Contains a list of *Datatype objects,* each representing a data type definition for either data modeling or code generation purposes.
Resources	Collection 1389	Read only. A list of available resources to assign to work items within the project. Use the add new, modify and delete functions to manage resources.
Stereotypes	Collection 1389	Read only. The *Stereotypes* collection. A list of *Stereotype objects* that contain information in a stereotype and which elements it can be applied to.
PropertyTypes	Collection 1389	Read only. Collection of *Property Types* available to the Repository.
LibraryVersion	*Long*	Read only. The build number of the Enterprise Architect runtime.
LastUpdate	*String*	Read only. The identifier string identifying the Enterprise Architect runtime session and the timestamp for when it was set.
FlagUpdate	*Boolean*	Read/Write. Instructs Enterprise Architect to update the Repository with the *LastUpdate* value.
InstanceGUID	*String*	Read only: The identifier string identifying the Enterprise

Attribute	Type	Notes
		Architect runtime session.
ConnectionString	*String*	Read only. The filename/connection string of the current Repository
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through the Dispatch interface
EnableUIUpdates	*Boolean*	Read/Write. Set this property to **false** to improve the performance of changes to the model; eg. bulk addition of elements to a package. To reveal the changes to the user, call *Repository.RefreshModelView()*.
BatchAppend	*Boolean*	Read/Write. Set this property to **true** when your automation client has to rapidly insert many elements, operations, attributes and/or operation parameters. Set to **false** when work is complete This can result in 10- to 20-fold improvement in adding new elements in bulk.
SuppressEADialogs	*Boolean*	Read/Write. Set this property in the EA_OnPostNewElement 1331 or EA_OnPostNewConnector 1332 broadcast events to control whether Enterprise Architect should suppress showing the default properties dialogs to the user when an element or connector is newly created.
ProjectGUID	*String*	Read only: Returns a unique ID for the project
EnableCache	*Boolean*	Read/Write: An optimization for pre-loading package objects when dealing with large sets of automation objects

Repository Methods

Method	Type	Notes
OpenFile (String Filename)	*Boolean*	param: Filename [String - in] The filename of the Enterprise Architect project to open. This is the main point for opening an Enterprise Architect project file from an automation client. Provide the filename of a valid Enterprise Architect project and call this to open it and work with the contained objects. If the required project is a DBMS repository, and you have created a shortcut .EAP file containing the database connection string, you can call this shortcut file to access the DBMS repository. You can also connect to a SQL database by passing in the connection string itself instead of a filename. A valid connection string can be obtained from the *Open Project* dialog by selecting a recently opened SQL repository. *[Open Project] == link to "open_a_project.htm" help page*
GetElementByID (long ElementID)	*Element* 1405	param: ElementID [long - in] Gets a pointer to an element using an absolute reference number (local ID). This is usually found using the ElementID property of an element, and stored for later use to open an element without using the collection GetAt() function.

Method	Type	Notes
GetPackageByID (long PackageID)	*Package* 1393	param: PackageID [long - in] Gets a pointer to a package using an absolute reference number (local ID). This is usually found using the PackageID property of an package, and stored for later use to open a package without using the collection GetAt() function.
GetPackageByGUID (String GUID)	*Package* 1393	Returns a pointer to a package in the repository using the package's GUID reference number (global ID). This is usually found using the *PackageGUID* property of the package. Each package in the model also has an associated Element with the same GUID, so if you have an element with *Type="Package"* then you can load the package by calling: *GetPackageByGuid(Element.ElementGUID).*
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.
GetDiagramByID (long DiagramID)	*Diagram* 1438	param: DiagramID [long - in] Gets a pointer to a diagram using an absolute reference number (local ID). This is usually found using the DiagramID property of an element, and stored for later use to open an Diagram without using the collection GetAt() function.
GetReferenceList (String Type)	*Reference* 1399	param: Type [String - in] The list type to Get a pointer to a Reference List object. The parameter specifies the list type to get. Valid lists are: Diagram, Element, Constraint, Requirement, Connector, Status, Cardinality, Effort, Metric, Scenario, Status and Test.
GetProjectInterface ()	*Project* 1445	Returns a pointer to the EA.Project interface 1445 (the XML-based automation server for Enterprise Architect). Use this interface to work with Enterprise Architect using XML, and also to access utility functions for loading diagrams, running reports and so on.
Exit		Shuts down Enterprise Architect immediately. Used by DotNET programmers where the garbage collector does not immediately release all referenced COM objects.
OpenFile2 (string FilePath, string Username, string Password)	*Boolean*	As for *OpenFile()* except enables the specification of a password.
ShowWindow(long Show)		param: Show [long - in] Shows or hides Enterprise Architect.
GetCurrentDiagram()	*Diagram* 1438	Returns selected diagram.
GetConnectorByID(long ConnectorID)	*Connector* 1431	param: ConnectorID [long - in] Searches the repository for a connector with matching ID.

Method	Type	Notes
GetTreeSelectedItem(Object SelectedItem)	*ObjectType* 1374	param: SelectedItem [Object - in] Used to get an object variable and type corresponding to the currently selected item in the tree view. To use this function, create a generic object variable and pass this as the parameter. Depending on the return type, cast it to a more specific type. This object passed back through the parameter can be a package, element, diagram, attribute or operation object.
GetTreeSelectedPackage()	*Package* 1393	Returns the package in which the currently selected tree view object is contained.
CloseAddins()		Called by automation controllers to ensure that Add-Ins created in .NET do not linger after all controller references to Enterprise Architect have been cleared.
AdviseElementChange (long ObjectID)	*Boolean*	param: ObjectID [long - in] Provides an Add-In or automation client with the ability to advise the Enterprise Architect user interface that a particular element has changed and, if it is visible in any open diagram, to reload and refresh that element for the user.
AdviseConnectorChange (long ConnectorID)	*Boolean*	param: ConnectorID [long - in] Provides an Add-In or automation client with the ability to advise the Enterprise Architect user interface that a particular connector has changed and if it is visible in any open diagram, to reload and refresh that connector for the user.
OpenDiagram (long DiagramID)	*Boolean*	param: DiagramID [long - in] Provides a method for an automation client or Add-In to open a diagram by its ID. The diagram is added to the tabbed list of open diagrams in the main Enterprise Architect view.
CloseDiagram (long DiagramID)	*Boolean*	param: DiagramID [long - in] Provides a method to close a diagram (if open) by its ID in the current list of diagrams Enterprise Architect has open.
ActivateDiagram (long DiagramID)	*Boolean*	param: DiagramID [long - in] Provides the means to activate an already open diagram (ie. make it the active tab) in the main Enterprise Architect user interface.
SaveDiagram(long DiagramID)	*Boolean*	param: DiagramID [long - in] Call this to save an open diagram by its ID number. Assumes the diagram is open in the main user interface Tab list.
ReloadDiagram(long DiagramID)	*Boolean*	param: DiagramID [long - in] Reloads the diagram specified by ID value. This would commonly be used to refresh a visible diagram after code import/export or other batch process where the diagram requires complete refreshing.

Method	Type	Notes
CloseFile()		Closes any open file
GetTreeSelectedItemType()	*ObjectType* 1374	param: none Returns the type of object currently selected in the tree. One of: • otDiagram • otElement • otPackage • otAttribute • otMethod
GetTechnologyVersion (string ID)	*String*	param: ID [string] Returns the version of the MDG Technology resource with the specified technology ID.
IsTechnologyLoaded (string ID)	*Boolean*	param: ID [string] Returns **True**, if the MDG Technology resource with the specified technology ID is loaded into the repository. Returns **False**, otherwise.
ImportTechnology(string Technology)	*Boolean*	param: Technology [string] Installs the given MDG Technology resource into the repository. The Technology parameter represents the contents of the Technology resource file. Returns **True**, if the technology is successfully loaded into the model. Returns **False**, otherwise.
GetCounts()		Returns a set of counts from a number of tables within the base Enterprise Architect repository. These can be used to determine whether records have been added or deleted from the tables for which information is retrieved.
GetElementSet()	*Collection* 1389	Returns a set of elements as a collection based on an input of element ID numbers in comma separated form. eg. GetElementSet("34,56,21,5")
DeleteTechnology(string ID)	*Boolean*	param: ID [string] Removes the MDG Technology resource with the specified technology ID from the repository. Returns **true**, if the technology is successfully removed from the model. Returns **false** otherwise.
AddTab(string TabName, string ControlID)	*activeX custom control*	param: TabName [String - in] param: ControlID [String - in] Enables an ActiveX custom control to be added as a tabbed window. TabName is used as the tab caption. ControlID is the ProgID of the control. eg. Project1. UserControl1

Method	Type	Notes
		Enterprise Architect creates a control and if successful, returns its Unknown pointer, which can be used by the caller to manipulate the control.
CreateOutputTab (string Name)		param: Name [String in] Creates a tab in the *Output* window with the specified name.
RemoveOutputTab (string Name)		param: Name [String in] Removes the tab in the *Output* window with the specified name.
WriteOutput (string Name, string String, long ID)		param: Name [String in] param: String [String in] param: ID [long in] Writes the text in String to the tab in the *Output* window with the specified name. It also associates the text in the *Output* window with the specified ID.
ClearOutput(string Name)		param: Name [String in] Removes all the text in the tab in the *Output* window with the specified name.
EnsureOutputVisible(string Name)		param: Name [String in] Ensures that the tab in the *Output* window with the specified name is visible to the user. The *Output* window is made visible if it is hidden.
RefreshModelView(long PackageID)		param: PackageID [Long in] Reloads the entire model, updating the user interface. If PackageID is 0, the entire model is reloaded. If PackageID represents a valid PackageID, only that package is reloaded.
GetElementByGuid(string Guid)	*Element* 1405	param: Guid [String - in] Returns a pointer to an element in the repository using the element's GUID reference number (global ID). This is usually found using the *ElementGUID* property of an element, and stored for later use to open an Element without using the collection *GetAt()* function.
GetConnectorByGuid(string Guid)	*Connector* 1431	param: Guid [String - in] Returns a pointer to a connector in the repository with matching GUID. This is usually found using the *ConnectorGUID* property of a connector.
ShowDynamicHelp(string Topic)		param: Topic [String - in] Shows the help topic specified by the Topic parameter, as a view tab
GetContextItemType()	*ObjectType* 1374	Returns the *ObjectType* of the item in context within Enterprise Architect. A *ContextItem* is defined as the item selected anywhere within the Enterprise Architect GUI including:

Method	Type	Notes
		• An Item selected in the *Project Browser* tree • An Item selected in an open diagram • An Item selected in certain dialogs, such as the Attributes *Properties* dialog The supported ObjectTypes can be any one of the following values: • otElement • otPackage • otDiagram • otAttribute • otMethod • otConnector
GetContextItem(Object Item)	*ObjectType* 1374	param: Item [Object - out] Sets Item as a pointer to the item in context within Enterprise Architect. as well as its corresponding *ObjectType* as a return value. For additional information about *Context Items* and the supported ObjectTypes see the **GetContextItemType** method.
ActivateTab(string Name)		param: Name [String - in] Activates the open Enterprise Architect tabbed view with the matching Name.
GetDiagramByGuid(string Guid)	*Diagram* 1438	param: Guid [String - in] Returns a pointer to a diagram using the global reference ID (global ID). This is usually found using the diagram GUID property of an element, and stored for later use to open an diagram without using the collection *GetAt()* function.
GetCurrentLoginUser(boolean GetGuid = false)	*String*	If security is not enabled in the repository, an error is generated. If GetGuid is **True**, a GUID generated by Enterprise Architect representing the user is returned, otherwise the text as entered in System Users/User Details/Login is returned.
ChangeLoginUser(string Name, string Password)	*Boolean*	param: Name [String - in] param: Password [String - in] Set the currently logged on user to be that specified by the Name parameter, with the provided Password value. This logs the user into the repository when security is enabled. If security is not enabled an exception (*Security not enabled*) is thrown.
GetTreeSelectedObject()	*Object*	The related method *GetTreeSelectedItem()* has an out parameter which is inaccessible by some scripting languages. As an alternative, this method provides the selected item through the return value.

Method	Type	Notes
ShowProfileToolbox(string Technology, string Profile, boolean Show)		param: Technology [String - in] param: Profile [String - in] param: Show [Boolean - in] Shows/hides the contents of the specified Technology or Profile in Enterprise Architect UML *Toolbox*. To show/hide a profile in the *Toolbox*, specify the Profile's ID value in the Profile parameter and set the Technology parameter to a null string. To show/hide a technology in the *Toolbox*, specify the Technology's ID in the Technology parameter and set the Profile parameter to a null string.
ActivatePerspective(string Perspective, long Options)	*Boolean*	Deprecated - no longer in use.
AddPerspective(string Perspective, long Options)	*Boolean*	Deprecated - no longer in use.
DeletePerspective(string Perspective, long Options)	*Boolean*	Deprecated - no longer in use.
GetActivePerspective()	*String*	Deprecated - no longer in use.
HasPerspective(string Perspective)	*String*	Deprecated - no longer in use.
IsTabOpen()	*String*	param: TabName [String - in] Returns **2** to indicate that a tab is open and active (top-most), **1** to indicate that it is open but not top-most, or **0** to indicate that it is not visible at all. Note that TabName is case-sensitive.
GetAttributeByGuid(string Guid)	*Attribute* 1419	param: Guid [String - in] Returns a pointer to an attribute in the repository with matching Guid. This is usually found using the *AttributeGUID* property of an attribute.
GetMethodByGuid(string Guid)	*Method* 1422	param: Guid [String - in] Returns a pointer to a method in the repository with matching Guid. This is usually found using the *MethodGUID* property of a method.
ShowInProjectView(Object Item)		param: Item [Object - in] Selects the object referenced by the supplied parameter in the *Project Browser* window. Accepted object types are Package, Element, Diagram, Attribute, and Method. An exception is thrown if the object is of an invalid type.
AddDefinedSearches(string sXML)		param: sXML [string - in] Enables you to enter a set of defined searches that last in Enterprise Architect for the life of the application. When Enterprise Architect loads again they must be inserted again by your Add-In. You can get this xml by exporting the searches from the model search dialog in Enterprise

Method	Type	Notes
		Architect (**[Ctrl]+[F]**, then click on the **Advanced** button).
GetElementsByQuery(string QueryName, string SearchTerm)		param: QueryName[string - in] param: SearchTerm[string -in] Enables you to run a search in Enterprise Architect returning the result as a collection. QueryName is the name of the search to run, for example 'Simple'. SearchTerm is what you are looking for, For example *GetElementsByQuery('Simple','Class1')*. Where results contain elements with 'Class1' in the **Name** and **Notes** field.
RunModelSearch(string 'QueryName', string 'SearchTerm', string 'SearchOptions', string 'SearchData')		param: sQueryName[string - in] param: sSearchTerm[string - in] param: sSearchOptions[string - in] param: sSearchData[string - in] Runs a search displaying the results in Enterprise Architect's search window. *QueryName* is the name of the search to run, for example 'Simple'. *SearchTerm* is what you are searching for. *SearchOptions* is currently not being used. The *SearchData* parameter enables you to supply a list of results in the form of XML which is appended onto the result list in Enterprise Architect. See XML Format 1316; this param is not required so pass in an empty string to run search as per normal.
ExecutePackageBuildScript(long ScriptOptions, string PackageGuid)		param: ScriptOptions, [long - in] param: PackageGuid [string - in] Enables you to run the active package build script based on your current selection in the *Project Browser* window. You can also run a script by passing in the package Guid. ScriptOptions can be any one of these values: 1,2,3,4,5; 1 = Build; 2 = Test; 3 = Run; 4 = Create Workbench Instance; 5 = Debug
ActivateToolbox(string Toolbox, long Options)	*Boolean*	param: Toolbox [String - in] param: Options [long - in] Activates the toolbox page in the GUI, specified by its name in the Toolbox parameter. Returns true if the specified toolbox was successfully activated, false otherwise. The Options parameter is reserved for future use.
ImportPackageBuildScripts(string PackageGuid, string BuildScriptXML)	*String*	param: PackageGuid [string - in] param: BuildScriptXML [string - in] Enables you to import build scripts into a package in Enterprise Architect. You can import your package build scripts by supplying a package GUID and the xml data which you can export from in Enterprise Architect.
RefreshOpenDiagrams(Boolean FullReload)	*Boolean*	param: FullReload [Boolean - in] Refreshes the diagram contents for all diagrams open in

Method	Type	Notes
		Enterprise Architect. If FullReload is false the displayed contents of elements and connectors are refreshed in each diagram. If FullReload is true each of the diagrams are completely reloaded from the repository.
SaveAuditLogs(string FilePath, Object StartDateTime, Object EndDateTime)	*Boolean*	param: FilePath [string - in] param: StartDateTime [Variant [DateTime] - in] param: EndDateTime [Variant [DateTime] - in] Saves the Audit Logs contained within a model to the file specified by the *FilePath* parameter. If *StartDateTime* and *EndDateTime* are not null then only log items that fall into this period are saved. Returns **true** for success, **false** for failure. ***Note:*** *This might fail if the user logged into the model does not have the correct access permission.*
ClearAuditLogs(Object StartDateTime, Object EndDateTime)	*Boolean*	param: StartDateTime [Variant [DateTime] - in] param: EndDateTime [Variant [DateTime] - in] Clears all Audit Logs from the model. If *StartDateTime* and *EndDateTime* are not null then only log items that fall into this period are cleared. ***Note:*** *This cannot be undone. It is strongly advised that you call* SaveAuditLogs *first to backup the logs.* Returns **true** for success, **false** for failure. ***Note:*** *This might fail if the user logged into the model does not have the correct access permission.*
SaveAllDiagrams()		Call this to save all open diagrams.
Ret=SQLQuery(SQL)		Retrieves a set of XML records in response to an SQL query. *SQL* is a string containing an SQL Select Statement. *Ret* is a string containing the returned recordset in XML format.

16.6.2.4.2 Author

public Class

An *Author* object represents a named model author. Accessed using the Repository *Authors* collection.

Associated table in .EAP file: *t_authors*

Author Attributes

Attribute	Type	Notes
Name	*String*	Read/Write. Author name.
Roles	*String*	Read/Write. Roles the author might play in this project.
Notes	*String*	Read/Write. Notes about the author.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

Author Methods

Method	Type	Notes
Update ()	*Boolean*	Update the current Author object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.

16.6.2.4.3 Client

public Class

A Client represents one or more people or organizations related to the project. Accessed using the Repository *Clients* collection.

Associated table in .EAP file: *t_clients*

Client Attributes

Attribute	Type	Notes
Name	*String*	Read/Write. Client name
Organization	*String*	Read/Write. Associated organization
Phone1	*String*	Read/Write. Main phone number
Phone2	*String*	Read/Write. Second phone number
Mobile	*String*	Read/Write. Mobile phone if available
Fax	*String*	Read/Write. Fax number
Email	*String*	Read/Write. Email address
Roles	*String*	Read/Write. Roles this client might play in the project
Notes	*String*	Read/Write. Notes about client
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through the *Dispatch*

Attribute	Type	Notes
		interface.

Client Methods

Method	Type	Notes
Update ()	*Boolean*	Update the current Client object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.

16.6.2.4.4 Collection

public Class

This is the main collection Class used by all elements within the Automation Interface. It contains methods to iterate through the collection, refresh the collection and delete an item from the collection. It is important to realize that when *AddNew* is called, the item is not automatically added to the current collection. The typical steps are:

1. Call *AddNew* to add a new item.
2. Modify the item as required.
3. Call *Update* on the item to save it to the database.
4. Call *Refresh* on the collection to include it in the current set.

Delete is much the same; until Refresh is called, the collection still contains a reference to the deleted item, which should not be called.

Each can be used to iterate through the collection for languages that support this type of construct.

Collection Attributes

Attribute	Type	Notes
Count	*short*	Read only. The number of objects referenced by this list.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

Collection Methods

Method	Type	Notes
GetAt (short)	*Object*	param: index [short - in] Retrieves the array object using a numerical index. If the index is out of bounds, an error occurs.
Delete (short)	*void*	param: index [short - in] Deletes the item at the selected reference.
DeleteAt (short, Boolean)	*void*	param: index [short - in]

Method	Type	Notes
		param: refresh [Boolean - in] Deletes the item at the selected index. The second parameter is currently unused.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.
GetByName (String)	*Object*	param: Name [String- in] Gets an item in the current collection by Name. Only applies to the following collections: Models, Packages, Elements, Diagrams, TaggedValues.
Refresh ()	*void*	Refreshes the collection by re-querying the model and reloading the collection. Should be called after adding a new item or after deleting an item.
AddNew (String, String)	*Object*	param: Type [String - in] param: Name [String - in] Adds a new item to the current collection. Note that the interface is the same for all collections; you must provide a Name and Type argument. What these are used for depends on the actual collection member. Also note that you must call *Update()* on the returned object to complete the *AddNew*. If *Update()* is not called the object is left in an indeterminate state.

16.6.2.4.5 Datatype

public Class

A *Datatype* is a named type that can be associated with attribute or method types. It typically is related to either code engineering or database modeling. Datatypes also indicate which language or database system they relate to. Accessed using the Repository *Datatypes* collection.

Associated table in .EAP file: *t_datatypes*

Datatype Attributes

Attribute	Type	Notes
Name	*String*	Read/Write. The datatype name (eg. *integer*). This appears in the related drop-down datatype lists where appropriate.
Type	*String*	Read/Write. The type can be *DDL* for database datatype or *Code* for language datatypes.
Product	*String*	Read/Write. The datatype product - eg. Java, C++, Oracle.
Size	*Long*	Read/Write. The datatype size.
MaxLen	*Long*	Read/Write. Maximum length (DDL only).
MaxPrec	*Long*	Read/Write. Maximum precision(DDL only).
MaxScale	*Long*	Read/Write. Maximum scale(DDL only).
DefaultLen	*Long*	Read/Write. Default length (DDL only.)

Attribute	Type	Notes
DefaultPrec	*Long*	Read/Write. Default precision(DDL only).
DefaultScale	*Long*	Read/Write. Default scale(DDL only).
UserDefined	*Long*	Read/Write. Indicates if datatype is a user defined type or system generated. Datatypes distributed with Enterprise Architect are all system. Datatypes created in the *Datatype* dialog are marked **1** (**true**).
HasLength	*String*	Read/Write. Indicates datatype has a length component .
GenericType	*String*	Read/Write. The associated generic type for this data type.
DatatypeID	*Long*	Read/Write. Instance ID for this datatype within the current model. System maintained.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

Datatype Methods

Method	Type	Notes
Update ()	*Boolean*	Update the current Datatype object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.

16.6.2.4.6 EventProperties

An *EventProperties* object is passed to *BroadcastFunctions* to facilitate parameter passing.

EventProperties Attributes

Attribute	Type	Notes
Count	*Long*	Read only. Number of parameters being passed to this broadcast event.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

EventProperties Methods

Method	Type	Notes
Get	*EventProperty* 1392	Read only. Params: Index (Variant) Returns an *EventProperty* in the list, raising an error if Index is out of range. Index can either be a number representing a zero-based index into the array, or a string representing the name of the EventProperty. eg. *Props.Get(3)* or *Props.Get("ObjectID")*

16.6.2.4.7 EventProperty

EventProperty objects are always part of an *EventProperties* 1391 collection, and are passed to Add-In methods responding to broadcast events 1322.

EventProperty Attributes

Attribute	Type	Notes
Name	*String*	A string distinguishing this property from others in the list.
Value	*Variant*	A string, number or object reference representing the property value.
Description	*String*	Explanation of what this property represents.
ObjectType	*ObjectType* 1374	Distinguishes objects referenced through a Dispatch interface.

See Also

- Event Properties 1391

16.6.2.4.8 ModelWatcher

public Class

The *ModelWatcher* object enables an automation client to track changes in a particular model.

Note: *After your model has been loaded, you only create the ModelWatcher once. If you reload the model, or load another model, the created ModelWatcher is still valid.*

ModelWatcher Attributes

Attribute	Type	Notes
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

ModelWatcher Methods

Methods	Type	Notes
GetReloadItem	*ReloadType* 1375	*Params:* Item: Object The object that must be reloaded in order to see all changes is returned through the *Item* parameter. If there are no changes or the entire model must be reloaded, this value is returned as **null** (C#) or **Nothing** (VB). *Returns:* A value from the *ReloadType* enumeration that specifies which type of change, if any, has occurred. Calling this method clears the records so that the next time it is called the return values refer only to new changes.
PeekReloadItem	*ReloadType* 1375	This method behaves identically to *GetReloadItem()* but does not clear the change record.

16.6.2.4.9 Package

public Class

A *Package* object corresponds to a Package element in the Enterprise Architect *Project Browser* window. It is accessed either through the Repository *Models* collection (a Model is a special form of Package) or through the Package *Packages* collection. Note that a Package has an Element object as an attribute; this corresponds to an Enterprise Architect Package element in the *t_object* table and is used to associate additional information (such as scenarios and constraints) with the logical package. To set additional information for a package, reference the Element object directly. Also note that if you add a Package to a diagram, you should add an instance of the element (not the Package itself) to the *DiagramObjects* collection for a diagram.

Associated table in .EAP file: *t_package*

Package Attributes

Attribute	Type	Notes
Name	*String*	Read/Write. The name of the package.
Packages	*Collection* 1389	Read only. A collection of contained packages that can be walked through.
Elements	*Collection* 1389	Read only. A collection of elements that belong to this package.
Diagrams	*Collection* 1389	Read only. A collection of diagrams contained in this package.
Notes	*String*	Read/Write. Notes about this package.
IsNamespace	*Boolean*	Read/Write. **True** is 'package is a Namespace root'. Use **0** and **1** to set **False** and **True**.
PackageID	*Long*	Read only. The local Package ID number. Valid only in this model file.
PackageGUID	*Variant*	Read only. The global Package ID. Valid across models.
ParentID	*Long*	Read/Write. The ID of the package that is the parent of this one. **0** indicates this package is a *model* (ie. it has no parent).
Created	*Date*	Read/Write. Date the package was created.
Modified	*Date*	Read/Write. Date the package was last modified.
IsControlled	*Boolean*	Read/Write. Indicates if the package has been marked as *Controlled*.
IsProtected	*Boolean*	Read/Write. Indicates if the package has been marked as *Protected*.
UseDTD	*Boolean*	Read/Write. Indicates if a DTD is to be used when exporting XMI.
LogXML	*Boolean*	Read/Write. Indicates if XMI export information is to be logged.
XMLPath	*String*	Read/Write. The path to the where XML is saved when using controlled packages.
Version	*String*	Read/Write. The version of the package.

Attribute	Type	Notes
LastLoadDate	*Date*	Read/Write. The date XML was last loaded for the package.
LastSaveDate	*Date*	Read/Write. The date XML was last saved from the package.
Flags	*String*	Read/Write. Extended information about the package.
Owner	*String*	Read/Write. The package owner when using controlled packages.
CodePath	*String*	Read/Write. The path to where associated source code is found.
UMLVersion	*String*	Read/Write. The UML version for XMI export purposes.
TreePos	*Long*	Read/Write. The relative position in the tree compared to other packages (use to sort packages).
IsModel	*Boolean*	Read only. Indicates if the package is a model or a package.
Element	*Object*	Read only. The associated element object. Use to set element type information for a package, including Stereotype, Complexity, Alias, Author, Constraints and Scenarios.
BatchSave	*Long*	Read/Write. Boolean value to indicate whether the package is included in the batch XMI export list or not.
BatchLoad	*Long*	Read/Write. Flag to indicate that the package is batch loaded during batch import from controlled packages. Not yet implemented.
Connectors	*Collection* 1389	Read only. Collection of connectors.
Alias	*String*	Read only. Alias.
IsVersionControlled	*Boolean*	Read/Write. Indicates whether or not this package is under version control.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

Package Methods

Method	Type	Notes
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.
Update ()	*Boolean*	Update the current package object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information. Note that a package object also has an *element* component that must be taken into account. The package object contains information about the package attributes such as hierarchy or contents. The element attribute contains information about, for example, Stereotype, Constraints or Files - all the attributes of a typical element.

Method	Type	Notes
FindObject(String DottedID)	*LPDISPATCH*	*Param*: DottedID [String in] Returns a package, element, attribute or operation matching the parameter DottedID. The string DottedID is in the form object.object.object where object is replaced by the name of a package, element attribute or operation. Examples of DottedIDs include MyNamespace.Class1, CStudent.m_Name, MathClass.DoubleIt(int) If the DottedID is not found, an error is returned: *Can't find matching object*.
VersionControlAdd (String ConfigGuid, String XMLFile, Bool KeepCheckedOut)	*void*	*Param*: ConfigGuid [String - in] Name corresponding to the Unique ID of the version control configuration to use. *Param*: XMLFile [String - in] Name of the XML file to use for this package. This filename is relative to the Working Copy folder specified for the Config. *Param:* KeepCheckedOut [Boolean - in] Specify **True** to add to version control and keep package checked-out. Places the package under version control, using the specified Version Control Configuration and the specified XMI filename. Throws an exception if the operation fails. Use *GetLastError( )* to retrieve error information.
VersionControlRemove ( )	*void*	Removes version control from the package. Throws an exception if the operation fails. Use *GetLastError( )* to retrieve error information.
VersionControlCheckout (String Comment)	*void*	param: Comment [String - in] Log message that is added to the version controlled file's history (where applicable). Perform checkout of the version controlled package. Throws an exception if the operation fails. Use *GetLastError( )* to retrieve error information.
VersionControlCheckin (String Comment)	*void*	param: Comment [String - in] Log message that is added to the version controlled file's history (where applicable). Perform checkin of the version controlled package. Throws an exception if the operation fails. Use *GetLastError( )* to retrieve error information.
VersionControlGetStatus ( )	*Long*	Returns the version control status of the package. Return value maps to the following enumerated type; *enum EnumCheckOutStatus* *{* *csUncontrolled,* *csCheckedIn,* *csCheckedOutToThisUser,*

Method	Type	Notes
		csReadOnlyVersion, *csCheckedOutToAnotherUser,* *csOfflineCheckedOutToThisUser,* *csOfflineNotCheckedOutToThisUser,* *csDeleted* *}* *csUncontrolled* - Either unable to communicate with the version control provider associated with the package or the package file is unknown to the provider. *csReadOnlyVersion* - Package is marked as read-only. An earlier revision of the package has been retrieved from version control. *csOfflineCheckedOutToThisUser* - Indicates that the package was "checked out" by this user whilst disconnected from version control. *csOfflineNotCheckedOutToThisUser* - Indicates that Enterprise Architect can not currently connect to the version control config and the package was not previously checked out to this user. *csDeleted* - The package file has been deleted from version control. Throws an exception if the operation fails. Use *GetLastError( )* to retrieve error information.

16.6.2.4.10 ProjectIssues

public Class

A system-level Issue. Indicates a problem or risk associated with the system as a whole. Accessed using the Repository *Issues* collection.

Associated table in .EAP file: *t_issues*

ProjectIssues Attributes

Attribute	Type	Notes
Category	*String*	Read/Write. The category this issue belongs to.
Name	*String*	Read/Write. Issue name (ie. the issue itself).
Date	*Date*	Read/Write. Date created.
Owner	*String*	Read/Write. Owner of issue.
Status	*String*	Read/Write. Current issue status.
Notes	*String*	Read/Write. Associated description of issue.
Resolver	*String*	Read/Write. Person resolving issue.

Attribute	Type	Notes
DateResolved	*Date*	Read/Write. Date issue resolved.
Resolution	*String*	Read/Write. Description of resolution.
Priority	*String*	Read/Write. Issue priority. Generally should use Low, Medium or High.
Severity	*String*	Read/Write. Issue severity. Should be marked as Low, Medium or High.
IssueID	*Long*	Read only.The ID of this issue.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

ProjectIssues Methods

Method	Type	Notes
Update ()	*Boolean*	Update the current Issue object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.

16.6.2.4.11 ProjectResource

public Class

A *Project Resource* is a named person who is available to work on the current project in any capacity. Accessed using the Repository *Resources* collection.

Associated table in .EAP file: *t_resources*

ProjectResource Attributes

Attribute	Type	Notes
Name	*String*	Name of resource.
Organization	*Package* 1393 *String*	Organization resource associated with.
Phone1	*Variant*	Main phone.
Phone2	*Variant*	Alternative phone.
Mobile	*Variant*	Mobile number if available.
Fax	*String*	Fax number.
Email	*String*	Email address.
Roles	*String*	The roles this resource can play in the current project.
Notes	*String*	A description if appropriate.

Attribute	Type	Notes
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

ProjectResource Methods

Method	Type	Notes
Update ()	*Boolean*	Update the current Resource object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.

16.6.2.4.12 PropertyType

public Class

A *PropertyType* object represents a defined property that can be applied to UML elements as a Tagged Value. Accessed using the Repository *PropertyTypes* collection. Each PropertyType corresponds to one of the predefined Tagged Values for the model.

Associated table in .EAP file: *t_propertytypes*

Author Attributes

Attribute	Type	Notes
Tag	*String*	Read/Write. Name of the property (Tag Name)
Description	*String*	Read/Write. Short description for the property
Detail	*String*	Read/Write. Configuration information for the property
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

Author Methods

Method	Type	Notes
Update ()	*Boolean*	Update the current PropertyType object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.

16.6.2.4.13 Reference

public Class

This Interface provides access to the various lookup tables within Enterprise Architect. Use the Repository *GetReferenceList()* method to get a handle to a list. Valid lists are:

- Diagram
- Element
- Constraint
- Requirement
- Connector
- Status
- Cardinality
- Effort
- Metric
- Scenario
- Status
- Test

Reference Attributes

Attribute	Type	Notes
Count	*Short*	Count of items in the list.
Type	*String*	The list type (eg. Diagram Types).
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

Reference Methods

Method	Type	Notes
GetAt (Short)	*String*	param: index [Short - in] The index of the item to retrieve from the list. Get the item at the specified index.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.
Refresh ()	*Short*	Refresh the current list and return the count of items.

16.6.2.4.14 Stereotype

public Class

The *Stereotype* element corresponds to a UML stereotype, which is an extension mechanism for varying the behavior and type of a model element. Use the Repository *Stereotypes* collection to add new elements and delete existing ones.

Associated table in .EAP file: *t_stereotypes*

Stereotype Attributes

Attribute	Type	Notes
Name	*String*	Read/Write. The stereotype name. Appears in the **Stereotype** drop list for elements that match the *AppliesTo* attribute.
AppliesTo	*String*	Read/Write. A reference to the stereotype *Base Class,* ie. which element it applies to.
Notes	*String*	Read/Write. Notes about the stereotype.
MetafileLoadPath	*String*	Read/Write. Path to an associated metafile. The automation interface does not yet support loading metafiles. To do this you must use the *Stereotype* tab of the *UML Types* dialog in Enterprise Architect.
Style	*String*	Read/Write. Additional style specifier for stereotype.
StereotypeGUID	*String*	Read/Write. Unique identifier for stereotype, generally set and maintained by Enterprise Architect.
VisualType	*String*	Read/Write. Indicates an inbuilt visual style associated with a stereotype. Not currently implemented.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

Stereotype Methods

Method	Type	Notes
Update ()	*Boolean*	Update the current stereotype object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.

16.6.2.4.15 Task

public Class

A Task is an entry in the System ToDo list. Accessed using the Repository *Tasks* collection.

Associated table in .EAP file: *t_tasks*

Task Attributes

Attribute	Type	Notes
TaskID	*Long*	Read only. Local ID of task.
Name	*Variant*	Read/Write. Task name.
Notes	*Variant*	Read/Write. Description of the task.
Priority	*String*	Read/Write. Priority associated with this task.
Status	*Variant*	Read/Write. Current task status.

Attribute	Type	Notes
Owner	*String*	Read/Write. The task owner.
StartDate	*Date*	Read/Write. Date task is to start.
EndDate	*Date*	Read/Write. Date task scheduled to finish.
Phase	*String*	Read/Write. The phase of the project the task relates to.
History	*String*	Read/Write. Memo field to hold, for example, task history or notes.
Percent	*Long*	Read/Write. Percent the task is complete.
TotalTime	*Long*	Read/Write. The total expected time the task might run - in hours, days or some other unit.
ActualTime	*Long*	Read/Write. Time already expended on task, in hours, days or other units.
AssignedTo	*String*	Read/Write. Person this task is assigned to; ie. the responsible resource.
Type	*String*	Read/Write. Sets or returns string representing the type.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

Task Methods

Method	Type	Notes
Update ()	*Boolean*	Update the current Task object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.

16.6.2.4.16 Term

public Class

A *Term* object represents one entry in the system glossary. Accessed using the Repository *Terms* collection.

Associated table in .EAP file: *t_glossary*

Term Attributes

Attribute	Type	Notes
Term	*String*	Read/Write. The glossary item name.
Type	*String*	Read/Write. The type this term applies to (eg. business or technical).
Meaning	*String*	Read/Write. The description of the term; its meaning.
TermID	*Long*	Read only. A local ID number to identify the term in the model.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch

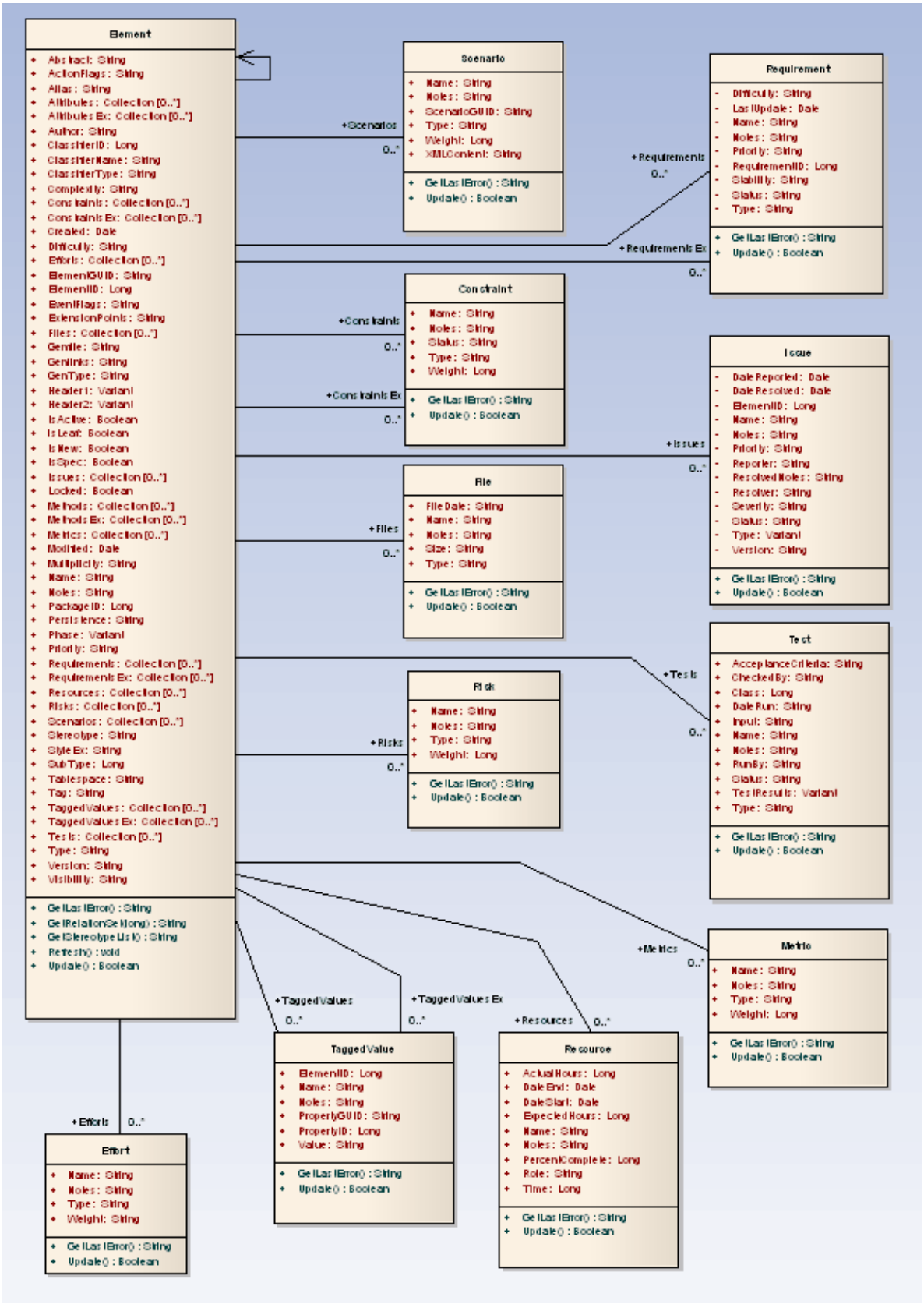
Attribute	Type	Notes
		interface.

Term Methods

Method	Type	Notes
Update ()	*Boolean*	Update the current Term object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.

16.6.2.5 Element

This diagram illustrates the relationships between an *element* and its associated extended information. The related information is accessed through the collections owned by the element (eg. Scenarios and Tests). It also includes a full description of the element object (the basic model structural unit).



public Package

The *Element* package contains information about an element and its associated extended properties such as testing and project management information. An element is the basic item in an Enterprise Architect model. Classes, Use Cases and Components are all different types of UML element.

16.6.2.5.1 Constraint

public Class

A *Constraint* is a condition imposed on an element. Constraints are accessed through the Element *Constraints* collection

Associated table in .EAP file: *t_objectconstraints*

Constraint Attributes

Attribute	Type	Notes
Name	*String*	Read/Write. The name of the constraint (i.e. the constraint).
Type	*String*	Read/Write. Constraint type.
Weight	*Long*	Read/Write. A weighting factor.
Notes	*String*	Read/Write. Notes about the constraint.
Status	*String*	Read/Write. Current status.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.
ParentID	*Long*	Read only. The *ElementID* of the element to which this constraint applies.

Constraint Methods

Method	Type	Notes
Update ()	*Boolean*	Update the current *Constraint* object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.

16.6.2.5.2 Effort

public Class

Effort Attributes

Attribute	Type	Notes
Name	*String*	Read/Write. The name of the effort (i.e. the effort).
Type	*String*	Read/Write. The effort type.
Weight	*Long*	Read/Write. A weighting factor.
Notes	*String*	Read/Write. Notes about the constraint.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

Effort Methods

Method	Type	Notes
Update ()	*Boolean*	Saves the effort to the model.
GetLastError ()	*String*	This function is rarely used since an exception is thrown when an error occurs. Returns a string value describing the most recent error that occurred in relation to this object.

16.6.2.5.3 Element

public Class

An *Element* is the main modeling unit. It corresponds to (for example) Class, Use Case, Node or Component. You create new elements by adding to the Package *Elements* collection. Once you have created an element, you can add it to the *DiagramObjects* collection of a diagram to include it in the diagram.

Elements also have a collection of connectors. Each entry in this collection indicates a relationship to another element.

There are also some extended collections for managing addition information about the element, including things such as Tagged Values, Issues, Constraints and Requirements.

Associated table in .EAP file: *t_object*

Element Attributes

Attribute	Type	Notes
Attributes	*Collection* 1389	Read only. Collection of Attribute objects for current element. Use the **AddNew** and **Delete** functions to manage attributes.
AttributesEx	*Collection* 1389	Read only. Collection of Attribute objects belonging to the current element and its parent elements.
Methods	*Collection* 1389	Read only. Collection of Method objects for current element.
MethodsEx	*Collection* 1389	Read only. Collection of Method objects belonging to the current element and its parent elements.
TaggedValues	*Collection*	Read only. Collection of TaggedValue objects.

Attribute	Type	Notes
	1389	
TaggedValuesEx	*Collection* 1389	Read only. Collection of TaggedValue objects belonging to the current element and the elements specialized or realized by the current element.
Requirements	*Collection* 1389	Read only. Collection of Requirement objects.
RequirementsEx	*Collection* 1389	Read only. Collection of Requirement objects belonging to the current element and its parent elements.
Constraints	*Collection* 1389	Read only. Collection of Constraint objects.
ConstraintsEx	*Collection* 1389	Read only. Collection of Constraint objects belonging to the current element and its parent elements.
Scenarios	*Collection* 1389	Read only. Collection of Scenario objects for current element.
Files	*Collection* 1389	Read only. Collection of File objects.
Efforts	*Collection* 1389	Read only. Collection of Effort objects.
Issues	*Collection* 1389	Read only. Collection of Issue objects.
Risks	*Collection* 1389	Read only. Collection of Risk objects.
Resources	*Collection* 1389	Read only. Collection of Resource objects for current element.
Tests	*Collection* 1389	Read only. Collection of Test objects for current element.
Metrics	*Collection* 1389	Read only. Collection of Metric elements for current element.
ElementID	*Long*	Read only. The local ID of the Element. Valid for this file only.
PackageID	*Long*	Read/Write. A local ID for the package containing this element.
Name	*String*	Read/Write. The element name; should be unique within the current package.
Stereotype	*String*	Read/Write. The primary element stereotype. This is the first of the list of stereotypes you can access using the StereotypeEx 1410 attribute.
Visibility	*String*	Read/Write. The Scope of this element within the current package. Valid values are: **Public**, **Private**, **Protected** or **Package**.
Notes	*String*	Read/Write. Further descriptive text about the element.
Locked	*Boolean*	Read/Write. Indicates if the element has been locked against further change.
Author	*String*	Read/Write. The element author (see the Repository: Authors 1377 list for more details).

Attribute	Type	Notes
StyleEx	*String*	Read/Write: Advanced style settings. Not currently used.
Alias	*String*	Read/Write. An optional alias for this element.
Version	*String*	Read/Write. The version of the element.
Multiplicity	*String*	Read/Write. Multiplicity value for this element.
ElementGUID	*String*	Read only. A globally unique ID for this element; ie. unique across all model files. If you have to set this value manually, you should only do so when the element is first created, and make sure you format the GUID exactly as Enterprise Architect expects.
ExtensionPoints	*String*	Read/Write. Optional extension points for a Use Case as a comma-separated list.
Tablespace	*String*	Read/Write. Associated tablespace for a Table element.
Tag	*String*	Read/Write. Optional Tag value for additional user-defined information and searching.
Genlinks	*String*	Read/Write. Links to other Classes discovered at code reversing time; Parents and Implements links only.
Abstract	*String*	Read/Write. Indicates if the element is Abstract (**1**) or Concrete (**0**).
Complexity	*String*	Read/Write. A complexity value indicating how difficult the element is. Can be used for metric reporting and estimation. Valid values are: **1** for Easy, **2** for Medium, **3** for Difficult.
Priority	*String*	Read/Write. The priority of this element as compared to other project elements. Only applies to Requirement, Change and Issue types, otherwise ignored. Valid values are: **Low**, **Medium** and **High**.
Phase	*String*	Read/Write. Phase this element scheduled to be constructed in. Any string value.
Persistence	*String*	Read/Write. The persistence associated with this element. Can be **Persistent** or **Transient**.
IsActive	*Boolean*	Read/Write. Boolean value indicating whether the element is active or not. **1** = True, **0** = False.
IsLeaf	*Boolean*	Read/Write. Boolean value indicating whether the element is in leaf node or not. **1** = True, **0** = False.
IsNew	*Boolean*	Read/Write. Boolean value indicating whether the element is new or not. **1** = True, **0** = False.
IsSpec	*Boolean*	Read/Write. Boolean value indicating whether the element is a specification or not. **1** = True, **0** = False.
Type	*String*	Read/Write. The element type (eg. Class, Component). Note that Type is case sensitive inside Enterprise Architect and should be provided with an initial capital (proper case). Valid types are: **Action** **Activity** **ActivityPartition** **InteractionOccurrence** **InteractionState** **Interface**

Attribute	Type	Notes
		ActivityRegion **Actor** **Artifact** **Association** **Boundary** **Change** **Class** **Collaboration** **Component** **Constraint** **Decision** **DeploymentSpecification** **DiagramFrame** **EmbeddedElement** **Entity** **EntryPoint** **Event** **ExceptionHandler** **ExitPoint** **ExpansionNode** **ExpansionRegion** **GUIElement** **InteractionFragment** **InterruptibleActivityRegion** **Issue** **Node** **Note** **Object** **Package** **Parameter** **Part** **Port** **ProvidedInterface** **Report** **RequiredInterface** **Requirement** **Screen** **Sequence** **State** **StateNode** **Synchronization** **Text** **TimeLine** **UMLDiagram** **UseCase**
Subtype	*Long*	Read/Write. A numeric subtype that varies the type of the main element: • For Event: **0** = Receiver, **1** = Sender • For Class: **1** = Parameterised, **2** = Instantiated, **3** = Both, **0** = Neither, **17** = Association Class ***NB**: If **17**, Miscdata(3) should contain the ID of the related Association.* • For Note: **1** = Note linked to connector, **2** = Constraint linked to connector • For StateNode: **100** = ActivityIntitial, **101** = ActivityFinal • For Activity: **0** = Activity, **8** = StructuredActivity • For Synchronization: **0** = Horizontal, **1** = Vertical.
ClassifierID	*Long*	Read/Write. Local ID of a Classifier associated with this element; that is, the base type. Only valid for instance type elements (eg. Object).
ClassifierName	*String*	Read/Write. Name of associated Classifier (if any).
ClassifierType	*String*	Read only. Type of associated classifier.
Created	*Date*	Read/Write. Date element created.
Modified	*Date*	Read/Write. Date element last modified.
Difficulty	*String*	Read/Write. A difficulty level associated with this element for estimation/metrics; only useable for Requirement, Change and

Attribute	Type	Notes
		Issue element types, otherwise ignored. Valid values are: **Low**, **Medium**, **High**.
Genfile	*String*	Read/Write. The file associated with this element for code generation and synchronization purposes. Can include macro expansion tags for local conversion to full path.
GenType	*String*	Read/Write. The code generation type; eg. Java, C++, C#, VBNet, Visual Basic, Delphi.
Header1	*Variant*	Read/Write. A user defined string for inclusion as header in the source files generated.
Header2	*Variant*	Read/Write. Same as for **Header1**, but used in the CPP source file.
EventFlags	*String*	Read/Write. A structure to hold a variety of flags to do with signals or events.
ActionFlags	*String*	Read/Write. A structure to hold flags concerned with Action semantics.
Elements	*Collection* 1389	The child elements of this element.
Diagrams	*Collection* 1389	The child diagrams of this element
ParentID	*Long*	Read/Write. If this element is a child of another, used to set or retrieve the *ElementID* of the other element. If not, returns **0**.
Connectors	*Collection* 1389	Read only. Returns a collection containing the connectors to other elements.
ClassifierID	*Long*	Read/Write. Sets or gets the *ElementID* of the Classifier.
Status	*String*	Read/Write. Sets or gets the status, such as **Proposed** or **Approved**.
TreePos	*Long*	Read/Write. Sets or gets the tree position.
Elements	*Collection* 1389	Read only. Returns a collection of sub-elements attached to this element as seen in the tree view.
Diagrams	*Collection* 1389	Read only. Returns a collection of sub-diagrams attached this element as seen in the tree view.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.
Partitions	*Collection* 1389	Read Only. List of logical partitions into which an element can be divided. Only valid for elements that support partitions, such as Activities and States.
CustomProperties	*Collection* 1389	Read only. List of advanced properties for an element. The collection of advanced properties differs depending on element type; for example, an Action and an Activity have different advanced properties. Currently only editable from the user interface.
StateTransitions	*Collection* 1389	Read only. List of State Transitions that an element can support. Applies in particular to Timing elements.

Attribute	Type	Notes
EmbeddedElements	*Collection* 1389	Read only. List of elements that are embedded into this element, such as Ports, Parts, Pins and Parameter Sets.
BaseClasses	*Collection* 1389	Read only. List of Base Classes for this element presented as a collection for convenience.
Realizes	*Collection* 1389	Read only. List of Interfaces realized by this element for convenience.
MiscData	*String*	Read only. This low-level property provides information about the contents of the **PDatax** fields. These database fields are not documented and developers must gain understanding of these fields through their own endeavors to use this property. **MiscData** is zero based, therefore: • **MiscData(0)** corresponds to **PDATA1** • **MiscData(1)** to **PDATA2** and so on.
StereotypeEx	*String*	Read/Write. All the applied stereotypes of the element in a comma-separated list.
PropertyType	*Long*	Read/Write. The GUID of the type which defines either a Port or a Part.
Properties	*Properties* 1429	Returns a list of specialized properties that apply to the element that might not be available using the automation model. The properties are purposely undocumented because of their obscure nature and because they are subject to change as progressive enhancements are made to them.
MetaType	*String*	Read only: The element's domain-specific meta type, as defined by an applied stereotype from an MDG Technology.
RunState	*String*	Read/Write. The object's runstate list as a string.

Element Methods

Method	Type	Notes
Update ()	*Boolean*	Update the current element object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.
Refresh ()	*void*	Refresh the element features in the *Project Browser* window. Usually called after adding or deleting attributes or methods, when the user interface is required to be updated as well.
GetRelationSet (EnumRelationSetType Type)	*String*	Returns a string containing a comma-separated list of ElementIDs of related elements based on the given type. See EnumRelationSetType 1374.
GetLinkedDocument ()	*String*	Returns a string value containing the element's linked document

Method	Type	Notes
		contents, in RTF format. If the element contains no linked document, an empty string is returned.
GetStereotypeList ()	*String*	Returns a comma-separated list of stereotypes allied to this element.
SetAppearance (long Scope, long Item, long Value)	*Long*	Sets the visual appearance of the element. *Scope*: Scope of appearance set to modify **0** – Local (Diagram-local appearance) **1** – Base (Default appearance across entire model) *Item*: Appearance item to modify **0** – Background color **1** – Font Color **2** – Border Color **3** – Border Width *Value:* Value to set appearance to.
LoadLinkedDocument (String Filename)	*Boolean*	Loads the RTF document from the specified file into the element's linked document.
SaveLinkedDocument (String Filename)	*Boolean*	Saves the linked document for this element to the specified RTF file.

16.6.2.5.4 File

public Class

A *File* represents an associated file for an element. It is accessed through the Element *Files* collection.

Associated table in .EAP file: *t_objectfiles*

File Attributes

Attribute	Type	Notes
Name	*String*	Read/Write. The file name can be a logical file or a reference to a web address (using *http://*)
Type	*String*	Read/Write. File type.
Notes	*String*	Read/Write. Notes about the file.
Size	*String*	Read/Write. The file size.
FileDate	*String*	Read/Write. The file date when entry is created.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

File Methods

Method	Type	Notes
Update ()	*Boolean*	Update the current File object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.

16.6.2.5.5 Issue (Maintenance)

public Class

An *Issue* is either a *Change* or a *Defect,* is associated with the containing element, and is accessed through the *Issues* collection of an element.

Associated table in .EAP file: *t_objectproblems*

Issue Attributes

Attribute	Type	Notes
Name	*String*	Read/Write. The Issue name - ie. the Issue itself.
Type	*Variant*	Read/Write. Issue type - can be *Defect* or *Change*, *Issue* and *ToDo*.
DateReported	*Date*	Read/Write. Date issue reported.
Status	*String*	Read/Write. The current status of the issue.
Notes	*String*	Read/Write. Issue Description.
Reporter	*String*	Read/Write. Person reporting issue.
Resolver	*String*	Read/Write. Person resolving issue.
DateResolved	*Date*	Read/Write. Date issue resolved.
Version	*String*	Read/Write. Version associated with issue. Note that this method is only available through a Dispatch interface. eg. Object ob = Issue; Print ob.Version;
ResolverNotes	*String*	Read/Write. Notes entered by resolver about resolution.
ElementID	*Long*	Read/Write. ID of element associated with this issue.
Priority	*String*	Read/Write. Issue priority. Generally should use Low, Medium and High.
Severity	*String*	Read/Write. Issue severity. Should be marked as Low, Medium or High.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

Issue Methods

Method	Type	Notes
Update ()	*Boolean*	Update the current Issue object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.

16.6.2.5.6 Metric

public Class

A *Metric* is a named item with a weighting that can be associated with an element for purposes of building metrics about the model. Accessed through the Element *Metrics* collection.

Associated table in .EAP file: *t_objectmetrics*

Metric Attributes

Attribute	Type	Notes
Name	*String*	Read/Write. The name of the metric.
Type	*String*	Read/Write. The metric type.
Weight	*Long*	Read/Write. A user defined weighting for estimation or metric purposes.
Notes	*String*	Read/Write. Notes about this metric.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

Metric Methods

Method	Type	Notes
Update ()	*Boolean*	Update the current Metric object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.

16.6.2.5.7 Requirement

public Class

An *Element Requirement* object holds information about the responsibilities of an element in the context of the model. Accessed using the Element *Requirements* collection

Associated table in .EAP file: *t_objectrequires*

Requirement Attributes

Attribute	Type	Notes
RequirementID	*Long*	Read only. A local ID for this requirement.
Name	*String*	Read/Write. The requirement itself.
Type	*String*	Read/Write. Requirement type.
Status	*String*	Read/Write. Current status of the requirement.
Stability	*String*	Read/Write. Estimated stability of the requirement.
Difficulty	*String*	Read/Write. Estimated difficulty to implement.
Priority	*String*	Read/Write. Assigned priority of the requirement.
LastUpdate	*Date*	Read/Write. Date requirement last updated.
Notes	*String*	Read/Write. Further notes about requirement.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.
ParentID	*Long*	Read only. The *ElementID* of the element to which this requirement applies.

Requirement Methods

Method	Type	Notes
Update ()	*Boolean*	Update the current Requirement object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.

16.6.2.5.8 Resource

public Class

An Element *Resource* is a named person/task pair with timing constraints and percent complete indicators. Use this to manage the work associated with delivering an Element.

Associated table in .EAP file: *t_objectresources*

Resource Attributes

Attribute	Type	Notes
Name	*String*	Read/Write. Name of resource (eg. person's name).
Role	*String*	Read/Write. Role they play in implementing the element.
Time	*Long*	Read/Write. Time expected; numeric indicating number of days.

Attribute	Type	Notes
Notes	*String*	Read/Write. Descriptive notes.
PercentComplete	*Long*	Read/Write. Current percent complete figure.
DateStart	*Date*	Read/Write. Date to start work.
DateEnd	*Date*	Read/Write. Expected end date.
ExpectedHours	*Long*	Read/Write. The total expected time the task might run, in hours, days or other units.
ActualHours	*Long*	Read/Write. Time already expended on the task, in hours, days or other units.
History	*String*	Read/Write. Gets or sets history text.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

Resource Methods

Method	Type	Notes
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.
Update ()	*Boolean*	Update the current Resource object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.

16.6.2.5.9 Risk

public Class

A *Risk* object represents a named risk associated with an element and is used for project management purposes. Accessed through the Element *Risks* collection.

Associated table in .EAP file: *t_objectrisks*

Risk Attributes

Attribute	Type	Notes
Name	*String*	Read/Write. The risk.
Type	*String*	Read/Write. The risk type associated with this element.
Weight	*Long*	Read/Write. A weighting for estimation or metric purposes.
Notes	*String*	Read/Write. Further notes describing the risk.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

Risk Methods

Method	Type	Notes
Update ()	*Boolean*	Update the current Risk object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.

16.6.2.5.10 Scenario

public Class

A *Scenario* corresponds to a Collaboration or Use Case instance. Each scenario is a path of execution through the logic of a Use Case. Scenarios can be added to using the Element *Scenarios* collection.

Associated table in .EAP file: *t_objectscenarios*

Scenario Attributes

Attribute	Type	Notes
Name	*String*	Read/Write. The Scenario name.
Type	*String*	Read/Write. The Scenario type (eg. *Basic Path*).
Weight	*Long*	Read/Write. Currently used to position scenarios in the scenario list (ie. *List Position*).
Notes	*String*	Read/Write. Description of the Scenario. Usually contains the steps to execute the scenario.
XMLContent	*String*	Read/Write. A structured field that can contain scenario details in XML format.
ScenarioGUID	*String*	Read/Write. A unique ID for the scenario. Used to identify the scenario unambiguously within a model.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

Scenario Methods

Method	Type	Notes
Update ()	*Boolean*	Update the current Scenario object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.

16.6.2.5.11 TaggedValue

public Class

A *TaggedValue* is a named property and value associated with an element and is accessed through the *TaggedValues* collection.

Associated table in .EAP file: *t_objectproperties*

TaggedValue Attributes

Attribute	Type	Notes
PropertyID	*Long*	Read only. A local ID for the property.
PropertyGUID	*String*	Read/Write. A global ID for the property.
Name	*String*	Read/Write. Name of the property (Tag).
Value	*String*	Read/Write. The value assigned in this instance.
Notes	*String*	Read/Write. Further descriptive notes.
ElementID	*Long*	Read/Write. The local ID of the associated element.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

TaggedValue Methods

Method	Type	Notes
Update ()	*Boolean*	Update the current TaggedValue object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.

16.6.2.5.12 Test

public Class

A *Test* is a single Test Case applied to an element. Tests are added and accessed through the Element *Tests* collection.

Associated table in .EAP file: *t_objecttests*

Test Attributes

Attribute	Type	Notes
Name	*String*	Read/Write. The test name
Type	*String*	Read/Write. The test type, such as Load or Regression.

Attribute	Type	Notes
Class	*Long*	Read/Write. The test Class: 1 = Unit Test 2 = Integration Test 3 = System Test 4 = Acceptance Test 5 = Scenario Test.
Notes	*String*	Read/Write. Detailed notes about test to be carried out.
Input	*String*	Read/Write. Input data.
AcceptanceCriteria	*String*	Read/Write. The acceptance criteria for successful execution.
Status	*String*	Read/Write. Current status of test.
DateRun	*Date*	Read/Write. Date last run.
TestResults	*Variant*	Read/Write. Results of test.
RunBy	*String*	Read/Write. Person conducting test.
CheckedBy	*String*	Read/Write. Results confirmed by.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

Test Methods

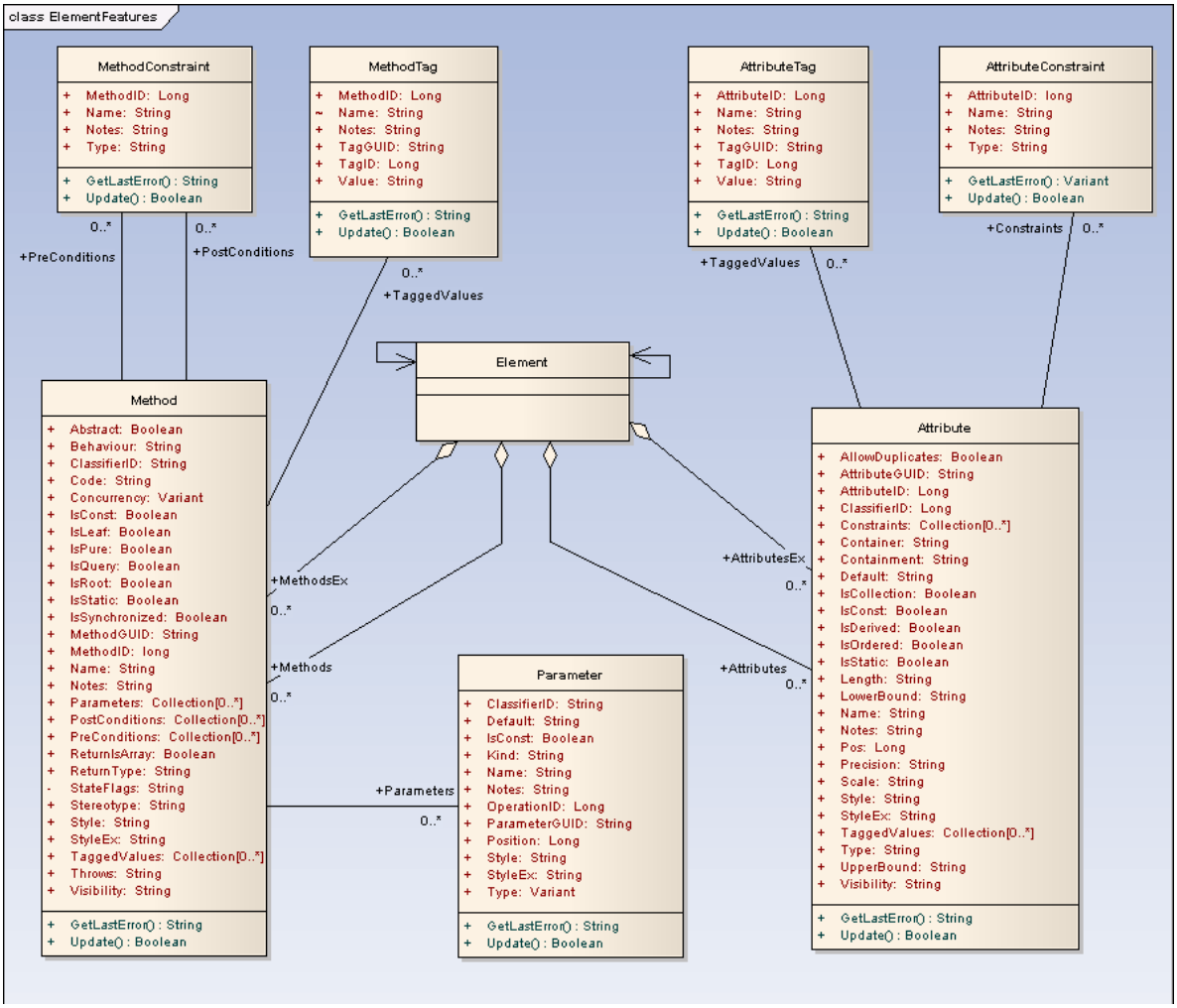
Method	Type	Notes
Update ()	*Boolean*	Update the current Test object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.

16.6.2.6 Element Features

public Package

The *ElementFeatures* package contains descriptions of the model interfaces that enable access to operations and attributes, and their associated Tagged Values and constraints.

This diagram illustrates the components associated with element features. These include *Attributes* and *Methods,* and the associated constraints and Tagged Values related to them. It also includes the *Parameter* object that defines the arguments associated with an operation (method).



16.6.2.6.1 Attribute

public Class

An *attribute* corresponds to a UML Attribute. It contains further collections for constraints and Tagged Values. Attributes are accessed from the Element *Attributes* collection.

Associated table in .EAP file: *t_attribute*

Attribute Attributes

Attribute	Type	Notes
Constraints	*Collection* 1389	Read only. A collection of AttributeConstraint objects. Used to access and manage constraints associated with this attribute.
TaggedValues	*Collection* 1389	Read only. A collection of AttributeTag objects. Use to access and manage Tagged Values associated with this attribute.
Name	*String*	Read/Write. The attribute name.

Attribute	Type	Notes
AttributeGUID	*String*	Read/Write. A globally unique ID for the current attribute. System generated.
Visibility	*String*	Read/Write. The scope of the attribute. Can be **Private**, **Protected**, **Public** or **Package**.
Containment	*String*	Read/Write. Type of containment. Can be **Not Specified**, **By Reference** or **By Value**.
IsStatic	*Boolean*	Read/Write. Indicates if the current attribute is a static feature or not. If the attribute represents a database column, this when set represents the **Unique** option.
IsCollection	*Boolean*	Read/Write. Indicates if the current feature is a collection or not. If the attribute represents a database column, this when set represents a Foreign Key.
IsOrdered	*Boolean*	Read/Write. Indicates if a collection is ordered or not. If the attribute represents a database column, this when set represents a Primary Key.
AllowDuplicates	*Boolean*	Read/Write. Indicates if duplicates are allowed in the collection. If the attribute represents a database column, this when set represents the **Not Null** option.
LowerBound	*String*	Read/Write. A value for the collection lower bound.
UpperBound	*String*	Read/Write. A value for the collection upper bound.
Container	*String*	Read/Write. The container type.
Notes	*String*	Read/Write. Further notes about this attribute.
IsDerived	*Boolean*	Read/Write. Indicates if the attribute is derived (eg. a calculated value).
AttributeID	*Long*	Read only. Local ID number of the attribute.
Pos	*Long*	Read/Write. Position of the attribute in the Class attribute list.
Length	*String*	Read/Write. The attribute length, where applicable.
Precision	*String*	Read/Write. Precision value.
Scale	*String*	Read/Write. Scale value.
IsConst	*Boolean*	Read/Write. Flag indicating if the attribute is **Const** or not.
Style	*String*	Read/Write. Further style information.
StyleEx	*String*	Read/Write. Advanced style settings. Use with care.
ClassifierID	*Long*	Read/Write. Classifier ID, if appropriate; indicates the base type associated with attribute, if not a primitive type.
Default	*String*	Read/Write. Initial value assigned to this attribute.
Type	*String*	Read/Write. The attribute type (by name; also see *ClassifierID*).
Stereotype	*String*	Read/Write. Sets or gets the stereotype for this attribute.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

Attribute	Type	Notes
ParentID	*Long*	Read only. Returns the *ElementID* of the element that this attribute is a part of.
StereotypeEx	*String*	Read/Write. All the applied stereotypes of the attribute in a comma-separated list.
TaggedValuesEx	*Collection* 1389	Read only. Collection of *TaggedValue* objects belonging to the current attribute and the T*aggedValuesEx* property of its classifier.

Attribute Methods

Method	Type	Notes
Update ()	*Boolean*	Updates the current attribute object after modifying or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.

16.6.2.6.2 AttributeConstraint

public Class

An *AttributeConstraint* is a constraint associated with the current Attribute.

Associated table in .EAP file: *t_attributeconstraints*

AttributeConstraint Attributes

Attribute	Type	Notes
AttributeID	*Long*	Read/Write. ID of the attribute this constraint applies to.
Name	*String*	Read/Write. The constraint.
Type	*String*	Read/Write. Type of constraint.
Notes	*String*	Read/Write. Descriptive notes about constraint.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

AttributeConstraint Methods

Method	Type	Notes
Update ()	*Boolean*	Update the current AttributeConstraint object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object.

Method	Type	Notes
		This function is rarely used since an exception is thrown when an error occurs.

16.6.2.6.3 AttributeTag

public Class

An *AttributeTag* represents a Tagged Value associated with an attribute

Associated table in .EAP file: *t_attributetag*

AttributeTag Attributes

Attribute	Type	Notes
TagID	*Long*	Read only. Local ID to identify Tagged Value.
AttributeID	*Long*	Read/Write. Local ID of attribute associated with this Tagged Value.
Name	*String*	Read/Write. Name of tag.
Value	*String*	Read/Write. Value associated with this tag.
Notes	*String*	Read/Write. Descriptive notes.
TagGUID	*String*	Read/Write. A globally unique ID for this Tagged Value.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

AttributeTag Methods

Method	Type	Notes
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.
Update ()	*Boolean*	Update the current AttributeTag object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.

16.6.2.6.4 Method

public Class

A *method* represents a UML *operation*. It is accessed from the Element *Methods* collection and includes collections for parameters, constraints and Tagged Values

Associated table in .EAP file: *t_operation*

Method Attributes

Attribute	Type	Notes
Parameters	*Collection* 1389	Read only. The *Parameters* collection for the current method. Use to add and access parameter objects for the current method.
PreConditions	*Collection* 1389	Read only. PreConditions (constraints) as they apply to this method. Returns a *MethodConstraint* object of type **pre**.
PostConditions	*Collection* 1389	Read only. PostConditions (constraints) as they apply to this method. Returns a *MethodConstraint* object of type **post**.
MethodGUID	*String*	Read/Write. A globally unique ID for the current method. System generated.
TaggedValues	*Collection* 1389	Read only. *TaggedValues* collection for the current method. Accesses a list of *MethodTag* objects.
MethodID	*Long*	Read only. A local ID for the current method, only valid within this .EAP file.
Name	*String*	Read/Write. The method name.
Visibility	*String*	Read/Write. The method scope: **Public**, **Protected**, **Private** or **Package** .
ReturnType	*String*	Read/Write. Return type for the method; can be a primitive data type or a Class or Interface type.
ReturnIsArray	*Boolean*	Read/Write. Flag to indicate the return value is an array.
Stereotype	*String*	Read/Write. The method stereotype (optional).
StereotypeEx	*String*	Read/Write. All the applied stereotypes of the method in a comma-separated list.
IsStatic	*Boolean*	Read/Write. Flag to indicate a static method.
Concurrency	*Variant*	Read/Write. Concurrency type of method.
Notes	*String*	Read/Write. Descriptive notes about the method.
Behavior	*String*	Read/Write. Some further explanatory behavior notes (eg. pseudocode). ***Note:*** *In earlier releases of Enterprise Architect this attribute had the UK/Australian spelling 'Behaviour'; this is still present for backwards compatibility, but please now use the 'Behavior' attribute for consistency.*
Abstract	*Boolean*	Read/Write. Flag indicating if the method is abstract (**1**) or not (**0**).
IsSynchronized	*Boolean*	Read/Write. Flag indicating a Synchronized method call.
IsConst	*Boolean*	Read/Write. Flag indicating the method is **Const**.
Style	*String*	Read/Write. Extended style information about the method.
IsPure	*Boolean*	Read/Write. Flag indicating the method is defined as Pure in C++.
Throws	*String*	Read/Write. Exception information.
ClassifierID	*String*	Read/Write. Classifier ID that applies to the *ReturnType*.

Attribute	Type	Notes
StyleEx	*String*	Read/Write. Advanced style settings. Not currently used.
Code	*String*	Read/Write. Optional field to hold the method Code (used for the **Initial Code** field).
IsRoot	*Boolean*	Read/Write. Flag to indicate if the method is *Root*.
IsLeaf	*Boolean*	Read/Write. Flag to indicate if the method is *Leaf* (cannot be overridden).
IsQuery	*Boolean*	Read/Write. Flag to indicate if the method is a query (ie. does not alter Class variables).
StateFlags	*String*	Read/Write. Some flags as applied to methods in State elements.
Pos	*Long*	Read/Write. Specifies the position of the method within the set of operations defined for a Class.
ParentID	*Long*	Read only. An optional ID of an element that 'owns' this diagram; eg. a Sequence diagram owned by a Use Case.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

Method Methods

Method	Type	Notes
Update ()	*Boolean*	Update the current method object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.

16.6.2.6.5 MethodConstraint

public Class

A *MethodConstraint* is a condition imposed on a method. It is accessed through either the Method *PreConditions* or Method *PostConditions* collection.

Associated table in .EAP file: *t_operationpres* and *t_operationposts*

MethodConstraint Attributes

Attribute	Type	Notes
MethodID	*Long*	Read/Write. The local ID of the associated method.
Name	*String*	Read/Write. The name of the constraint.
Type	*String*	Read/Write. The constraint type.
Notes	*String*	Read/Write. Descriptive notes about this constraint.

Attribute	Type	Notes
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

MethodConstraint Methods

Method	Type	Notes
Update ()	*Boolean*	Update the current *MethodConstraint* object after modification or appending a new item. If false is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.

16.6.2.6.6 MethodTag

public Class

A *MethodTag* is a Tagged Value associated with a method.

Associated table in .EAP file: *t_operationtag*

MethodTag Attributes

Attribute	Type	Notes
TagID	*Long*	Read only. A unique ID for this Tagged Value.
MethodID	*Long*	Read/Write. The ID of the associated method.
Name	*String*	Read/Write. The tag or name of the property.
Value	*String*	Read/Write. A value to apply to this tag.
Notes	*String*	Read/Write. Descriptive notes about this item.
TagGUID	*String*	Read/Write. A unique ID for this Tagged Value.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

MethodTag Methods

Method	Type	Notes
Update ()	*Boolean*	Update the current *MethodTag* object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.

16.6.2.6.7 Parameter

public Class

A Parameter object represents a method argument and is accessed through the *Method Parameters* collection.

Associated table in .EAP file: *t_operationparams*

Parameter Attributes

Attribute	Type	Notes
Alias	*String*	Read/Write. An optional alias for this parameter.
ClassifierID	*String*	Read/Write. A ClassifierID for the parameter, if known.
Default	*String*	Read/Write. A default value for this parameter.
IsConst	*Boolean*	Read/Write. Flag indicating the parameter is *Const* (cannot be altered).
Kind	*String*	Read/Write. The parameter kind - **in**, **inout**, **out**, **return**.
Name	*String*	Read/Write. The parameter name; must be unique for a single method.
Notes	*String*	Read/Write. Descriptive notes.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.
OperationID	*Long*	Read only. ID of the method associated with this parameter.
ParameterGUID	*String*	Read/Write. A globally unique ID for the current Parameter. System generated.
Position	*Long*	Read/Write. The position in the argument list.
Stereotype	*String*	Read/Write. The first stereotype of the parameter.
StereotypeEx	*String*	Read/Write. All the applied stereotypes of the parameter in a comma-separated list.
Style	*String*	Read/Write. Some style information.
StyleEx	*String*	Read/Write. Advanced style settings. Not currently used.
Type	*Variant*	Read/Write. The parameter type; can be a primitive type or defined classifier.

Parameter Methods

Method	Type	Notes
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.
Update ()	*Boolean*	Update the current Parameter object after modifying or appending a new item. If **false** is returned, check the *GetLastError* function for more information.

16.6.2.6.8 Partitions

public Collection

A collection of internal element partitions (regions). This is commonly seen in Activity, State, Boundary, Diagram Frame and similar elements. Not all elements support partitions.

This collection contains a set of *Partition* elements. The set is read/write: information is not saved until the host element is saved, so ensure that you call the *Element.Save* method after making changes to a Partition.

Partition Attributes

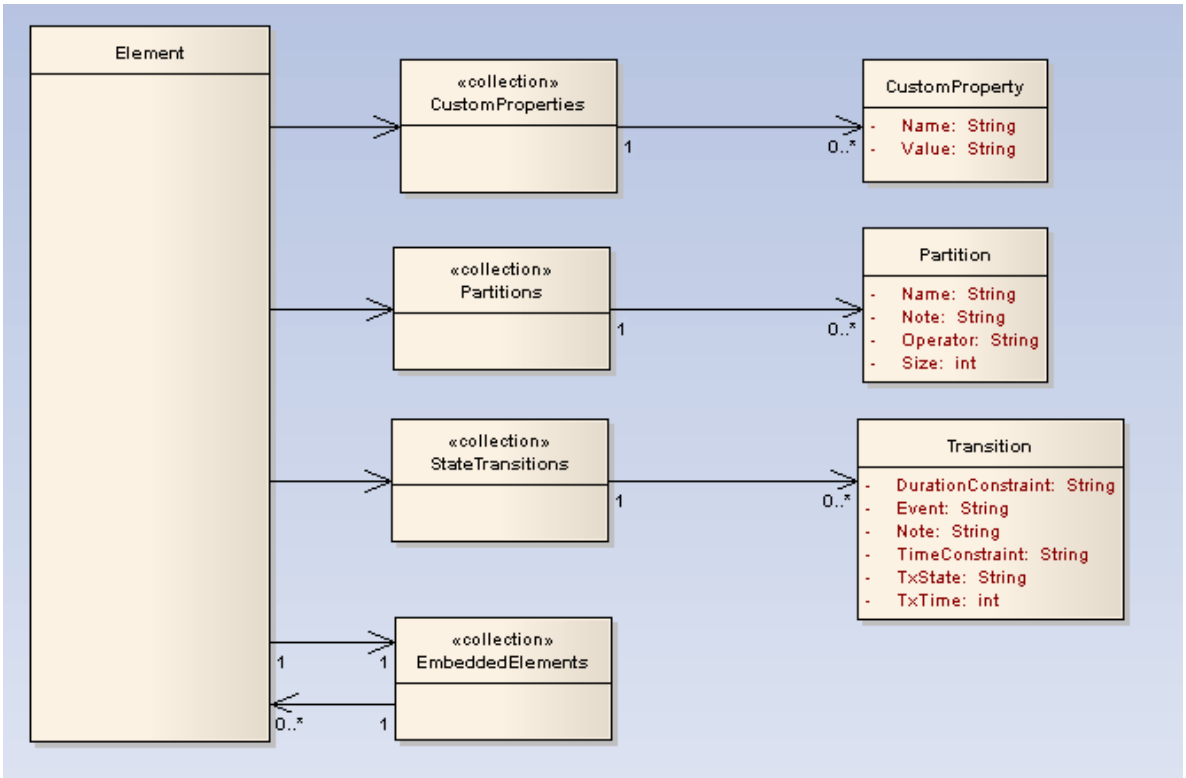
Attribute	Type	Notes
Name	*String*	Read/Write. The partition name; can represent a condition or constraint in some cases.
Note	*String*	Read/Write. A free text note associated with this partition.
Operator	*String*	Read/Write. An optional operator value that specifies the partition type.
Size	*String*	Read/Write. Vertical or horizontal width of partition in pixels.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

16.6.2.6.9 EmbeddedElements

public Collection

In UML 2.1 an element can have one or more embedded elements such as Ports, Pins, Parameters or ObjectNodes. These are attached to the boundary of the host element and cannot be moved off the element. They are owned by their host element. This collection gives easy access to the set of elements embedded on the surface of an element. Note that some embedded elements can have their own embedded element collection (eg. Ports can have interfaces embedded on them.)

The *EmbeddedElements* collection contains Element objects.



16.6.2.6.10 Transitions

public Collection

Applies only to *Timeline elements*. A Timeline element displays 0 or more state transitions at set times on its extent. This collection enables you to access the transition set. You can also access additional information by referring to the connectors associated with the Timeline, and by referencing messages passed between timelines. Note that any changes made to elements in this collection are only saved when the main element is saved.

Transition Attributes

Attribute	Type	Notes
TxTime	*String*	Read/Write. The time that the transition occurs. Value depends on range set in diagram.
TxState	*String*	Read/Write. The state to transition to. Defined in the *Timeline Properties* dialog.
Event	*String*	Read/Write. Event (optional) that initiated transition.
DurationConstraint	*String*	Read/Write. A constraint on the time duration that the transition takes.
TimeConstraint	*String*	Read/Write. A constraint on when the transition has to be complete by.
Note	*String*	Read/Write. A free text note.
ObjectType	*ObjectTyp*	Read only. Distinguishes objects referenced through a Dispatch interface.

Attribute	Type	Notes
	e 1374	

16.6.2.6.11 CustomProperties

public Collection

The *CustomProperties* collection contains 0 or more *Cust Properties* associated with the current element. These properties provide advanced UML configuration options, and must not be added to or deleted. The value of each property can be set.

Note: *The number and type of properties vary depending on the actual element.*

CustomProperty

Attribute	Type	Notes
Name	*String*	Read-only. The CustomProperty name.
Value	*String*	Read/Write. The value associated with this custom property. Can be a string, the boolean values **true** or **false**, or an enumeration value from a defined list. The UML 2.1.1 specification in general provides information on enumeration kinds relevant here.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

16.6.2.6.12 Properties

Properties

Properties Attributes

Attribute	Type	Notes
Count	*Long*	The number properties that are available for this object.
ObjectType 1374	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

Properties Methods

Method	Type	Notes
Item(Variant Index)	*Property* 1429	Returns a property either by name or by zero-based integer offset into the list of properties.

Property

Property Attributes

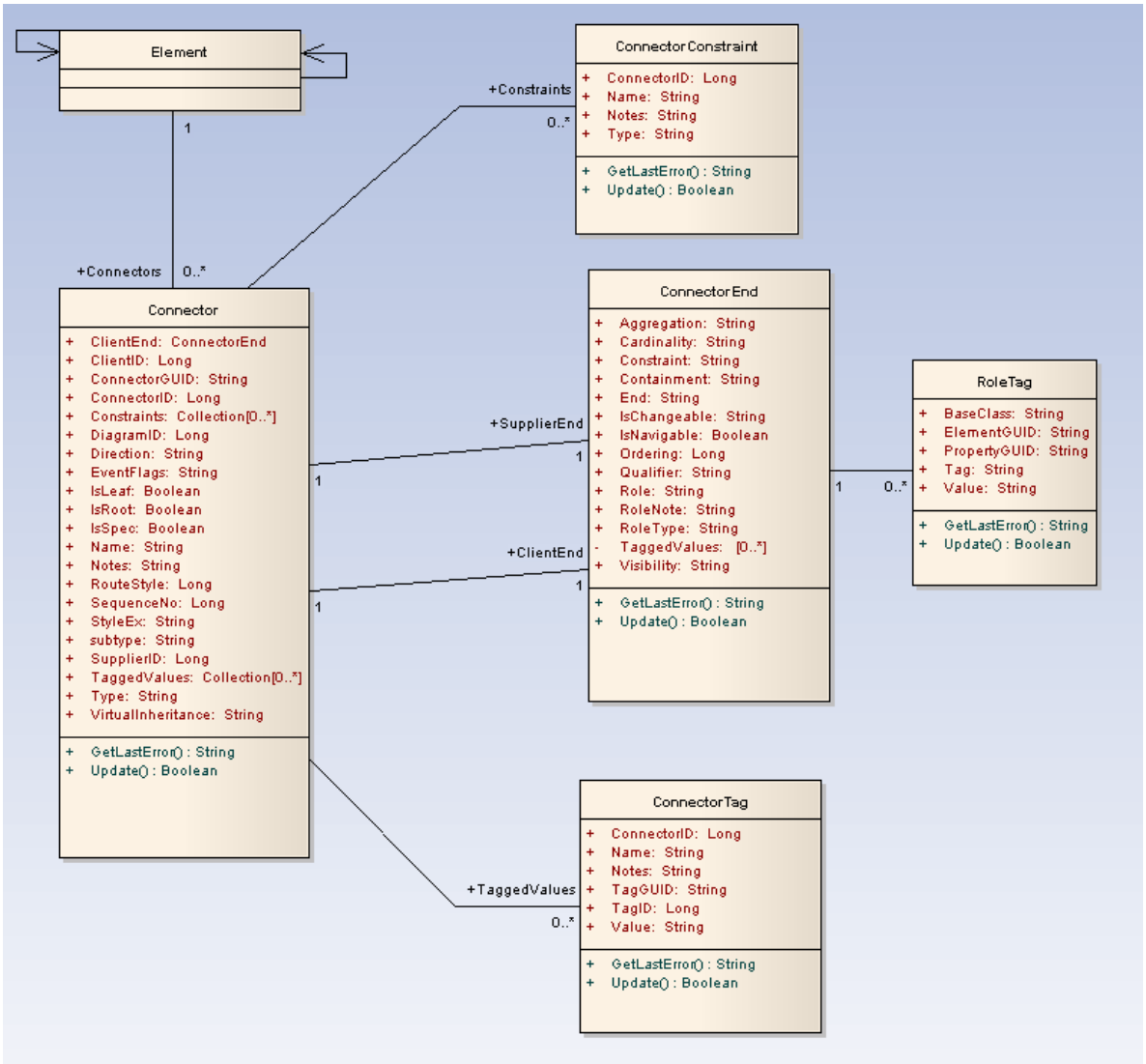
Attribute	Type	Notes
Name	*String*	Read only. Identifies the property. The object to which the properties list applies can have an automation property with the same name, in which case the data accessed through **Value** is

Attribute	Type	Notes
		identical to that obtained through the automation property.
Type	*PropType* 1375	Read only. Provides an indication of what sort of data is going to be stored by this property. This restriction can be further defined by the Validation attribute.
Validation	*String*	Read only. Optional string that is used to validate any data that is passed to the Value attribute. This string is used by the programmer at run time to provide an indication of what's expected, and by Enterprise Architect to ensure that the submitted data is appropriate.
Value	*Variant*	Read/write. The value of the property as defined in the other fields.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

16.6.2.7 Connector Package

public Package

The *Connector* package details how connectors between elements are accessed and managed.



16.6.2.7.1 ConnectorObject

public Class

A *ConnectorObject* represents the various kinds of connectors between UML elements. It is accessed from either the *Client* or *Supplier* element, using the *Connectors* collection of that element. When creating a new connector you must assign it a valid type from the following list:

- Aggregation
- Association
- Collaboration
- Dependency
- Generalization
- Instantiation
- Nesting

- NoteLink
- Realisation
- Sequence
- Transition
- UseCase

Associated table in .EAP file: *t_connector*

Connector Attributes

Attribute	Type	Notes
Alias	*String*	Read/Write. An optional alias for this connector.
ClientEnd	*ConnectorEnd* 1434	Read only. A pointer to the *ConnectorEnd* object representing the source end of the relationship.
ClientID	*Long*	Read/Write. *ElementID* of the element at the source end of this connector.
Color	*Long*	Read/Write. Sets the color of the connector.
ConnectorGUID	*Variant*	Read only. A globally unique ID for the current connector. System generated.
ConnectorID	*Long*	Read only. Local identifier for the current connector. System generated.
Constraints	*Collection* 1389	Read only. Collection of constraint objects.
CustomProperties	*Collection* 1389	Read only. Returns a collection of advanced properties associated with an element in the form of CustomProperty 1429 objects.
DiagramID	*Long*	Read/Write. The *DiagramID* of the connector.
Direction	*String*	Read/Write. Connector direction. Can be set to one of the following: • **Unspecified** • **Bi-Directional** • **Source -> Destination** • **Destination -> Source**
EventFlags	*String*	Read/Write. Structure to hold a variety of flags concerned with event signaling on messages.
IsLeaf	*Boolean*	Read/Write. Flag indicating connector is a *leaf*.
IsRoot	*Boolean*	Read/Write. Flag indicating connector is a *root*.
IsSpec	*Boolean*	Read/Write. Flag indicating connector is a specification.
MetaType	*String*	Read only: The connector's domain-specific meta type, as defined by an applied stereotype from an MDG Technology.
Name	*String*	Read/Write. The connector name.
Notes	*String*	Read/Write. Descriptive notes about the connector.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.
Properties	*Properties*	Returns a list of specialized properties that apply to the connector that

Attribute	Type	Notes
	1429	might not be available using the automation model. The properties are purposely undocumented because of their obscure nature and because they are subject to change as progressive enhancements are made to them.
RouteStyle	*Long*	Read/Write. The route style.
SequenceNo	*Long*	Read/Write. The *SequenceNo* of the connector.
Stereotype	*String*	Read/Write. Sets or gets the stereotype for this connector end.
StereotypeEx	*String*	Read/Write. All the applied stereotypes of the connector in a comma-separated list.
StyleEx	*String*	Read/Write. Advanced style settings. Not currently used.
Subtype	*String*	Read/Write. A possible subtype to refine the meaning of the connector.
SupplierEnd	*ConnectorEnd* 1434	Read only. A pointer to the *ConnectorEnd* object representing the target end of the relationship.
SupplierID	*Long*	Read/Write. *ElementID* of the element at the target end of this connector.
TaggedValues	*Collection* 1389	Read only. Collection of *ConnectorTag* objects.
TransitionEvent	*String*	Read/Write. See the Transition 1219 topic in the *Enterprise Architect User Guide* for appropriate values.
TransitionGuard	*String*	Read/Write. See the Transition 1219 topic in the *Enterprise Architect User Guide* for appropriate values.
TransitionAction	*String*	Read/Write. See the Transition 1219 topic in the *Enterprise Architect User Guide* for appropriate values.
Type	*String*	Read/Write. Connector type. Valid types are held in the *t_connectortypes* table in the .EAP file.
VirtualInheritance	*String*	Read/Write. For *Generalization*, indicates if inheritance is virtual.
Width	*Long*	Read/Write. Specifies the width of the connector.

Connector Methods

Method	Type	Notes
Update ()	*Boolean*	Update the current ConnectorObject after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.

16.6.2.7.2 ConnectorConstraint

public Class

A *ConnectorConstraint* holds information about special conditions that apply to a connector. It is accessed through the Connector *Constraints* collection

Associated table in .EAP file: *t_connectorconstraints*

ConnectorConstraint Attributes

Attribute	Type	Notes
ConnectorID	*Long*	Read/Write. A local ID value (long) - system generated.
Name	*String*	Read/Write. The constraint name.
Type	*String*	Read/Write. The constraint type.
Notes	*String*	Read/Write. Notes about this constraint.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

ConnectorConstraint Methods

Method	Type	Notes
Update ()	*Boolean*	Update the current *ConnectorConstraint* object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs

16.6.2.7.3 ConnectorEnd

public Class

A *ConnectorEnd* contains information about a single end of a connector. A *ConnectorEnd* is accessed from the connector as either the *ClientEnd* or *SupplierEnd.*

Associated table in .EAP file: derived from *t_connector*

ConnectorEnd Attributes

Attribute	Type	Notes
Aggregation	*Long*	Read/Write. Aggregation as it applies to this end. Valid values are: **0** = None **1** = Shared **2** = Composite.
Alias	*String*	Read/Write. An optional alias for this connector end.

Attribute	Type	Notes
AllowDuplicates	*Boolean*	Read/Write. For multiplicities greater than 1, indicates that duplicate entries are possible.
Cardinality	*String*	Read/Write. Cardinality associated with this end.
Constraint	*String*	Read/Write. A constraint that can be applied to this connector end.
Containment	*String*	Read/Write. Containment type applied to this connector end.
Derived	*Boolean*	Read/Write. Indicates that the value of this end is derived.
DerivedUnion	*Boolean*	Read/Write. Indicates the value of this role derived from the union of all roles that subset this.
End	*String*	Read only. The end this *ConnectorEnd* object applies to: *Client* or *Supplier*.
IsChangeable	*String*	Read/Write. Flag indicating whether this end is changeable or not.
IsNavigable	*Boolean*	Read/Write. Flag indicating this end is navigable from the other end.
Navigable	*String*	Read/Write. Indicates whether this role of an association is navigable from the opposite classifier. Three values are valid: *Navigable*, *Non-Navigable* and *Unspecified*.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.
Ordering	*Long*	Read/Write. Ordering for this connector end.
OwnedByClassifier	*Boolean*	Read/Write. Indicates this association end corresponds to an attribute on the opposite end of the association.
Qualifier	*String*	Read/Write. A qualifier that can apply to connector end.
Role	*String*	Read/Write. The connector end role.
RoleNote	*String*	Read/Write. Notes associated with the role of this connector end.
RoleType	*String*	Read/Write. The role type applied to this end of the connector.
Stereotype	*String*	Read/Write. Sets or gets the stereotype for this connector end.
StereotypeEx	*String*	Read/Write. All the applied stereotypes of the connector end in a comma-separated list.
TaggedValues	*Private:*	Read only. Collection of *RoleTag* objects.
Visibility	*String*	Read/Write. Scope associated with this connector end. Valid types are: *Public*, *Private*, *Protected* and *Package*.

ConnectorEnd Methods

Method	Type	Notes
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.

Method	Type	Notes
Update ()	*Boolean*	Update the current *ConnectorEnd* object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.

16.6.2.7.4 ConnectorTag

public Class

A *ConnectorTag* is a Tagged Value for a connector and is accessed through the Connector *TaggedValues* collection.

Associated table in .EAP file: *t_connectortag*

ConnectorTag Attributes

Attribute	Type	Notes
TagID	*Long*	Read only. A local ID to identify the Tagged Value.
ConnectorID	*Long*	Read/Write. The local ID of the associated connector.
Name	*String*	Read/Write. The tag or name.
Value	*String*	Read/Write. A value associated with the tag.
Notes	*String*	Read/Write. Descriptive notes associated with this Tagged Value.
TagGUID	*String*	Read/Write. A globally unique ID for this Tagged Value.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

ConnectorTag Methods

Method	Type	Notes
Update ()	*Boolean*	Update the current *ConnectorTag* object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.

16.6.2.7.5 RoleTag

public Class

This interface provides access to the association Role Tagged values. Each connector end has a RoleTag collection that can be accessed to add, delete and access the RoleTags.

In code you create something that resembles the following (where *con* is a Connector Object):

Code fragment for accessing a RoleTag in VB.NET:

```
client = con.ClientEnd
client.Role = "m_client"
client.Update()
tag = client.TaggedValues.AddNew("tag", "value")
tag.Update()
tag = client.TaggedValues.AddNew("tag2", "value2")
tag.Update()
client.TaggedValues.Refresh()
For idx = 0 To client.TaggedValues.Count - 1
   tag = client.TaggedValues.GetAt(idx)
   Console.WriteLine(tag.Tag)
   client.TaggedValues.DeleteAt(idx, False)
Next
tag = Nothing
```

RoleTag Attributes

Attribute	Type	Notes
BaseClass	*String*	Read/Write. Indicates the role end; set to **ASSOCIATION_SOURCE** or **ASSOCIATION_TARGET**.
ElementGUID	*String*	Read/Write. GUID of the connector with which this role tag is associated.
PropertyGUID	*String*	Read/Write. A system generated GUID to identify the Tagged Value.
Tag	*String*	Read/Write. The actual tag name.
Value	*String*	Read/Write. The value associated with this tag.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

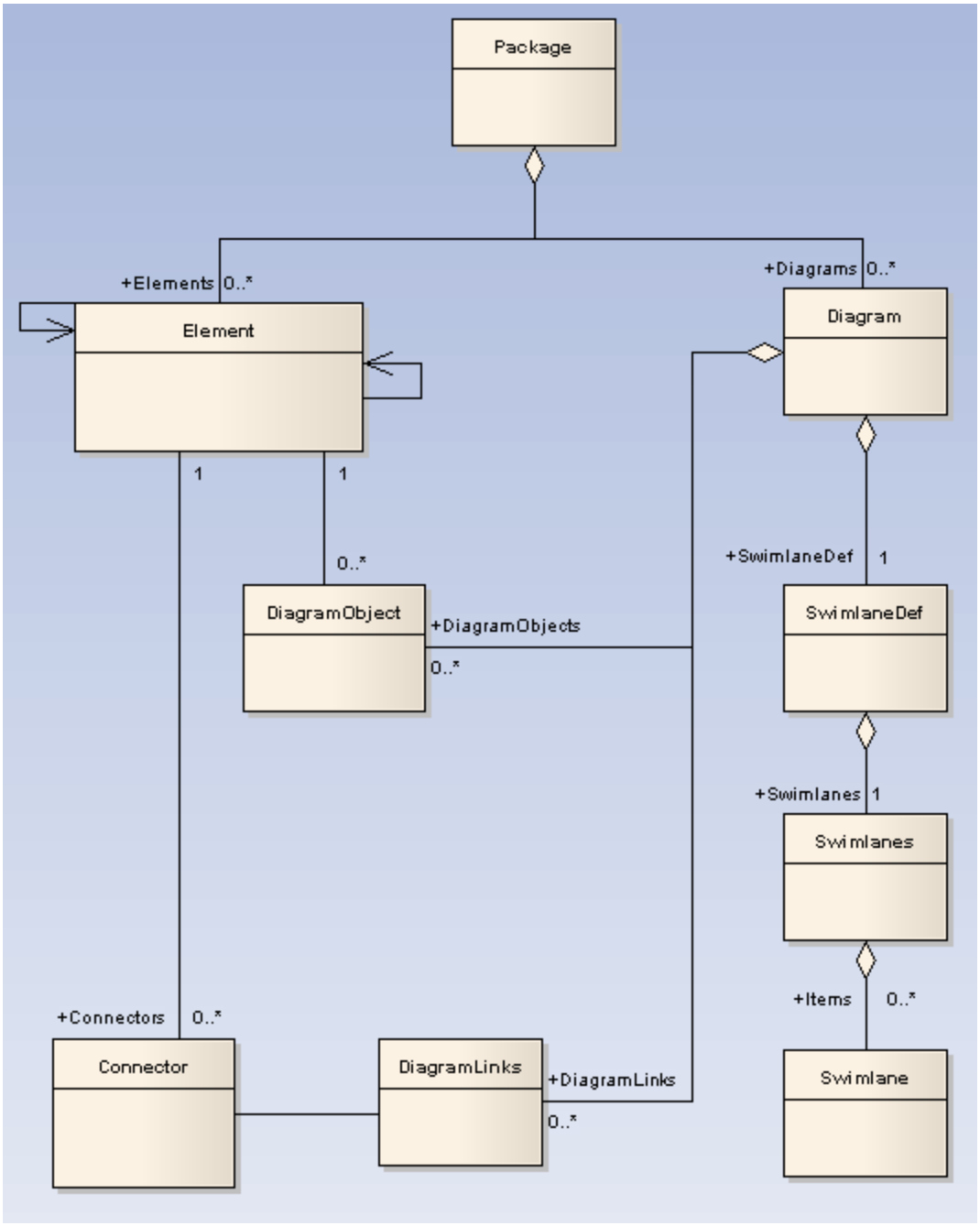
RoleTag Methods

Method	Type	Notes
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.
Update ()	*Boolean*	Update the RoleTag after changes or on initial creation.

16.6.2.8 Diagram Package

public Package

The *Diagram* package has information on a diagram and on *DiagramObjects* and *DiagramLinks,* which are the instances of elements within a diagram.



16.6.2.8.1 Diagram

public Class

A *Diagram* corresponds to a single Enterprise Architect diagram. It is accessed through the *Package Diagrams* collection and in turn contains a collection of diagram objects and diagram links. Adding to the *DiagramObjects* collection adds an element to the diagram (the element must already exist). When adding a new diagram, you must set the diagram type to a valid type; these are:

- Activity
- Analysis
- Component
- Custom
- Deployment
- Logical
- Sequence
- Statechart
- Use Case

Note: *Use the Analysis type for a Collaboration Diagram.*

Associated table in .EAP file: *t_diagram*

Diagram Attributes

Attribute	Type	Notes
DiagramObjects	*Collection* 1389	Read only. A collection of references to *DiagramObjects*. A DiagramObject is an instance of an element in a diagram, and includes size and display characteristics.
DiagramLinks	*Collection* 1389	Read only. A list of *DiagramLink* objects, each containing information about the display characteristics of a connector in a diagram. ***Note:*** *A Diagram link is only created once a user modifies a connector in a diagram in some way. Until this condition has been met default values are used and the diagram link is not in use.*
DiagramID	*Long*	Read only. A local ID for the diagram.
PackageID	*Long*	Read/Write. An ID of the package that this diagram belongs to.
ParentID	*Long*	Read/Write. An optional ID of an element that 'owns' this diagram; eg. a Sequence diagram owned by a Use Case.
Type	*String*	Read only. The diagram type. See the *t_diagramtypes* table in the .EAP file for more information.
Name	*String*	Read/Write. The diagram name.
Version	*String*	Read/Write. The version of the diagram.
Author	*String*	Read/Write. The author.
ShowDetails	*String*	Read/Write. Flag to indicate Diagram Details text should be shown.
ShowPublic	*Boolean*	Read/Write. Flag to show or hide Public features.
ShowPrivate	*Boolean*	Read/Write. Flag to show or hide Private features.
ShowProtected	*Boolean*	Read/Write. Flag to show or hide Protected features.
Orientation	*String*	Read/Write. Page orientation: **P** for Portrait or **L** for Landscape.
cx	*Long*	Read/Write. The *X* dimension of the diagram (default is 800).
cy	*Long*	Read/Write. The *Y* dimension of the diagram (default is 1100).
Scale	*Long*	Read/Write. The zoom scale (default is 100).
CreatedDate	*Date*	Read/Write. The date the diagram was created.

Attribute	Type	Notes
ModifiedDate	*Variant*	Read/Write. The date the diagram was last modified.
HighlightImports	*Boolean*	Read/Write. Flag to indicate elements from other packages should be highlighted.
ShowPackageContents	*Boolean*	Read/Write. Flag to indicate package contents should be shown in the current diagram.
StyleEx	*Long*	Read/Write. Advanced style settings.
ExtendedStyle	*String*	Read/Write. An extended style attribute.
IsLocked	*Boolean*	Read/Write. Flag indicating whether this diagram is locked or not.
DiagramGUID	*Variant*	Read/Write. A globally unique ID for this diagram.
Swimlanes	*String*	Read/Write. Information on swimlanes contained in the diagram. Please note that this property is superseded by SwimlaneDef 1443.
Notes	*String*	Read/Write. Set/retrieve notes for this diagram.
Stereotype	*String*	Read/Write. Sets or gets the stereotype for this diagram.
SelectedObjects	*Collection* 1389	Read only. Gets a collection representing the currently selected elements on the diagram. Can remove objects from this collection to deselect them, and add elements to the collection by passing the Object ID as a name to select them.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.
SelectedConnector	*Connector* 1431	Read/Write. The currently selected connector on this diagram. Null if there is no currently selected diagram.
MetaType	*String*	Read only: The diagram's domain-specific meta type, as defined by an MDG Technology
SwimlaneDef	*SwimlaneDef* 1443	Read/Write. Information on swimlanes contained in the diagram.

Diagram Methods

Method	Type	Notes
Update ()	*Boolean*	Updates the current Diagram Object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.
ReorderMessages ()	*void*	Resets the display order of Sequence and Collaboration messages. Typically used after inserting or deleting messages in the diagram.

16.6.2.8.2 DiagramLinks

public Class

A *DiagramLink* is an object that holds display information about a connector between two elements in a specific diagram. It includes, for example, the custom points and display appearance. Accessed from the Diagram *DiagramLinks* collection.

Associated table in .EAP file: *t_diagramlinks*

DiagramLinks Attributes

Attribute	Type	Notes
DiagramID	*Long*	Read/Write. The local ID for the associated diagram.
ConnectorID	*Long*	Read/Write. The ID of the associated connector.
Geometry	*String*	Read/Write. The geometry associated with the current connector in this diagram.
IsHidden	*Boolean*	Read/Write. Flag to indicate if this item is hidden or not.
Path	*String*	Read/Write. The path of the connector in this diagram.
Style	*String*	Read/Write. Additional style information; eg. color, thickness.
InstanceID	*Long*	Read only attribute. Holds the link identifier for the current model.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

DiagramLinks Methods

Method	Type	Notes
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.
Update ()	*Boolean*	Update the current *DiagramLink* object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.

16.6.2.8.3 DiagramObjects

public Class

The *DiagramObjects* collection holds a list of element IDs and presentation information that indicates what is displayed in a diagram and how it is shown

Associated table in .EAP file: *t_diagramobjects*

DiagramObjects Attributes

Attribute	Type	Notes
DiagramID	*Long*	Read/Write. The ID of the associated diagram (long).
ElementID	*Long*	Read/Write. The *ElementID* of the object instance in this diagram.
left	*Long*	Read/Write. The left position of the element.
right	*Long*	Read/Write. The right position of the element.
top	*Long*	Read/Write. The top position of the element.
bottom	*Long*	Read/Write. The bottom position of the element.
InstanceID	*Long*	Read/Write. Read only attribute. Holds the link identifier for the current model.
Sequence	*Long*	Read/Write. The sequence position when loading into diagram (affects Z order). The Z-order is one-based and the lowest value is in the foreground.
Style	*Variant*	Write only (reading this value gives undefined results). Style information for this object. See Setting the Style 1442 below for more information.
ObjectType	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

DiagramObjects Methods

Method	Type	Notes
GetLastError ()	*String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.
Update ()	*Boolean*	Update the current *DiagramObject* object after modification or appending a new item. If **false** is returned, check the *GetLastError* function for more information.

Setting The Style

The *Style* attribute is used for setting the appearance of a DiagramObject. It is set with a string value in the format:

```
BCol=n;BFol=n;LCol=n;LWth=n;
```

where:

- *BCol* = Background Color
- *BFol* = Font Color
- *LCol* = Line Color
- *LWth* = Line Width

The color value is a decimal representation of the hex RGB value, where Red=FF, Green=FF00 and Blue=FF0000. For example:

```
DiagObj.Style = "BCol=35723;BFol=9342520;LCol=9342520;LWth=1;"
```

The following code snippet shows how you might change the style settings for all of the objects in the current diagram, in this case changing everything to red.

```
For Each aDiagObj In aDiag.DiagramObjects
        aDiagObj.Style = "BCol=255;BFol=9342520;LCol=9342520;LWth=1;"
        aDiagObj.Update
        aRepos.ReloadDiagram aDiagObj.DiagramID
Next
```

16.6.2.8.4 SwimlaneDef

A *SwimlaneDef* object makes available attributes relating to a single row or column in a list of swimlanes.

Attribute	Type	Notes
Swimlanes	*Swimlanes* 1443	Read/Write. A list of individual swimlanes.
Orientation	*String*	Read/Write. Indication of whether the swimlanes are vertical or horizontal.
Locked	*Boolean*	Read/Write. If set to true, disables user modification of the swimlanes via the diagram.
HideNames	*Boolean*	Read/Write. Set to true to hide the swimlane titles.
ShowInTitleBar	*Boolean*	Read/Write. Enables vertical swimlane titles to be shown in title bar.
HideClassifier	*Boolean*	Read/Write. Removes any classifier from title display.
LineWidth	*Long*	Read/Write. Width of line, in pixels, used to draw swimlanes. Valid values: 1, 2 or 3.
LineColor	*Long*	Read/Write. RGB color used to draw swimlane borders.
Bold	*Boolean*	Read/Write. Show the title text in bold.
FontColor	*Long*	Read/Write. RGB color used to draw the titles.
ObjectType 1374	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

16.6.2.8.5 Swimlanes

A *Swimlanes* object is attached to a diagram's SwimlaneDef 1443 object and provides a mechanism to access individual swimlanes.

Swimlanes Attributes

Attribute	Type	Notes
Items	*Swimlane* 1444 *collection*	Read/Write. Access an individual swimlane. param: *Index [Object]* Either a string representing the title text or an integer representing the zero-based index of the swimlane to delete. If the string matches more than one swimlane title, the first matching swimlane is returned.
ObjectType 1374	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

Swimlanes Methods

Method	Type	Notes
Count ()	*Long*	Gives the number of swimlanes.
Add (String, Long)	*Swimlane* 1444	Adds a new swimlane to the end of the list. param: *Title [String]* The title text that appears at the top of the swimlane. Can be the same as an existing swimlane title. param: *Width [Long]* The width of the swimlane in pixels. Returns: A swimlane object representing the newly added entry.
Delete (Object)	*void*	param: *Index [Object]* Either a string representing the title text or an integer representing the zero-based index of the swimlane to delete. If the string matches more than one entry, only the first entry is deleted.
DeleteAll ()	*void*	Removes all swimlanes.
Insert (Long, String, Long)	*Swimlane* 1444	Inserts a swimlane at a specific position. *param: Index [Long]* The zero-based index of the existing Swimlane before which this new entry is inserted. *param: Title [String]* The title text which appears at the top of the swimlane. Can be the same as an existing swimlane title. *param: Width [Long]* The width of the swimlane in pixels. Returns: A swimlane object representing the newly added entry.

16.6.2.8.6 Swimlane

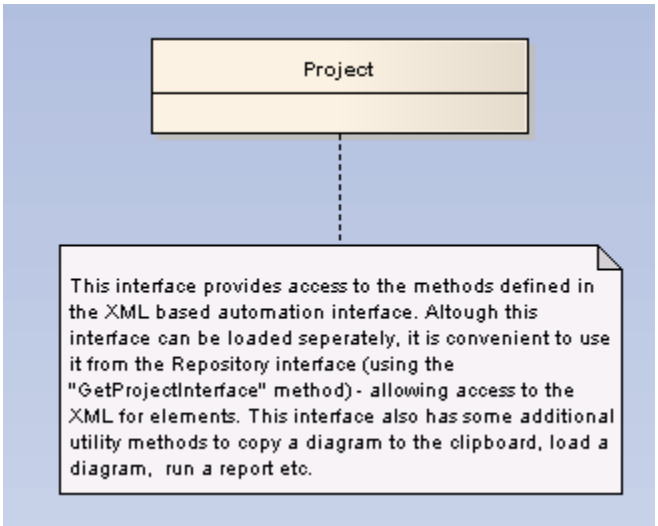
A *Swimlane* object makes available attributes relating to a single row or column in a list of swimlanes.

Attribute	Type	Notes
Title	*String*	Read/Write. Text at the head of the swimlane.
ClassifiedGuid	*String*	Read/Write. The GUID of the classifier Class. This can be obtained from the corresponding Element object via the *ElementGUID* property.
Width	*Long*	Read/Write. The width of the swimlane in pixels.
BackColor	*Long*	Read/Write. The swimlane is filled with this RGB color.
ObjectType 1374	*ObjectType* 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

16.6.2.9 Project Interface

public Package

The *Enterprise Architect.Project* interface. This is the XML-based interface to Enterprise Architect elements; it also includes some utility functions. You can get a pointer to this interface using the *Repository.GetProjectInterface* method.



16.6.2.9.1 Project

public Class

The Project interface can be accessed from the Repository using *GetProjectInterface()*. The returned interface provides access to the XML-based Enterprise Architect Automation Interface. Use this interface to get XML for the various internal elements and to run some utility functions to perform tasks such as load diagrams or run reports.

Project Attributes

Attribute	Type	Notes
ObjectType	ObjectType 1374	Read only. Distinguishes objects referenced through a Dispatch interface.

Project Methods

Method	Type	Notes
LoadProject (*String*)	protected abstract: *Boolean*	param: FileName [String - in] Load an Enterprise Architect project file. Do not use this method if you have accessed the Project interface from the Repository, which has already loaded a file.
ReloadProject ()	protected abstract: *Boolean*	Reload the current project. Convenient method to refresh the current loaded project (in case of outside changes to the .EAP file).

Method	Type	Notes
LoadDiagram (*String*)	protected abstract: *Boolean*	param: DiagramGUID [String - in] Load a diagram by its GUID. Note that Enterprise Architect expects this GUID in XML format. If you retrieve the GUID using the Diagram interface, you must convert to XML format; use the *GUIDtoXML* and *XMLtoGUID* functions to do this.
SaveDiagramImageToFile (*String*)	protected abstract: *String*	param: FileName [String - in] The filename of the image to save. Save a diagram image of the current diagram to file.
GetElement (*String*)	protected abstract: *String*	param: ElementGUID [String - in] The GUID of the element to retrieve XML for. GUID must be in XML format (use *GUIDtoXML* to change an Enterprise Architect GUID to an XML GUID). Get XML for the specified element.
EnumViews ()	protected abstract: *String*	Enumerate the views for a project. Returned as an XML document.
EnumPackages (*String*)	protected abstract: *String*	param: PackageGUID [String - in] Get a list of packages inside another. Returned as XML. Supply the GUID of the parent package, in XML format.
EnumElements (*String*)	protected abstract: String	param: PackageGUID [String - in] GUID of package to get list of elements for. Must be in XML format. List elements inside a package, in XML format.
EnumLinks (*String*)	protected abstract: *String*	param: PackageID [String - in] The package to get all associated links for.
EnumDiagrams (*String*)	protected abstract: *String*	param: PackageGUID [String - in] The GUID of the package to list diagrams for. Must be in XML format. Get an XML list of all diagrams in a specified package.
EnumDiagramElements (*String*)	protected abstract: *String*	param: DiagramGUID [String - in] The diagram GUID (in XML format) of the diagram to get elements for. Get a list of all elements contained in a diagram, in XML format.
EnumDiagramLinks (*String*)	protected abstract: *String*	param: DiagramID [String - in] The Diagram ID to get links for. Get a list of links appearing in a diagram, in XML format.
GetLink (*String*)	protected abstract: *String*	param: LinkGUID [String - in] The GUID to get details of, in XML format. Get connector details, in XML format.
GetDiagram *(String)*	protected abstract: *String*	param: DiagramGUID [String - in] The diagram ID, in XML format.

		Get diagram details, in XML format.
GetElementConstraints *(String)*	protected abstract: *String*	param: ElementGUID [String - in] Get constraints for an element, in XML format. Supply the element ID, in XML format.
GetElementEffort (*String*)	protected abstract: *String*	param: ElementGUID [String - in] Get effort for an element, in XML format.
GetElementMetrics (*String*)	protected abstract: *String*	param: ElementGUID [String - in] Get metrics for an element., in XML format
GetElementFiles (*String*)	protected abstract: *String*	param: ElementGUID [String - in] Get files for an element, in XML format.
GetElementRequirements *(String)*	protected abstract: *String*	param: ElementGUID [String - in] Get a list of requirements for an element, in XML format.
GetElementProblems (*String*)	protected abstract: *String*	param: ElementGUID [String - in] Get a list of Issues (problems) associated with an element.
GetElementResources (*String*)	protected abstract: *String*	param: ElementGUID [String - in] Get a resource list for an element, in XML format.
GetElementRisks (*String*)	protected abstract: *String*	param: ElementGUID [String - in] Get a list of risks associated with an element, in XML format.
GetElementScenarios (*String*)	protected abstract: *String*	param: ElementGUID [String - in] Get a list of scenarios for an element, in XML format.
GetElementTests (*String*)	protected abstract: *String*	param: ElementGUID [String - in] Get a list of tests for an element, in XML format.
ShowWindow (*Long*)	protected abstract: *void*	param: Show [Long - in] Show or Hide the Enterprise Architect User Interface.

Exit ()	protected abstract: *void*	Exit the current instance of Enterprise Architect; this function is maintained for backward compatibility and should never be called. Enterprise Architect automatically disappears when you are no longer using any of the provided objects.
PutDiagramImageOnClipboard (*String, Long*)	protected abstract: *Boolean*	param: DiagramGUID [String - in] param: Type [Long - in] Place an image of the current diagram on the clipboard.
PutDiagramImageToFile (*String, String, Long*)	protected abstract: *Boolean*	param: DiagramGUID [String - in] param: Filename [String - in] param: Type [Long - in]

		If type = **0** then it is metafile If type = **1** then it uses the file type from the name extension (ie. .bmp, .jpg, .gif, .png, .tga) Place an image of the current diagram to file.
ExportPackageXMI (*String, XMIType, Long, Long, Long, Long, String*)	protected abstract: *String*	param: PackageGUID [String - in] The GUID of the package to be exported. param: XMIType [EnumXMIType - in] Specifies the XMI type and version information. See XMIType Enum 1376 for enableable values. param: DiagramXML [Long - in] **True** if XML for diagrams is required. Accepted Values [**0** = Do not export diagrams, **1** = Export diagrams, **2** = Export diagrams along with alternate images] param: DiagramImage [Long - in] Format for diagram images to be created at the same time. Accepted Values [**-1**=NONE, **0**=EMF, **1**=BMP, **2**=GIF, **3**=PNG, **4**=JPG] param: FormatXML [Long - in] **True** if XML output should be formatted prior to saving. param: UseDTD [Long - in] **True** if a DTD should be used. param: FileName [String - in] The filename to output to. Export XMI for a specified package.
EnumProjects ()	protected abstract: *String*	Get a list of projects in the current file; corresponds to Model in Repository.

EnumViewEx (*String*)	protected abstract: *String*	param: ProjectGUID [String - in] Get a list of Views in the current project.
RunReport (*String, String, String*)	protected abstract: *void*	param: PackageGUID [String - in] param: TemplateName [String - in] param: FileName [String - in] Run a named report - RTF.
GetLastError ()	protected abstract: *String*	Returns a string value describing the most recent error that occurred in relation to this object. This function is rarely used since an exception is thrown when an error occurs.
GetElementProperties (*String*)	protected abstract: *String*	param: ElementGUID [String - in] Get Tagged Values for a specified element.

GUIDtoXML (*String*)	*String*	param: GUID [String - in] The Enterprise Architect style GUID to convert to XML format. Change an internal GUID to the form used in XML.
XMLtoGUID (String)	*String*	param: GUID [String - in] The XML style GUID to convert to Enterprise Architect internal format. Change a GUID in XML format to the form used inside Enterprise Architect.
RunHTMLReport (*String, String, String, String, String*)	*String*	param: PackageGUID [String - in] param: ExportPath [String - in] param: ImageFormat [String - in] param: Style [String - in] param: Extension [String - in] Run a HTML report (same as **Documentation | HTML Documentation** on right-click of package in the *Project Browser* window).
ImportPackageXMI (*String, String, Long, Long*)	*String*	param: PackageGUID [String - in] PackageGUID is the filename to import into (or overwrite). param: Filename or XMLText [String - in] The name of the XMI file. ***Note:*** *If the String is of type filename it is interpreted as a source file, otherwise the String is imported as XML text.* param: ImportDiagrams [Long - in] param: StripGUID [Long - in] Boolean value to indicate whether you want to replace the element UniqueIDs on import. If stripped, then a package could be imported twice into Enterprise Architect, as two different versions. Provides the ability to import an XMI file at a point in the tree.
SaveControlledPackage (*String*)	*String*	param: PackageGUID [String - in] Saves a package that has been configured as a controlled package, to XMI. Only the package GUID is required, Enterprise Architect picks the rest up from the package control info.
LoadControlledPackage (*String*)	*String*	param: PackageGUID [String - in] Loads a package that has been marked and configured as controlled. The filename details are stored in the package control data.
LayoutDiagram (*String, Long*)	*Boolean*	param: DiagramGUID [String - in]

(Deprecated)		param: LayoutStyle [Long - in] This LayoutStyle parameter is always ignored; it is recommended that *LayoutDiagramEx* is used instead. Calls the function to automatically layout a diagram in hierarchical fashion. It is only recommended for Class and Object diagrams.
LayoutDiagramEx (*String, Long, Long, Long, Long, Boolean*)	*Boolean*	param: DiagramGUID [String - in] param: LayoutStyle [Long - in] param: Iterations [Long - in] The number of layout iterations the Layout process should take to perform cross reduction (Default value = **4**). param: LayerSpacing [Long - in] The per-element layer spacing the Layout process shall use (Default value = **20**). param: ColumnSpacing [Long - in] The per-element column spacing the Layout process shall use (Default value = **20**). param: SaveToDiagram [Boolean - in] Specifies whether or not Enterprise Architect should save the supplied layout options as default to the diagram in question. Calls the function to automatically layout a diagram in hierarchical fashion. It is only recommended for Class and Object diagrams. LayoutStyle accepts the following options (also see Layout a Diagram 238 and ConstLayoutStyles Enum 1373): • Default Options: lsDiagramDefault lsProgramDefault • Cycle Removal Options: lsCycleRemoveGreedy lsCycleRemoveDFS • Layering Options: lsLayeringLongestPathSink lsLayeringLongestPathSource lsLayeringOptimalLinkLength • Initialize Options: IsInitializeNaive IsInitializeDFSOut IsInitializeDFSIn • Crossing Reduction Option: lsCrossReduceAggressive • Layout Options - Direction lsLayoutDirectionUp lsLayoutDirectionDown

		lsLayoutDirectionLeft lsLayoutDirectionRight.

GenerateXSD(*String, String, String, String*)	*Boolean*	Create an XML schema for this GenerateXSD. Returns True on success. Parameters: • PackageGUID: String, identifies the package • Filename: String, target filepath • Encoding: String, the XML encoding for the code page instruction • Options: String, unused.
GenerateClass(*String*)	*Boolean*	Generates the code for a single Class. Parameters: • ElementGUID: String, identifies the element to generate • ExtraOptions: String, enables extra options to be given to the command; currently unused.
GeneratePackage(*String, String*)	*Boolean*	Generates the code for all Classes within a package. Parameters: • PackageGUID: String, identifies the package to generate. • ExtraOptions: String, enables extra options to be given to the command; currently enables generation of all subpackages (*recurse*), force overwrite of all files (*overwrite*) and specification to auto generate all paths (*dir*) - for example:*recurse=1;overwrite=1;dir=C:*
TransformElement(*String, String, String, String*)	*Boolean*	Parameters: • TransformName: String, specifies the transformation that should be executed • ElementGUID: String, identifies the element to transform • TargetPackageGUID: String, identifies the package to transform into • ExtraOptions: String, enables extra options to be given to the command; currently unused.
TransformPackage(*String, String, String, String*)	*Boolean*	Runs a transformation on the contents of a package. Parameters: • TransformName: String, specifies the transformation that should be executed • SourcePackageGUID: String, identifies the package to transform • TargetPackageGUID: String, identifies the package to transform into • ExtraOptions: String, enables extra options to be given to the command; currently unused.
SynchronizeClass(*String, String*)	*Boolean*	Synchronizes a Class with latest source code.

		Parameters: • ElementGUID: String, identifies the element to update from code • ExtraOptions: String, enables extra options to be given to the command; currently unused.
SynchronizePackage(*String, String*)	*Boolean*	Synchronizes each Class in a package with latest source code. Parameters: • PackageGUID: String, identifies the package containing the elements to update from code • ExtraOptions: String, enables extra options to be given to the command; currently enables synchronisation of all child package (children) - for example children=**1**.
ImportDirectory(*String, String, String, String*)	*Boolean*	Imports source code directory into the model. Parameters: • PackageGUID: String, identifies the package to reverse engineer code into • Language: String, specifies the language of the code to be imported • DirectoryPath: String, specifies the path where the code is found on the computer • ExtraOptions: String, enables extra options to be given to the command; currently enables import of source from all child directories (recurse) - for example recurse=1.
ImportFile (*String, String, String, String*)	*Boolean*	Used to import an individual file into the model, in a package per namespace style import. Parameters: • PackageGUID: String, identifies the package to reverse engineer code into; this is expected to be a namespace root package • Language: String, specifies the language of the code to be imported • Filename: String, specifies the path where the code is found on the computer • ExtraOptions: String, enables extra options to be given to the command; currently unused.

16.6.2.10 Code Samples

This topic contains various code examples indicating how to use the Automation Interface, written in VB Dot Net:

16.6.2.10.1 Open the Repository

public Object

```
''An example of how to open an Enterprise Architect repository
''in VB.Net.

Public Class AutomationExample

  ''class level variable for Repository
  Public m_Repository As Object

  Public Sub Run()
    try
      ''create the repository object
      m_Repository = CreateObject("EA.Repository")

      ''open an EAP file
      m_Repository.OpenFile("F:\Test\EAAuto.EAP")
      ''use the Repository in any way required
      'DumpModel

      ''close the repository and tidy up
      m_Repository.Exit()
      m_Repository = Nothing

....catch e as exception
      Console.WriteLine(e)
    End try
  End Sub
end Class
```

16.6.2.10.2 Iterate Through an EAP File

public Object

```
''Assume repository has already been opened.

''Start at the model level
Sub DumpModel()
      Dim idx as Integer
      For idx=0 to m_Repository.Models.Count-1
                  DumpPackage("",m_Repository.Models.GetAt(idx))
      Next
End Sub

'output package name, then element contents, then process child packages
Sub DumpPackage(Indent as String, Package as Object)
      Dim idx as Integer
      Console.WriteLine(Indent + Package.Name)
      DumpElements(Indent + "    ", Package)

      For idx = 0 to Package.Packages.Count-1
                  DumpPackage(Indent + "    ", Package.Packages.GetAt(idx))
      Next
```

```
End Sub

''dump element name
Sub DumpElements(Indent as String, Package as Object)
      Dim idx as Integer
      For idx = 0 to Package.Elements.Count-1
                  Console.WriteLine(Indent + "::" +  Package.Elements.GetAt(idx).Name)
      Next
End Sub
```

16.6.2.10.3 Add and Manage Packages

public Object

Example illustrating how to add a Model or a Package.

```
Sub TestPackageLifecycle

   Dim idx as integer
   Dim idx2 as integer
   Dim package as object
   Dim model as object
   Dim o as object

   ''first add a new Model

   model = m_Repository.Models.AddNew("AdvancedModel","")
   If not model.Update() Then
      Console.WriteLine(model.GetLastError())
   End If

   ''refresh the models collection
   m_Repository.Models.Refresh

   ''now work through models collection and add a package

   For idx = 0 to m_Repository.Models.Count -1
      o = m_Repository.Models.GetAt(idx)
      Console.WriteLine(o.Name)
      If o.Name = "AdvancedModel" Then
            package = o.Packages.Addnew("Subpackage","Nothing")
            If not package.Update() Then
               Console.WriteLine(package.GetLastError())
            End If

            package.Element.Stereotype = "system"
            package.Update


            ''for testing purposes just delete the
            ''newly created Model and its contents
            m_Repository.Models.Delete(idx)

      End If
   Next

End Sub
```

16.6.2.10.4 Add and Manage Elements

public Object

```
''Add and delete elements in a package.

Sub ElementLifecycle
```

```
    Dim package as Object
    Dim element as Object

    package = m_Repository.GetPackageByID(2)
    element = package.elements.AddNew("Login to Website","UseCase")
    element.Stereotype = "testcase"
    element.Update
    package.elements.Refresh()

    Dim idx as integer


    ''note the repeated calls to "package.elements.GetAt"
    ''in general you should make this call once and assign to a local
    ''variable - in the example below, Enterprise Architect loads the element required
    ''everytime a call is made - rather than loading once and keeping
    ''a local reference

    For idx = 0 to package.elements.count-1
       Console.WriteLine(package.elements.GetAt(idx).Name)
       If (package.elements.GetAt(idx).Name = "Login to Website" and _
          package.elements.GetAt(idx).Type = "UseCase") Then
                package.elements.deleteat(idx, false)
       End If
    Next
End Sub
```

16.6.2.10.5 Add a Connector

public Object

```
''Add a connector and set values.

Sub ConnectorTest

    Dim source as object
    Dim target as object
    Dim con as object
    Dim o as object

    Dim client as object
    Dim supplier as object

    ''use ElementID's to quickly load an element in this example
    ''... you must find suitable ID's in your model

    source = m_Repository.GetElementByID(129)
    target = m_Repository.GetElementByID(169)

    con = source.Connectors.AddNew ("test link 2", "Association")

    ''again- replace ID with a suitable one from your model
    con.SupplierID = 169

    If not con.Update Then
       Console.WriteLine(con.GetLastError)
    End If
    source.Connectors.Refresh

    Console.WriteLine("Connector Created")

    o = con.Constraints.AddNew ("constraint2","type")
    If not o.Update Then
       Console.WriteLine(o.GetLastError)
    End If
```

```
    o = con.TaggedValues.AddNew ("Tag","Value")
    If not o.Update Then
       Console.WriteLine(o.GetLastError)
    End If

      "use the client and supplier ends to set
      "additional information

    client = con.ClientEnd
    client.Visibility = "Private"
    client.Role = "m_client"
    client.Update
    supplier = con.SupplierEnd
    supplier.Visibility = "Protected"
    supplier.Role = "m_supplier"
    supplier.Update

    Console.WriteLine("Client and Supplier set")

    Console.WriteLine(client.Role)
    Console.WriteLine(supplier.Role)

End Sub
```

16.6.2.10.6 Add and Manage Diagrams

public Object

```
''An example of how to create a diagram and add an element to it.
''Note the optional use of element rectangle setting using
''left,right,top and bottom dimensions in AddNew call.

Sub DiagramLifeCycle

    Dim diagram as object
    Dim v as object
    Dim o as object
    Dim package as object

    Dim idx as Integer
    Dim idx2 as integer

    package = m_Repository.GetPackageByID(5)

    diagram = package.Diagrams.AddNew("Logical Diagram","Logical")
    If not diagram.Update Then
       Console.WriteLine(diagram.GetLastError)
    End if

    diagram.Notes = "Hello there this is a test"
    diagram.update()

    o = package.Elements.AddNew("ReferenceType","Class")
    o.Update

    '' add element to diagram - supply optional rectangle co-ordinates

    v = diagram.DiagramObjects.AddNew("l=200;r=400;t=200;b=600;","")
    v.ElementID = o.ElementID
    v.Update

    Console.WriteLine(diagram.DiagramID)


End Sub
```

16.6.2.10.7 Add and Delete Attributes and Methods

public Object

```
Dim element as object
Dim idx as integer
Dim attribute as object
Dim method as object

'just load an element by ID - you must
'substitute a valid ID from your model
element = m_Repository.GetElementByID(246)

''create a new method
method = element.Methods.AddNew("newMethod", "int")
method.Update
element.Methods.Refresh

'now loop through methods for Element - and delete our addition
For idx = 0 to element.Methods.Count-1
   method =element.Methods.GetAt(idx)
   Console.Writeline(method.Name)
   If(method.Name = "newMethod") Then
      element.Methods.Delete(idx)
   End if
Next

'create an attribute
attribute = element.attributes.AddNew("NewAttribute", "int")
attribute.Update
element.attributes.Refresh

'loop through and delete our new attribute
For idx = 0 to element.attributes.Count-1
   attribute =element.attributes.GetAt(idx)
   Console.Writeline(attribute.Name)
   If(attribute.Name = "NewAttribute") Then
      element.attributes.Delete(idx)
   End If
Next
```

16.6.2.10.8 Element Extras

public Object

```
''Examples of how to access and use element extras, such as
''scenarios, constraints and requirements.

Sub ElementExtras

   Dim element as object
   Dim o as object
   Dim idx as Integer
   Dim bDel as boolean
   bDel = true

   try
      element = m_Repository.GetElementByID(129)


      'manage constraints for an element
      'demonstrate addnew and delete
      o = element.Constraints.AddNew("Appended","Type")
      If not o.Update Then
         Console.WriteLine("Constraint error:" + o.GetLastError())
      End if
```

```
element.Constraints.Refresh
For idx = 0 to element.Constraints.Count -1
   o = element.Constraints.GetAt(idx)
   Console.WriteLine(o.Name)
   If(o.Name="Appended") Then
      If bDel Then element.Constraints.Delete (idx)
   End if
Next


'efforts
o = element.Efforts.AddNew("Appended","Type")
If not o.Update Then
   Console.WriteLine("Efforts error:" + o.GetLastError())
End if
element.Efforts.Refresh
For idx = 0 to element.Efforts.Count -1
   o = element.Efforts.GetAt(idx)
   Console.WriteLine(o.Name)
   If(o.Name="Appended") Then
      If bDel Then element.Efforts.Delete (idx)
   End if
Next

'Risks
o = element.Risks.AddNew("Appended","Type")
If not o.Update Then
   Console.WriteLine("Risks error:" + o.GetLastError())
End if
element.Risks.Refresh
For idx = 0 to element.Risks.Count -1
   o = element.Risks.GetAt(idx)
   Console.WriteLine(o.Name)
   If(o.Name="Appended") Then
      If bDel Then element.Risks.Delete (idx)
   End if
Next

'Metrics
o = element.Metrics.AddNew("Appended","Change")
If not o.Update Then
   Console.WriteLine("Metrics error:" + o.GetLastError())
End if
element.Metrics.Refresh
For idx = 0 to element.Metrics.Count -1
   o = element.Metrics.GetAt(idx)
   Console.WriteLine(o.Name)
   If(o.Name="Appended") Then
      If bDel Then element.Metrics.Delete (idx)
   End if
Next


'TaggedValues
o = element.TaggedValues.AddNew("Appended","Change")
If not o.Update Then
   Console.WriteLine("TaggedValues error:" + o.GetLastError())
End if
element.TaggedValues.Refresh
For idx = 0 to element.TaggedValues.Count -1
   o = element.TaggedValues.GetAt(idx)
   Console.WriteLine(o.Name)
   If(o.Name="Appended") Then
      If bDel Then element.TaggedValues.Delete (idx)
   End if
Next


'Scenarios
o = element.Scenarios.AddNew("Appended","Change")
```

```
If not o.Update Then
   Console.WriteLine("Scenarios error:" + o.GetLastError())
End if
element.Scenarios.Refresh
For idx = 0 to element.Scenarios.Count -1
   o = element.Scenarios.GetAt(idx)
   Console.WriteLine(o.Name)
   If(o.Name="Appended") Then
      If bDel Then element.Scenarios.Delete (idx)
   End if
Next

'Files
o = element.Files.AddNew("MyFile","doc")
If not o.Update Then
   Console.WriteLine("Files error:" + o.GetLastError())
End if
element.Files.Refresh
For idx = 0 to element.Files.Count -1
   o = element.Files.GetAt(idx)
   Console.WriteLine(o.Name)
   If(o.Name="MyFile") Then
      If bDel Then element.Files.Delete (idx)
   End if
Next

'Tests
o = element.Tests.AddNew("TestPlan","Load")
If not o.Update Then
   Console.WriteLine("Tests error:" + o.GetLastError())
End if
element.Tests.Refresh
For idx = 0 to element.Tests.Count -1
   o = element.Tests.GetAt(idx)
   Console.WriteLine(o.Name)
   If(o.Name="TestPlan") Then
      If bDel Then element.Tests.Delete (idx)
   End if
Next

'Defect
o = element.Issues.AddNew("Broken","Defect")
If not o.Update Then
   Console.WriteLine("Issues error:" + o.GetLastError())
End if
element.Issues.Refresh
For idx = 0 to element.Issues.Count -1
   o = element.Issues.GetAt(idx)
   Console.WriteLine(o.Name)
   If(o.Name="Broken") Then
      If bDel Then element.Issues.Delete (idx)
   End if
Next

'Change
o = element.Issues.AddNew("Change","Change")
If not o.Update Then
   Console.WriteLine("Issues error:" + o.GetLastError())
End if
element.Issues.Refresh
For idx = 0 to element.Issues.Count -1
   o = element.Issues.GetAt(idx)
   Console.WriteLine(o.Name)
   If(o.Name="Change") Then
      If bDel Then element.Issues.Delete (idx)
   End if
Next


catch e as exception
```

```
        Console.WriteLine(element.Methods.GetLastError())
        Console.WriteLine(e)
    End try

End Sub
```

16.6.2.10.9 Repository Extras

public Object

```
' Examples of how to access repository
' collections for system level information.

Sub RepositoryExtras

    Dim o as object
    Dim idx as integer

    'issues
    o = m_Repository.Issues.AddNew("Problem","Type")
    If(o.Update=false) Then
        Console.WriteLine (o.GetLastError())
    End if
    o = nothing
    m_Repository.Issues.Refresh
    For idx = 0 to m_Repository.Issues.Count-1
        Console.Writeline(m_Repository.Issues.GetAt(idx).Name)
        If(m_Repository.Issues.GetAt(idx).Name = "Problem") then
            m_Repository.Issues.DeleteAt(idx,false)
            Console.WriteLine("Delete Issues")
        End if
    Next

    "tasks
    o = m_Repository.Tasks.AddNew("Task 1","Task type")
    If(o.Update=false) Then
        Console.WriteLine ("error - " + o.GetLastError())
    End if
    o = nothing
    m_Repository.Tasks.Refresh
    For idx = 0 to m_Repository.Tasks.Count-1
        COnsole.Writeline(m_Repository.Tasks.GetAt(idx).Name)
        If(m_Repository.Tasks.GetAt(idx).Name = "Task 1") then
            m_Repository.Tasks.DeleteAt(idx,false)
            Console.WriteLine("Delete Tasks")
        End if
    Next

      "glossary
    o = m_Repository.Terms.AddNew("Term 1","business")
    If(o.Update=false) Then
        Console.WriteLine ("error - " + o.GetLastError())
    End if
    o = nothing
    m_Repository.Terms.Refresh
    For idx = 0 to m_Repository.Terms.Count-1
        COnsole.Writeline(m_Repository.Terms.GetAt(idx).Term)
        If(m_Repository.Terms.GetAt(idx).Term = "Term 1") then
            m_Repository.Terms.DeleteAt(idx,false)
            Console.WriteLine("Delete Terms")
        End if
    Next

    'authors
    o = m_Repository.Authors.AddNew("Joe B","Writer")
    If(o.Update=false) Then
        Console.WriteLine (o.GetLastError())
```

```
    End if
    o = nothing
    m_Repository.Authors.Refresh
    For idx = 0 to m_Repository.authors.Count-1
       COnsole.Writeline(m_Repository.Authors.GetAt(idx).Name)
       If(m_Repository.authors.GetAt(idx).Name = "Joe B") then
          m_Repository.authors.DeleteAt(idx,false)
          Console.WriteLine("Delete Authors")
       End if
    Next


    o = m_Repository.Clients.AddNew("Joe Sphere","Client")
    If(o.Update=false) Then
       Console.WriteLine (o.GetLastError())
    End if
    o = nothing
    m_Repository.Clients.Refresh
    For idx = 0 to m_Repository.Clients.Count-1
       COnsole.Writeline(m_Repository.Clients.GetAt(idx).Name)
       If(m_Repository.Clients.GetAt(idx).Name = "Joe Sphere") then
          m_Repository.Clients.DeleteAt(idx,false)
          Console.WriteLine("Delete Clients")
       End if
    Next


    o = m_Repository.Resources.AddNew("Joe Worker","Resource")
    If(o.Update=false) Then
       Console.WriteLine (o.GetLastError())
    End if
    o = nothing
    m_Repository.Resources.Refresh
    For idx = 0 to m_Repository.Resources.Count-1
       COnsole.Writeline(m_Repository.Resources.GetAt(idx).Name)
       If(m_Repository.Resources.GetAt(idx).Name = "Joe Worker") then
          m_Repository.Resources.DeleteAt(idx,false)
          Console.WriteLine("Delete Resources")
       End if
    Next

End Sub
```

16.6.2.10.10 Stereotypes

public Object

```
Sub TestStereotypes

    Dim o as object
    Dim idx as integer

    ''add a new stereotype to the Stereotypes collection
    o = m_Repository.Stereotypes.AddNew("funky","class")
    If(o.Update=false) Then
       Console.WriteLine (o.GetLastError())
    End if
    o = nothing

    ''make sure we refresh
    m_Repository.Stereotypes.Refresh

    ''then iterate through - deleting our new entry in the process
    For idx = 0 to m_Repository.Stereotypes.Count-1
       COnsole.Writeline(m_Repository.Stereotypes.GetAt(idx).Name)
       If(m_Repository.Stereotypes.GetAt(idx).Name = "funky") then
          m_Repository.Stereotypes.DeleteAt(idx,false)
```

```
        Console.WriteLine("Delete element")
    End if
Next

End Sub
```

16.6.2.10.11 Work with Attributes

public Object

```
''An example of working with attributes.

Sub AttributeLifecycle

    Dim element as object
    Dim o as object
    Dim t as object
    Dim idx as Integer
    Dim idx2 as integer
    try
        element = m_Repository.GetElementByID(129)

        For idx = 0 to element.Attributes.Count -1

            Console.WriteLine("attribute=" + element.Attributes.GetAt(idx).Name)

            o = element.Attributes.GetAt(idx)
            t = o.Constraints.AddNew("> 123","Precision")
            t.Update()
            o.Constraints.Refresh
            For idx2 = 0 to o.Constraints.Count-1
                t = o.Constraints.GetAt(idx2)
                Console.WriteLine("Constraint: " + t.Name)
                If(t.Name="> 123") Then
                    o.Constraints.DeleteAt(idx2, false)
                End if
            Next

            For idx2 = 0 to o.TaggedValues.Count-1
                t = o.TaggedValues.GetAt(idx2)
                If(t.Name = "Type2") Then
                    'Console.WriteLine("deleteing")
                    o.TaggedValues.DeleteAt(idx2, true)
                End if
            Next

            t = o.TaggedValues.AddNew("Type2","Number")
            t.Update
            o.TaggedValues.Refresh
            For idx2 = 0 to o.TaggedValues.Count-1
                t = o.TaggedValues.GetAt(idx2)
                Console.WriteLine("Tagged Value: " + t.Name)
            Next

            If(element.Attributes.GetAt(idx).Name = "m_Tootle") Then
                Console.WriteLine("delete attribute")
                element.Attributes.DeleteAt(idx, false)
            End If


        Next


    catch e as exception
        Console.WriteLine(element.Attributes.GetLastError())
        Console.WriteLine(e)
    End try
```

```
End Sub
```

16.6.2.10.12 Work with Methods

public Object

```
''An example of working with the Methods collection
''of an element - and with Method collections.

Sub MethodLifeCycle

    Dim element as object
    Dim method as object
    Dim t as object
    Dim idx as Integer
    Dim idx2 as integer

    try
        element = m_Repository.GetElementByID(129)

        For idx = 0 to element.Methods.Count -1
            method = element.Methods.GetAt(idx)
            Console.WriteLine(method.Name)

            t = method.PreConditions.AddNew("TestConstraint","something")
            If t.Update = false Then
                Console.WriteLine("PreConditions: " + t.GetLastError)
            End if

            method.PreConditions.Refresh
            For idx2 = 0 to method.PreConditions.Count-1
                t = method.PreConditions.GetAt(idx2)
                Console.WriteLine("PreConditions: " + t.Name)
                If t.Name = "TestConstraint" Then
                    method.PreConditions.DeleteAt(idx2,false)
                End If
            Next

            t = method.PostConditions.AddNew("TestConstraint","something")
            If t.Update = false Then
                COnsole.WriteLine("PostConditions: " + t.GetLastError)
            End if

            method.PostConditions.Refresh
            For idx2 = 0 to method.PostConditions.Count-1
                t = method.PostConditions.GetAt(idx2)
                Console.WriteLine("PostConditions: " + t.Name)
                If t.Name = "TestConstraint" Then
                    method.PostConditions.DeleteAt(idx2, false)
                End If
            Next

            t = method.TaggedValues.AddNew("TestTaggedValue","something")
            If t.Update = false Then
                COnsole.WriteLine("Tagged Values: " + t.GetLastError)
            End if

            For idx2 = 0 to method.TaggedValues.Count-1
                t = method.TaggedValues.GetAt(idx2)
                Console.WriteLine("Tagged Value: " + t.Name)
                If(t.Name= "TestTaggedValue") Then
                    method.TaggedValues.DeleteAt(idx2,false)
                End If
            Next

            t = method.Parameters.AddNew("TestParam","string")
            If t.Update = false Then
```

```
            Console.WriteLine("Parameters: " + t.GetLastError)
        End if

        method.Parameters.Refresh
        For idx2 = 0 to method.Parameters.Count-1
            t = method.Parameters.GetAt(idx2)
            Console.WriteLine("Parameter: " + t.Name)
            If(t.Name="TestParam") Then
                method.Parameters.DeleteAt(idx2, false)
            End If
        Next

        method = nothing
    Next
catch e as exception
    Console.WriteLine(element.Methods.GetLastError())
    Console.WriteLine(e)
End try

End Sub
```

16.7 MDG Technologies in SDK

The Model Driven Generation (MDG) Technologies enable Enterprise Architect users to access and use resources pertaining to a specific technology in Enterprise Architect. There are various options for an administrator or individual user to bring MDG Technologies into use with Enterprise Architect, as described in the *Enterprise Architect User Guide* 430. 430 You should read the MDG Technology topics to understand how MDG Technologies are accessed and used within Enterprise Architect, especially the *Manage MDG Technologies* 432 topic.

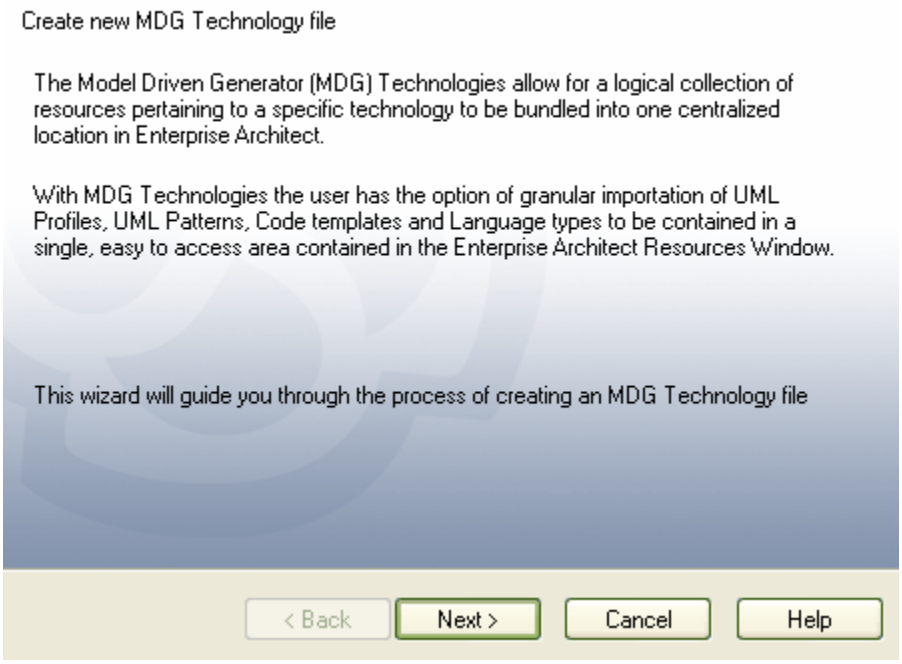
A further option is that Technology Developers can develop new MDG Technologies and deploy them to the project team as appropriate; this is described in the following topics:

- Create MDG Technologies 1464
- Deploy an MDG Technology 1474
- Add Icons and Logos in a Technology 1475
- Set a Model Validation Configuration Within a Technology 1475
- Incorporate Model Templates in a Technology 1476

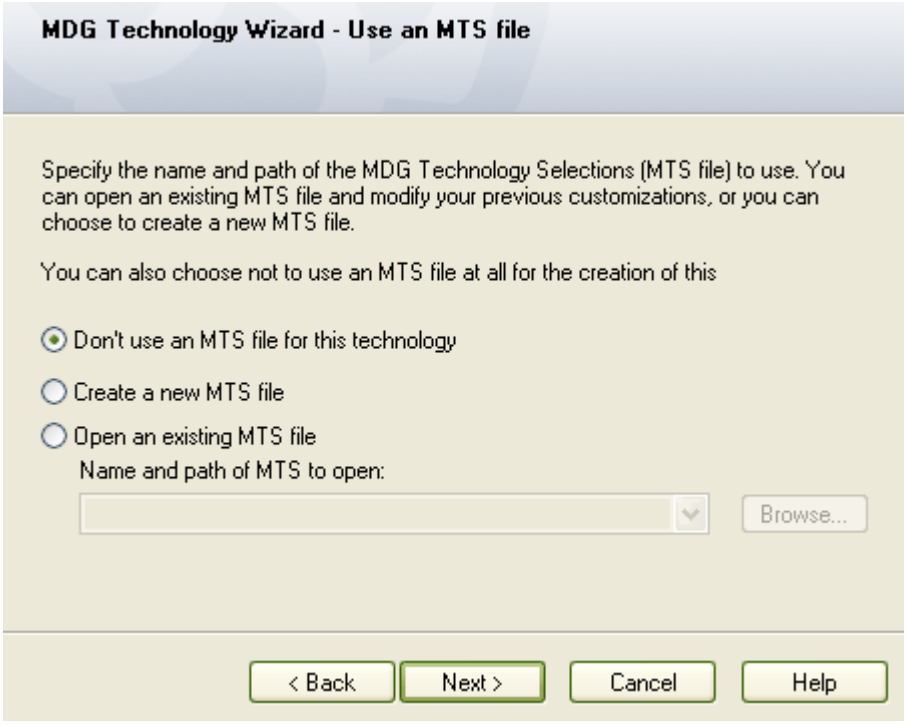
16.7.1 Create MDG Technologies

Using the MDG Technology Wizard, you can create MDG Technology files that can include UML Profiles 1223, Code Modules, Patterns, Images and Tagged Value Types. To create an MDG Technology file, follow the steps below:

1. Select the **Tools | Generate MDG Technology File** menu option. The *MDG Technology Creation Wizard* screen displays.



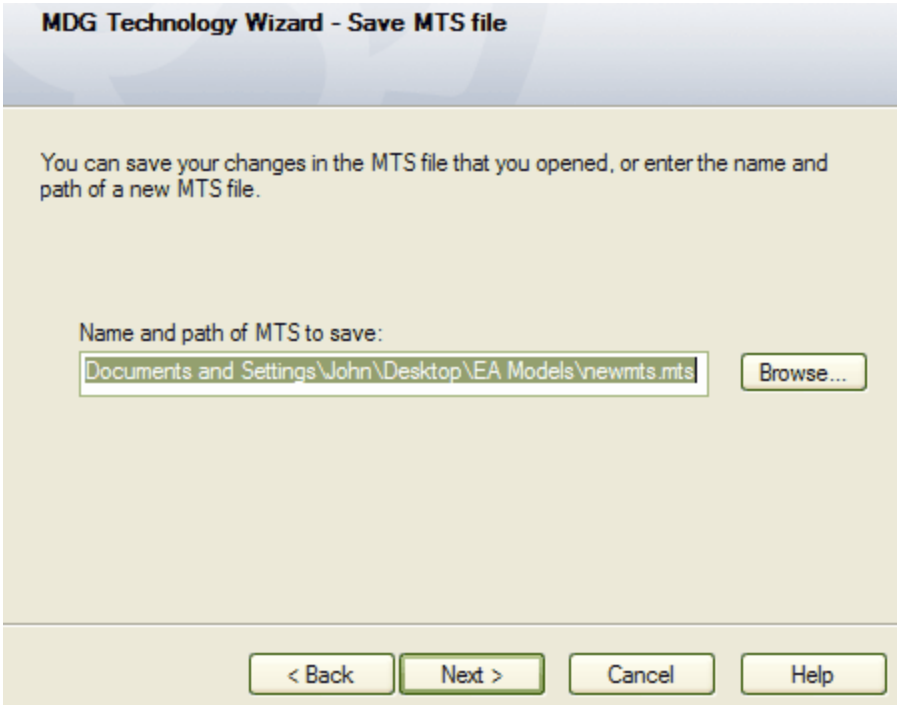
2. Click on the **Next** button to proceed. The *MDG Technology Wizard* prompts you to:
   - Create an MDG Technology File by creating a new MDG Technology Selection (MTS) file
   - Create an MDG Technology File using an existing MTS file
   - Not use any MTS file.



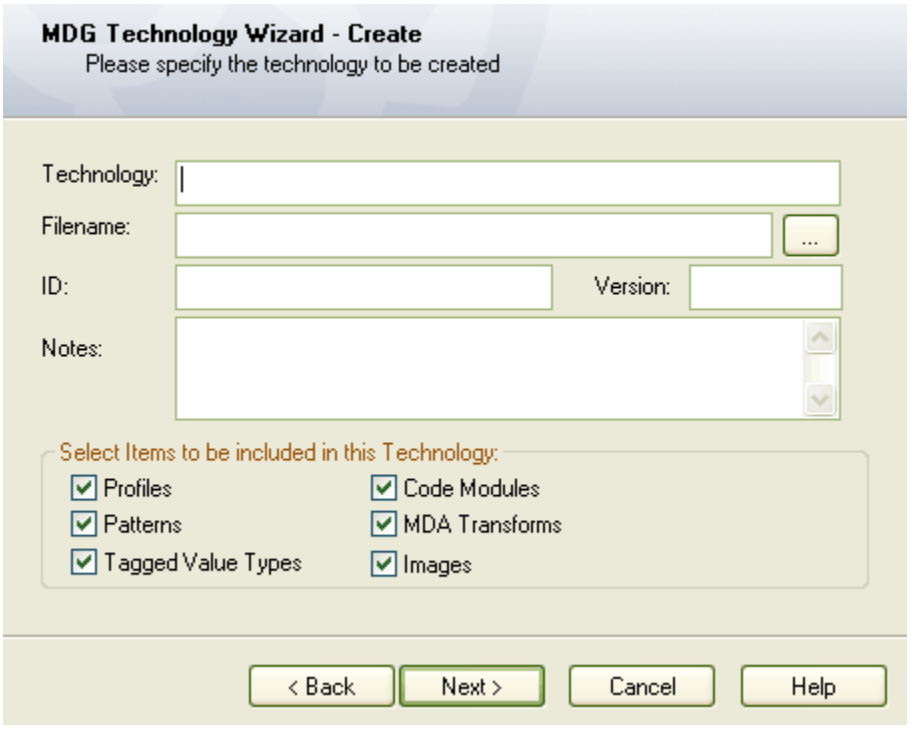
(An MTS file stores the selected options that you define during the creation of an MDG Technology File. If you use an MTS file, you can modify it to add or remove specific items in the MDG Technology File.)

3. Select the appropriate MTS file option. Click on the **Next** button.

   If you selected an MTS file, the *MDG Technology Wizard* prompts you to save the changes in the existing MTS file or into a new MTS file. This enables you to create a modification based on the existing MTS file, while preserving the original file.



4. Select the appropriate option and click on the **Next** button. The *MDG Technology Wizard - Create* screen displays.

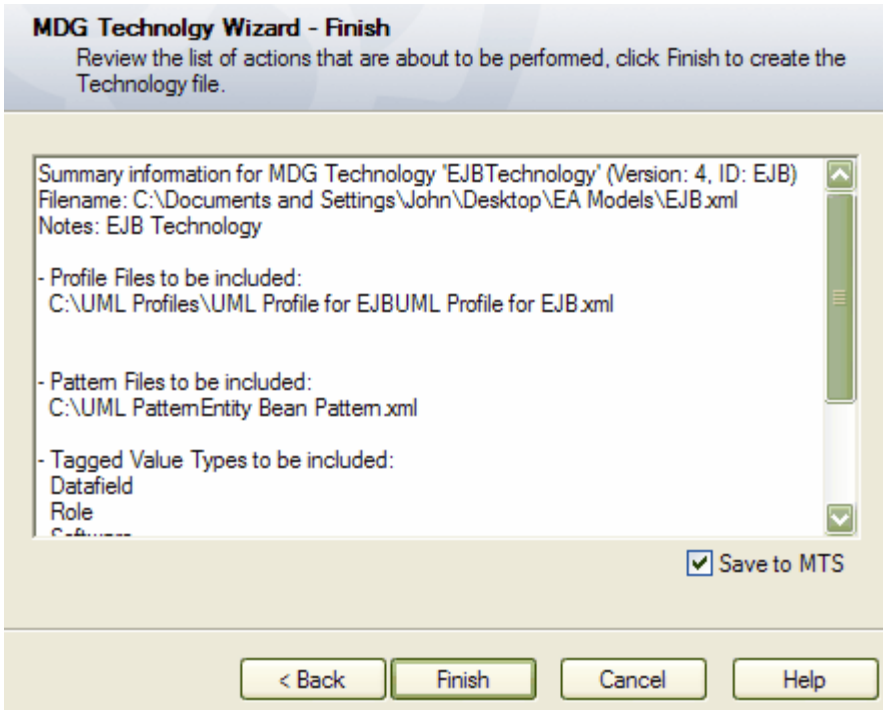


5. Complete the fields on this screen as follows:

Field/Panel	Description
Technology	Type the name of the MDG Technology.
Filename	Type or select the path and filename of the MDG Technology File (the file extension for this file is .xml).
ID	Type a reference for the MDG Technology File, up to 12 characters long.
Version	Type the version number of the MDG Technology File.
Notes	Type a short explanation of the functionality of the MDG Technology.
Select Items to be included in this Technology	Select the checkbox for each item to be included in the MDG Technology file.

6. The items selected in the *Select Items to be included in this Technology* panel run specific dialogs to enable selection of the specific items to be included in the MDG Technology. The methods used for selection of specific items are found in the following topics:
   - Add a Profile in the MDG Technology Wizard 1468
   - Add a Pattern in the MDG Technology Wizard 1469
   - Add Tagged Values in the MDG Technology Wizard 1470
   - Add Code Modules in the MDG Technology Wizard 1471
   - Add MDA Transforms in the MDG Technology Wizard 1473
   - Add Images in the MDG Technology Wizard 1473

7. Click on the **Next** button. The *MDG Technology Wizard - Finish* screen displays, providing information on the items included in the MDG Technology File.



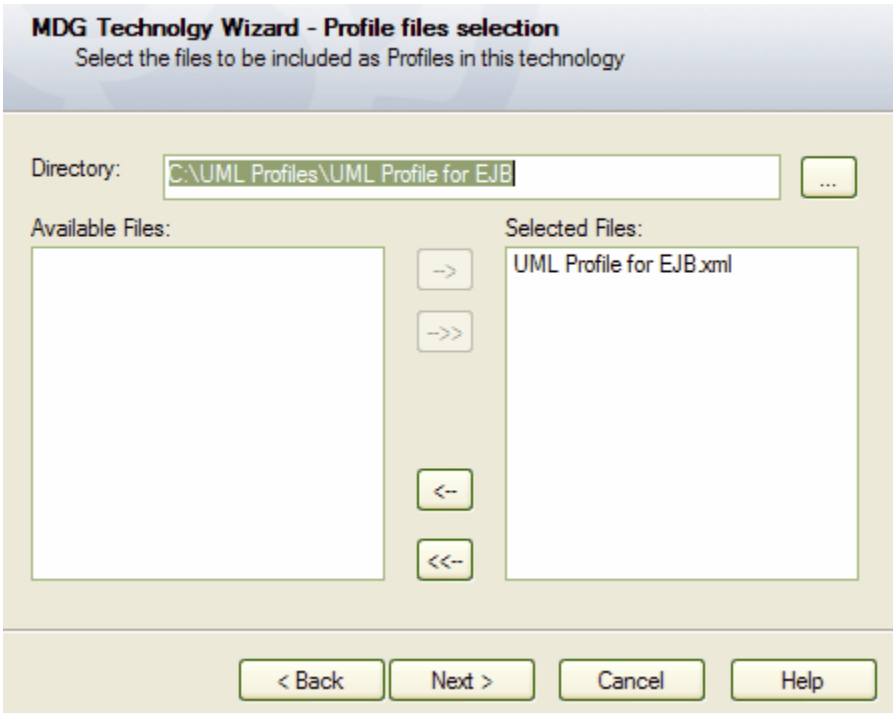
8. If you have used an MTS file and want to update it, select the **Save to MTS** checkbox.
9. If you are satisfied with the selection of items, click on the **Finish** button

To import the MDG Technology File into an Enterprise Architect model, see the *Enterprise Architect User Guide* 431.

16.7.1.1 Add a Profile in the MDG Technology Wizard

When creating an MDG Technology file, you can include UML 2.1-compliant profiles. To use the Profiles section of the MDG Technology Wizard, follow the steps below:

1. Follow the steps in the Creating MDG Technologies 1464 topic up to and including Step 5 1467.
2. In the *Select Items to be included in this Technology* panel, select the **Profiles** checkbox. The *MDG Technology Wizard - Profile files selection* dialog displays.

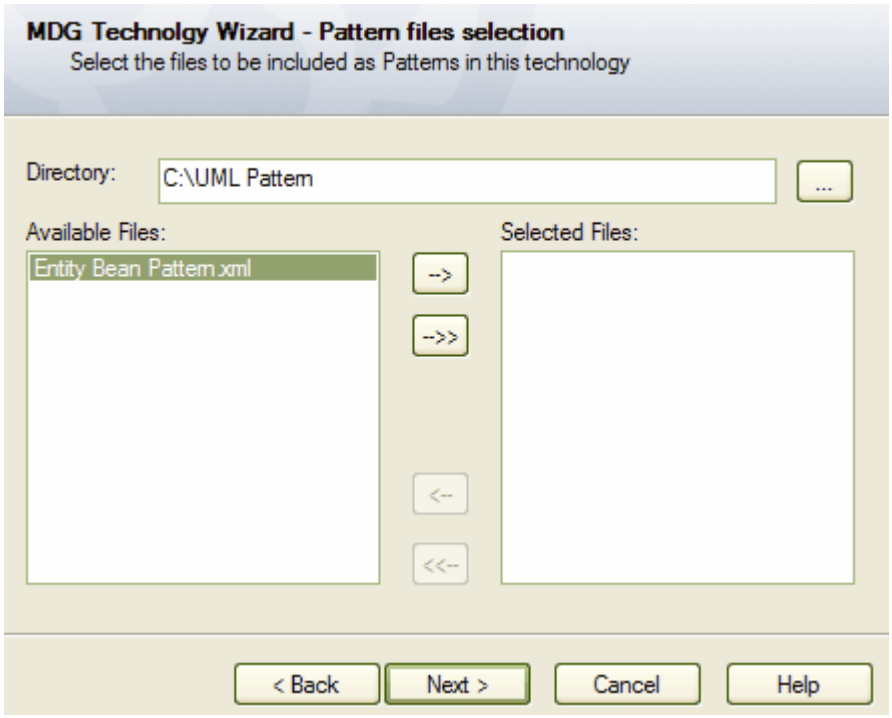


3. In the **Directory** field, navigate to the directory containing the required Profile or Profiles.
4. To select each required Profile individually, highlight the Profile in the **Available Files** list and click on the **-->** button.
   Alternatively, to select all available Profiles, click on the **-->>** button .
5. Click on the **Next** button to proceed.

16.7.1.2 Add a Pattern in the MDG Technology Wizard

When creating an MDG Technology file, you can include Patterns. To use the Patterns section of the MDG Technology Wizard, follow the steps below:

1. Follow the steps in the Creating MDG Technologies 1464 topic up to and including Step 5 1467.
2. In the *Select Items to be included in this Technology* panel, select the **Pattern** checkbox. The *MDG Technology Wizard - Pattern files selection* dialog displays.

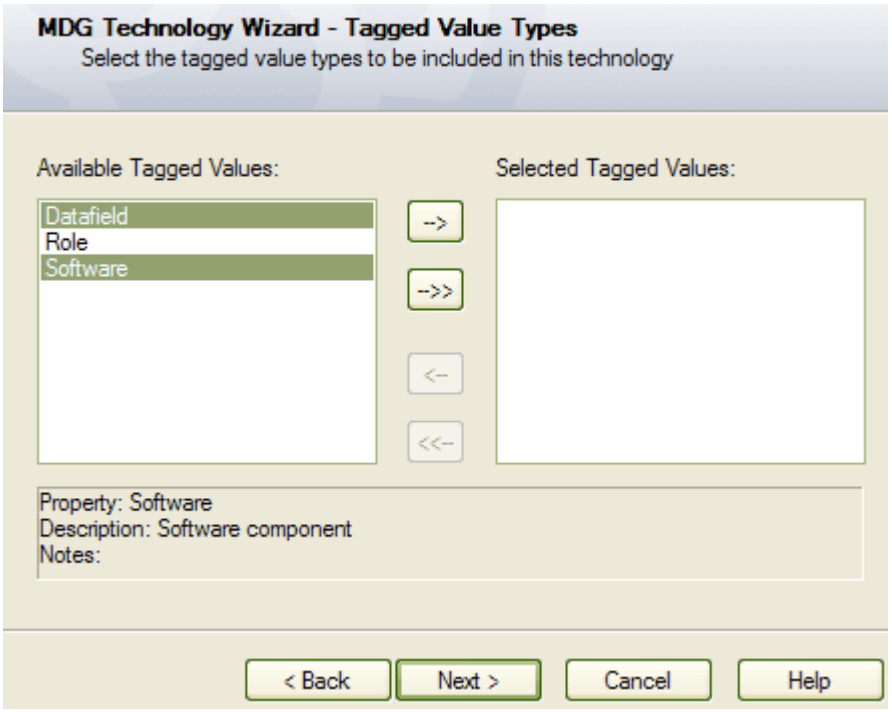


3. In the **Directory** field, navigate to the directory containing the required Pattern or Patterns.
4. To select each required Pattern individually, highlight the Pattern in the **Available Files** list and click on the **-->** button.
   Alternatively, to select all available Patterns, click on the **-->>** button.
5. Click on the **Next** button to proceed.

16.7.1.3 Add Tagged Values in MDG Technology Wizard

When creating an MDG Technology file, you can include Tagged Value Types. To use the Tagged Value Types section of the MDG Technology Types Wizard, follow the steps below:

1. Follow the steps in the Creating MDG Technologies 1464 topic up to and including Step 5 1467.
2. In the *Select Items to be included in this Technology* panel, select the **Tagged Value Types** checkbox. The *MDG Technology Wizard - Tagged Value Types* dialog displays



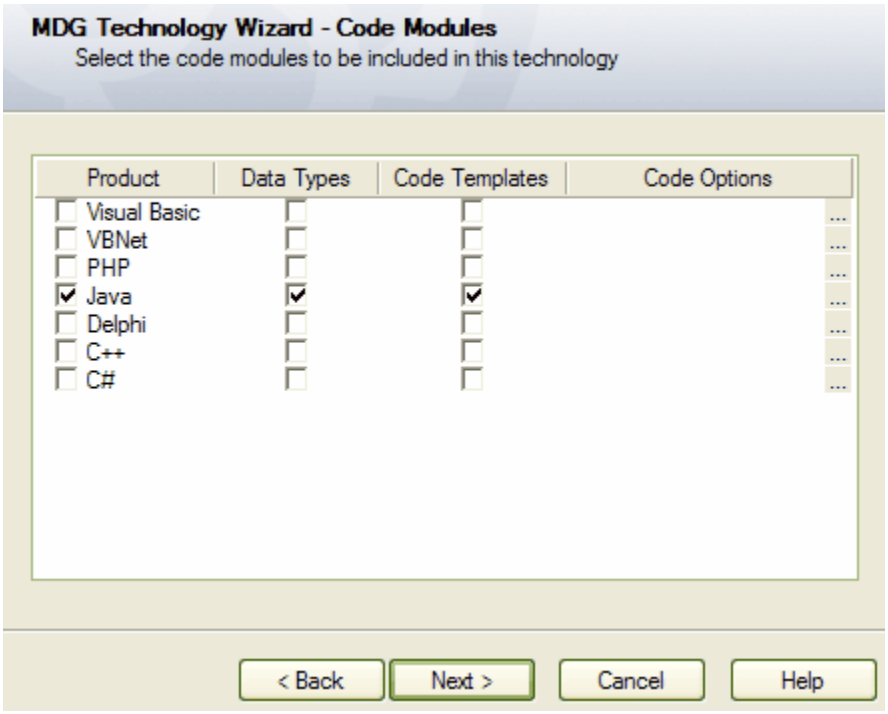
3. To select each required Tagged Value Type individually, highlight the Tagged Value Type in the **Available Tagged Values** list and click on the --> button.

   Alternatively, click on the **-->>** button to select all available Tagged Value Types.
4. Click on the **Next** button to proceed

16.7.1.4 Add Code Modules in MDG Technology Wizard

When creating an MDG Technology file, you can include Code Modules. To use the Code Modules section of the MDG Technology Wizard, follow the steps below:

1. Follow the steps in the Creating MDG Technologies 1464 topic up to and including Step 5 1467.
2. In the *Select Items to be included in this Technology* panel, select the **Code Modules** checkbox. The *MDG Technology Wizard - Code Modules* dialog displays.



3. Select the checkbox against each of the appropriate Code Modules (**Product**, **Data Types**, and **Code Templates**)
4. To select the **Code Options**, click on the **[...]** button against each required code option. This enables you to select an XML document that provides additional settings for the language that are not covered by the data types or code templates.

   The root node of the XML document should be *CodeOptions*. The child nodes should be called *CodeOption* and should contain a *name* attribute. The supported code options are as follows:

Code Option	Description
DefaultExtension	The default extension when generating code.
ImplementationExtension	The extension used by Enterprise Architect to generate an implementation file.
ImplementationPath	The relative path from the source file to generate the implementation file.
PackagePathSeparator	The delimiter used to separate package names when using the packagePath macro from the code templates.
DefaultSourceDirectory	The default path where Enterprise Architect generates new files to.
Editor	The external editor used for editing source of this language.

An example of a valid code options file is shown below.

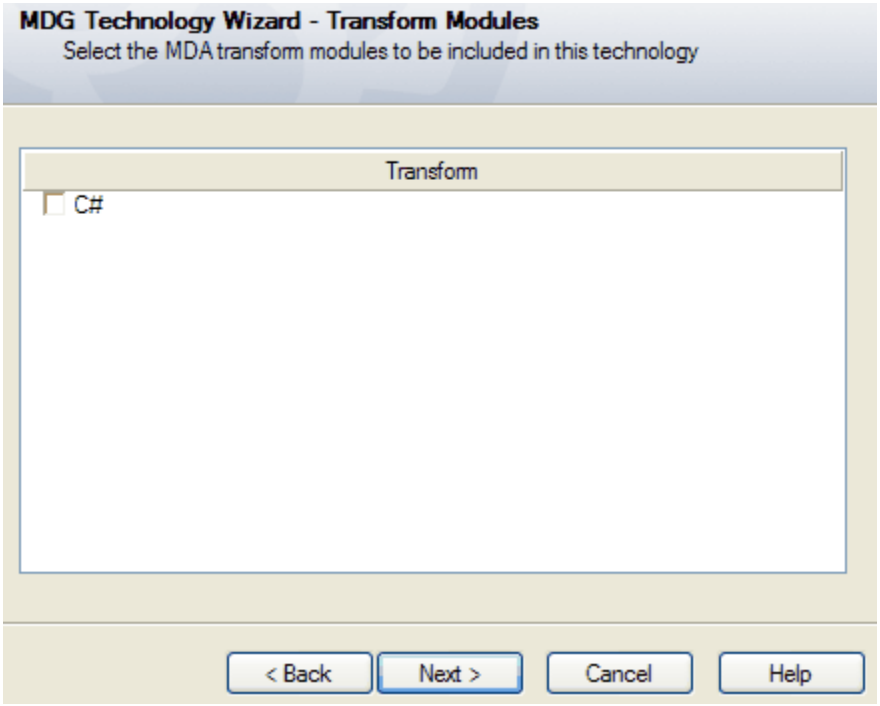
```
<CodeOptions>
 <CodeOption name="DefaultExtension">.ext</CodeOption>
 <CodeOption name="Editor">C:\Windows\notepad.exe</CodeOption>
</CodeOptions>
```

5. Click on the **Next** button to proceed.

16.7.1.5 Add MDA Transforms in MDG Technology Wizard

When creating an MDG Technology file, you can include the MDA Transforms that have been modified in the model. To use the Transform Modules section of the MDG Technology Wizard, follow the steps below:

1. Follow the steps in the Creating MDG Technologies 1464 topic up to and including Step 5 1467.
2. In the *Select Items to be included in this Technology* panel, select the **MDA Transforms** checkbox. The *MDG Technology Wizard - Transform Modules* dialog displays.

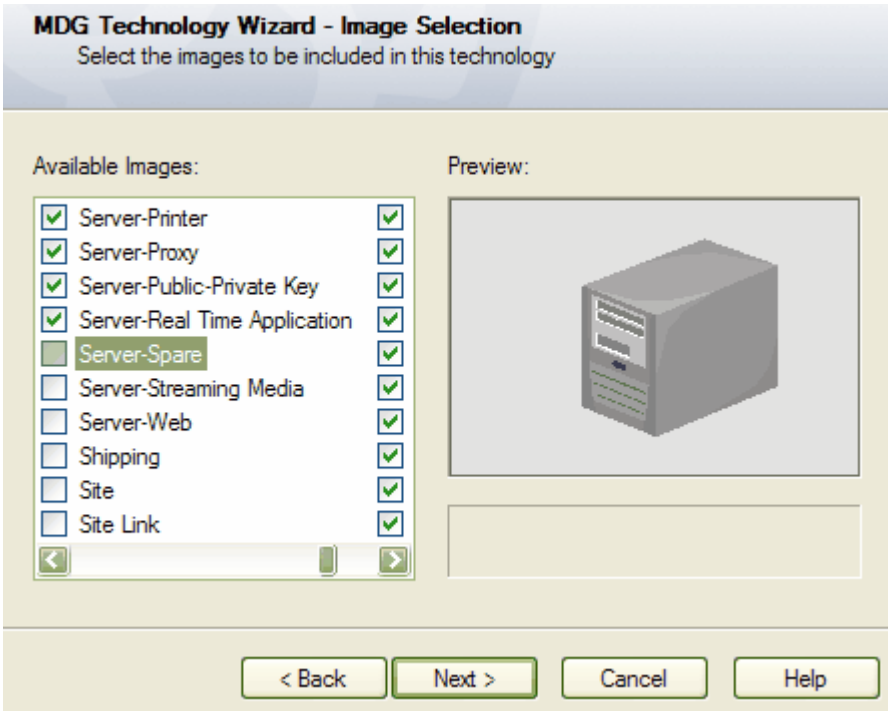


3. Click the checkbox against the template name of each required template that is present in the current model.
4. Click on the **Next** button to proceed.

16.7.1.6 Add Images in MDG Technology Wizard

When creating an MDG Technology file, you can include the images that have been imported into the model. To use the Image Selection section of the MDG Technology Wizard, follow the steps below:

1. Follow the steps in the Create MDG Technologies 1464 topic up to and including Step 5 1467.
2. In the *Select Items to be included in this Technology* section, select the **Images** checkbox. The *MDG Technology Wizard - Image Selection* dialog displays.



3. For each required model image available in the current model, select the checkbox next to the image name.
4. Click on the **Next** button to proceed.

16.7.2 Deploy An MDG Technology

An MDG Technology can be deployed in one of two ways: as a file or from an Add-In.

Deploy From a File

To deploy your technology as a file, you have a number of choices:

- Copy it to a folder named *MDGTechnologies,* which you must create under your Enterprise Architect installation directory (by default this is *C:\Program Files\Sparx Systems\EA*. When you restart Enterprise Architect, your MDG Technology is deployed.
- Copy it to any folder in your file system, including network drives: use the EA **Settings | MDG Technologies...**menu option, press the **Advanced** button and add the folder to the *Technologies* path. This deployment method enables you to quickly and easily deploy a technology to all Enterprise Architect users on a LAN.
- Upload it to an internet or intranet location: use the Enterprise Architect **Settings | MDG Technologies...** menu option, press the **Advanced** button and add the URL to the *Technologies* path. This deployment method enables you to quickly and easily deploy a technology to an even wider group of Enterprise Architect users.

Deploy From an Add-in

To deploy your technology from an Add-In, you must write an *EA_OnInitializeTechnologies* function. The following example is written in C#:

```
public String EA_OnInitializeTechnologies(EA.Repository r)
{
    string technology = "";
    Assembly assem = this.GetType().Assembly;
    using (Stream stream = assem.GetManifestResourceStream("MyTechnology.xml"))
```

```
        {
                try
                {
                        using( StreamReader reader = new StreamReader(stream) )
                        {
                                technology = reader.ReadToEnd();
                        }
                }
                catch(Exception e)
                {
                        System.Windows.Forms.MessageBox.Show("Error Initializing Technology");
                }
        }
        return technology;
}
```

16.7.3 Icons and Logos for Technology

It is possible to define an icon and a logo for a technology. The icon is a 16x16 bitmap image that is shown in the list of technologies on the left of the *MDG Technologies* dialog. The logo is a 64x64 bitmap image that is shown in the display pane on the top-right corner of the *MDG Technologies* dialog.

To specify an icon and a logo, add icon and logo attributes in the <Technology> node of the MTS file. Then use the *MDG Technology Wizard* to rebuild the technology file, and finally re-deploy the technology file and re-start Enterprise Architect as described in Working with MTS Files 1251.

Below is an example of a <*Technology*> node showing the use of the icon and logo attributes:

```
<Technology id="AUTOSAR"
    name="AUTOSAR"
    version="0.4"
    notes="Support for modeling using the AUTOSAR standard."
    filename="Y:\Dev\Builds\AddIns\AUTOSAR\AUTOSAR.xml"
    alias="MDG Technology for AUTOSAR"
    icon="Y:\Dev\Builds\AddIns\AUTOSAR\Icons\icon.bmp"
    logo="Y:\Dev\Builds\AddIns\AUTOSAR\Icons\logo.bmp"/>
```

16.7.4 Define Model Validation Configuration

The *Model Validation Configuration* dialog can be opened using the **Project | Model Validation | Configure...** menu option. Using this dialog, you can choose which sets of validation rules are and are not executed when a user performs a validation. Rather than perform this configuration manually and potentially have to change the settings every time Enterprise Architect is started and a different technology is set active, you can define the configuration settings within a technology.

To specify a set of rules as a white-list (i.e. anything added to this list is turned ON), open your technology file in a text editor and copy and paste the following <*ModelValidation*> block at the top level inside the <*MDG.Technology*> block:

```
<ModelValidation>
    <RuleSet name="BPMNRules"/> <!-- ruleset ID defined in the Project.DefineRuleCategory call -->
    <RuleSet name="MVR7F0001"/> <!-- notice you can turn on/off system rules as well! -->
</ModelValidation>
```

To specify a set of rules as a black-list (i.e. anything added to this list is turned OFF), open your technology file in a text editor and copy and paste the following <*ModelValidation*> block at the top level inside the <*MDG.Technology*> block:

```
<ModelValidation isBlackList="true">
    <RuleSet name="BPMNRules"/>
    <RuleSet name="MVR7F0001"/>
</ModelValidation>
```

In the examples above, *"BPMNRules"* is the rule-set ID defined in the Project.DefineRuleCategory call - see Project Interface 1445 for details. "MVR7F0001" is one of Enterprise Architect's built-in rule-sets. These validation options are applied when you activate the appropriate technology. The global (default) technology has all rules turned on.

16.7.5 Incorporate Model Templates in a Technology

Enterprise Architect has a number of Model Templates that can be added into a model, either on creation of the model, or at any time by right-clicking a package in the *Project Browser* and selecting the **Add | Add Model using Wizard...** context menu option. You can create your own templates and include them in your MDG Technology. The first step is to create a template package and save it to an XMI file.

Open your technology file in a text editor and copy and paste the following <ModelTemplates> block at the top level inside the <MDG.Technology> block:

```
<ModelTemplates>
  <Model name="Template Name"
        description="This is the description."
        location="MyTemplatePackage.xml"
        default="yes"
        icon = "34"
        filter= "Filter Name"/>
</ModelTemplates>
```

You can include as many <Model/> blocks as you have model templates. The attributes have the following meanings:

- **name**: The name of the model template as shown in the *Select model(s*) dialog, which displays when you create a new model or when you execute the **Add Model using Wizard** menu option.
- **description**: The text that is displayed in the *Select model(s)* dialog when the name is selected.
- **location**: Contains either the full name and path of the XML file that contains the XMI export of the model template package, or a file path or URL relative to the location of the MDG Technology file.
- **default**: Contains either **yes** indicating that the model template is checked by default, or **no** indicating that the model template is un-checked by default.
- **icon**: Contains an index to Enterprise Architect's base icons list. To show the appropriate view icon, use one of the following values: **29** = Use Case, **30** = Dynamic; **31** = Class; **32** = Component; **33** = Deployment; **34** = Simple.
- **filter**: If you have a large number of model templates, you can group them on the *Select model(s)* dialog by giving all the model templates in the same group the same filter name. The filter name given appears in the **Select from:** list box in the *Select model(s)* dialog.

In Enterprise Architect releases up to and including 7.0, it is not possible to persist these settings by editing the .MTS file (in the way that it is possible with Toolbox profiles and Diagram profiles). You must copy and paste your <ModelTemplates> block into your technology file every time you rebuild the technology.

Part 17

17 Glossary of Terms

This topic provides a detailed glossary for Enterprise Architect.

17.1 A (Glossary)

~A~

abstract class
A Class that cannot be directly instantiated.

Contrast: concrete class

abstraction
The essential characteristics of an entity that distinguish it from all other kinds of entities. An abstraction defines a boundary relative to the perspective of the viewer.

action
The specification of an executable statement that forms an abstraction of a computational procedure. An action typically results in a change in the state of the system, and can be realized by sending a message to an object or modifying a link or a value of an attribute.

action sequence
An expression that resolves to a sequence of actions.

action state
A state that represents the execution of an atomic action, typically the invocation of an operation.

activation
The execution of an action.

active class
A Class whose instances are active objects. When instantiated, an active Class controls its execution. Rather than being invoked or activated by other objects, it can operate standalone, and define its own thread of behavior.

See also: active object

activation
An object that owns a thread and can initiate control activity. An instance of active Class.

See also: active class, thread

activity
Defines the bounds for the structural organization that contains a set of basic or fundamental behaviors. It can used to model procedural type application development for system design through to modeling business processes in organizational structures and workflow.

activity diagram
An activity diagram can used to model procedural type application development for system design through to modeling business processes in organizational structures and workflow.

activity graph
A special case of a state machine that is used to model processes involving one or more classifiers.

Contrast: state chart diagram

actor [class]
A coherent set of roles that users of Use Cases play when interacting with these Use Cases. An Actor has one role for each Use Case with which it communicates.

actual parameter
Synonym: argument

aggregate [class]
A Class that represents the 'whole' in an aggregation (whole-part) relationship.

See also: aggregation

aggregation
A special form of association that specifies a whole-part relationship between the aggregate (whole) and a component part.

See also: composition

analysis
The part of the software development process whose primary purpose is to formulate a model of the problem domain. Analysis focuses what to do, design focuses on how to do it.

Contrast: design

analysis diagram
A diagram used to capture high level business processes and early models of system behavior and elements. It is less formal than some other diagrams, but provides a good means of capturing the essential business characteristics and requirements.

analysis time
Refers to something that occurs during an analysis phase of the software development process.

See also: design time, modeling time

architecture
The organizational structure and associated behavior of a system. An architecture can be recursively decomposed into parts that interact through interfaces, relationships that connect parts, and constraints for assembling parts. Parts that interact through interfaces include Classes, components and subsystems.

argument
A binding for a parameter that resolves to a run-time instance.

Synonym: actual parameter

Contrast: parameter

artifact
A physical piece of information that is used or produced by a software development process. Examples of Artifacts include models, source files, scripts, and binary executable files. An artifact can constitute the implementation of a deployable component.

Synonym: product

Contrast: component

assembly
An assembly connector bridges the required interface of a component with the provided interface of a second component.

association
The semantic relationship between two or more classifiers that specifies connections among their instances.

association class
A model element that has both Association and Class properties. An Association Class can be seen as an Association that also has Class properties, or as a Class that also has Association properties.

association end

The endpoint of an Association, which connects the Association to a classifier.

attribute
A feature within a classifier that describes a range of values that instances of the classifier can hold.

auxiliary class
A stereotyped Class that supports another more central or fundamental Class, typically by implementing secondary logic or control flow. Auxiliary Classes are typically used together with focus Classes, and are particularly useful for specifying the secondary business logic or control flow of components during design.

See also: focus

17.2 B (Glossary)

~B~

behavior
The observable effects of an operation or event, including its results.

behavioral diagram
Behavioral diagrams depict the behavioral features of a system or business process. Behavioral diagrams include Activity diagrams, State Machine diagrams, Communication diagrams, Interaction Overview diagrams, Sequence diagrams, Timing diagrams and Use Case diagrams.

behavioral feature
A dynamic feature of a model element, such as an operation or method.

behavioral model aspect
A model aspect that emphasizes the behavior of the instances in a system, including their methods, collaborations, and state histories.

binary association
An association between two Classes. A special case of an n-ary association.

binding
The creation of a model element from a template by supplying arguments for the parameters of the template.

bookmark
A marker in a rich text document that enables you to link inner sections of a document into a master document (using Word insert file function).

boolean
An enumeration whose values are true and false.

boolean expression
An expression that evaluates to a boolean value.

boundary
1. A stereotyped Class that models some system boundary – typically a user interface screen. It is used in the conceptual phase to capture users interacting with the system at a screen level (or some other boundary interface type). It is often used in sequence and robustness (analysis) diagrams. It is the View in the Model-View-Controller pattern.
2. A System Boundary element is used to delineate a particular part of the system.

17.3 C (Glossary)

~C~

C++
An object-oriented programming language based on the earlier 'C' language.

call
An action state that invokes an operation on a classifier.

cardinality
The number of elements in a set.

Contrast: multiplicity

CASE
Computer Aided Software Engineering. A tool designed for the purpose of modeling and building software systems.

child
In a generalization relationship, the specialization of another element, the parent.

See also: subclass, subtype.

Contrast: parent

choice
A pseudo-state used to compose complex transitional paths, where the outgoing transition path is decided by dynamic, run-time conditions determined by the actions performed by the state machine on the path leading to the choice.

class
A description of a set of objects that share the same attributes, operations, methods, relationships and semantics. A Class can use a set of interfaces to specify collections of operations it provides to its environment.

See also: interface

class diagram
A diagram that shows a collection of declarative (static) model elements, such as Classes, types, and their contents and relationships.

classification
The assignment of an object to a classifier.

See also: dynamic classification, multiple classification and static classification.

classifier
A mechanism that describes behavioral and structural features. Classifiers include interfaces, Classes, datatypes, and components.

client
A classifier that requests a service from another classifier.

Contrast: supplier

collaboration
The specification of how an operation or classifier, such as a use case, is realized by a set of classifiers and associations playing specific roles used in a specific way. The collaboration defines an interaction.

See also: interaction

collaboration diagram
Used pre - UML 2.0.

collaboration occurrence
Uses an Occurrence to apply a pattern defined by a collaboration to a specific situation.

combined fragment

A combined fragment reflects a piece or pieces of interaction (called interaction operands) controlled by an interaction operator, whose corresponding boolean conditions are known as interaction constraints. It appears graphically as a transparent window, divided by horizontal dashed lines for each operand.

comment
An annotation attached to an element or a collection of elements. A note has no semantics.

Contrast: constraint

communication diagram
A diagram that shows the interactions between elements at run-time in much the same manner as a sequence diagram. However, communication diagrams are used to visualize inter-object relationships, while sequence diagrams are more effective at visualizing processing over time.

compile time
Refers to something that occurs during the compilation of a software module.

See also: modeling time, run time

component
A modular, deployable, and replaceable part of a system that encapsulates implementation and exposes a set of interfaces. A component is typically specified by one or more classifiers (eg., implementation Classes) that reside on it, and can be implemented by one or more artifacts (eg., binary, executable, or script files).

Contrast: artifact

component diagram
A diagram that shows the organizations and dependencies among components.

composite [class]
A Class that is related to one or more Classes by a composition relationship.

See also: composition

composite state
A state that consists of either concurrent (orthogonal) substates or sequential (disjoint) substates.

See also: substate

composite structure diagram
A diagram that reflects the internal collaboration of Classes, interfaces, or components to describe a functionality. Composite structure diagrams are similar to Class diagrams, except that they model a specific usage of the structure.

composition
A form of aggregation which requires that a part instance be included in at most one composite at a time, and that the composite object is responsible for the creation and destruction of the parts. Composition can be recursive.

Synonym: composite aggregation

concrete class
A Class that can be directly instantiated.

Contrast: abstract class

concurrency
The occurrence of two or more activities during the same time interval. Concurrency can be achieved by interleaving or simultaneously executing two or more threads.

See also: thread

concurrent substate
A substate that can be held simultaneously with other substates contained in the same composite state.

See also: composite state

Contrast: disjoint substate

connector
A logical link between model elements. Can be structural, dynamic or possessive.

constraint
1. A semantic condition or restriction. Certain constraints are predefined in the UML, others can be user defined. Constraints are one of three extensibility mechanisms in UML.
   See also: Tagged Value, stereotype
2. A rule or condition that applies to some element. It is often modeled as a pre- or post- condition.

container
1. An instance that exists to contain other instances, and that provides operations to access or iterate over its contents.(for example, arrays, lists, sets).
2. A component that exists to contain other components.

containment hierarchy
A namespace hierarchy consisting of model elements, and the containment relationships that exist between them. A containment hierarchy forms a graph.

context
A view of a set of related modeling elements for a particular purpose, such as specifying an operation.

continuation
A Continuation is used in seq and alt combined fragments, to indicate the branches of continuation an operand follows.

control
A stereotyped Class that represents a controlling entity or manager. A control organizes and schedules other activities and elements. It is the controller of the Model-View-Controller pattern.

control flow
A connector linking two nodes in an activity diagram. Control Flow connectors start a nodes activity when the preceding nodes action is finished.

17.4 D (Glossary)

~D~

database schema
The description of a database structure. It defines tables and fields and the relationship between them.

datastore
An element used to define permanently stored data. A token of data that is stored in the Datastore is stored permanently. A token of data that comes out of the Datastore is a copy of the original data. The tokens imported are kept for the life of the Activity in which it exists.

datatype
A descriptor of a set of values that lack identity and whose operations do not have side effects. Datatypes include primitive pre-defined types and user-definable types. Pre-defined types include numbers, string and time. User-definable types include enumerations.

decision
An element of an Activity diagram that indicates a point of conditional progression: if a condition is true, then processing continues one way, if not, then another.

defining model [MOF]
The model on which a repository is based. Any number of repositories can have the same defining model.

delegate
A connector that defines the internal assembly of a component's external ports and interfaces. Using a delegate connector wires the internal workings of the system to the outside world, by a delegation of the external interfaces' connections.

delegation
The ability of an object to issue a message to another object in response to a message. Delegation can be used as an alternative to inheritance.

Contrast: inheritance

dependency
A relationship between two modeling elements, in which a change to one modeling element (the independent element) affects the other modeling element (the dependent element).

deployment
A type of dependency relationship that indicates the deployment of an artifact onto a node or executable target.

deployment diagram
A diagram that shows the configuration of run-time processing nodes and the components, processes, and objects that live on them. Components represent run-time manifestations of code units.

See also: component diagrams

deployment specification
Specifies parameters guiding deployment of an artifact, as is common with most hardware and software technologies.

derived element
A model element that can be computed from another element, but that is shown for clarity or that is included for design purposes even though it adds no semantic information.

design
The part of the software development process whose primary purpose is to decide how the system is to be implemented. During design strategic and tactical decisions are made to meet the required functional and quality requirements of a system.

design time
Refers to something that occurs during a design phase of the software development process.

See also: modeling time

Contrast: analysis time

development process
A set of partially ordered steps performed for a given purpose during software development, such as constructing models or implementing models.

diagram
A graphical presentation of a collection of model elements, most often rendered as a connected graph of arcs (relationships) and vertices (other model elements). UML supports the following diagrams: Class diagram, Object diagram, Use Case diagram, Sequence diagram, Collaboration diagram, State diagram, Activity diagram, Component diagram, and Deployment diagram.

diagram gate
A simple graphical way to indicate the point at which messages can be transmitted into and out of interaction fragments.

diagram view
The workspace area where the UML diagrams are displayed.

disjoint substate
A substate that cannot be held simultaneously with other substates contained in the same composite state.

See also: composite state

Contrast: concurrent substate

distribution unit
A set of objects or components that are allocated to a process or a processor as a group. A distribution unit can be represented by a run-time composite or an aggregate.

domain
An area of knowledge or activity characterized by a set of concepts and terminology understood by practitioners in that area.

dynamic classification
A semantic variation of generalization in which an object can change its classifier.

Contrast: static classification

17.5 E (Glossary)

~E~

element
1. An atomic constituent of a model.

2. A model object of any type, such as Class, component, node or object.

endpoint
Used in interaction diagrams to reflect a lost message in sequence.

entity
A store or persistence mechanism that captures the information or knowledge in a system. It is the Model in the Model-View-Controller pattern.

entry action
An action executed upon entering a state in a state machine regardless of the transition taken to reach that state.

entry point
Used to define where external states can enter a submachine.

enumeration
A list of named values used as the range of a particular attribute type. For example, RGBColor = {red, green, blue}. Boolean is a predefined enumeration with values from the set {false, true}.

event
The specification of a significant occurrence that has a location in time and space. In the context of state diagrams, an event is an occurrence that can trigger a transition.

exception handler
An element that defines the group of operations to carry out when an exception occurs.

exit action
An action executed upon exiting a state in a state machine regardless of the transition taken to exit that state.

exit point
Used in submachine states and state machines to denote the point where the machine is exited and the transition sourcing this exit point, for submachines, is triggered. Exit points are a type of pseudo-state used in the state machine diagram.

export
In the context of packages, to make an element visible outside its enclosing namespace.

See also: visibility

Contrast: export [OMA], import

expose interface
A Toolbox Icon that is a graphical way to depict the required and supplied interfaces of a component, Class, or part.

expression
A string that evaluates to a value of a particular type. For example, the expression *(7 + 5 * 3)* evaluates

to a value of type number. A relationship from an extension use case to a base use case, specifying how the behavior defined for the extension use case augments (subject to conditions specified in the extension) the behavior defined for the base use case. The behavior is inserted at the location defined by the extension point in the base use case. The base use case does not depend on performing the behavior of the extension use case.

See also: extension point, include

extend
A connector used to indicate that an element extends the behavior of another. Extensions are used in use case models to indicate one use case (optionally) extends the behavior of another.

17.6 F (Glossary)

~F~

facade
A stereotyped package containing only references to model elements owned by another package. It is used to provide a 'public view' of some of the contents of a package.

feature
A property, like operation or attribute, which is encapsulated within a classifier, such as an interface, a Class, or a datatype.

final
A pseudo-state that indicates an end.

final state
A special kind of state signifying that the enclosing composite state or the entire state machine is completed.

fire
To execute a state transition.

See also: transition

flow final
An element that depicts an exit from the system, as opposed to the Activity Final which represents the completion of the activity.

focus class
A stereotyped Class that defines the core logic or control flow for one or more auxiliary Classes that support it. Focus Classes are typically used together with one or more auxiliary Classes, and are particularly useful for specifying the core business logic or control flow of components during design.

See also: auxiliary

focus of control
A symbol on a sequence diagram that shows the period of time during which an object is performing an action, either directly or through a subordinate procedure.

forward engineering
The process of generating source code from the UML model.

fork
Used in State Machine diagrams as pseudo-states. With respect to state machine diagrams, a fork pseudo-state signifies that its incoming transition comes from a single state, and it has multiple outgoing transitions.

framework
A stereotyped package that contains model elements which specify a reusable architecture for all or part of a system. Frameworks typically include Classes, patterns or templates. When frameworks are specialized for an application domain, they are sometimes referred to as application frameworks.

See also: pattern

17.7 G (Glossary)

~G~

generalizable element
A model element that can participate in a generalization relationship.

See also: generalization

generalization
A taxonomic relationship between a more general element and a more specific element. The more specific element is fully consistent with the more general element and contains additional information. An instance of the more specific element can be used where the more general element is allowed.

See also: inheritance

guard condition
A condition that must be satisfied in order to enable an associated transition to fire.

17.8 H (Glossary)

~H~

history state
There are two types of history pseudo-states defined in UML: shallow and deep history. A shallow history sub-state is used to represent the most recently active sub-state of a composite state. A deep history sub-state, in contrast, reflects the most recent active configuration of the composite state.

17.9 I (Glossary)

~I~

implementation
A definition of how something is constructed or computed. For example, a Class is an implementation of a type, a method is an implementation of an operation.

implementation class
A stereotyped Class that specifies the implementation of a Class in some programming language (eg., C++, Smalltalk, Java) in which an instance can not have more than one Class. An Implementation Class is said to realize a type if it provides all of the operations defined for the type with the same behavior as specified for the type's operations.

See also: type

implementation inheritance
The inheritance of the implementation of a more general element. Includes inheritance of the interface.

Contrast: interface inheritance

import
In the context of packages, a dependency that shows the packages whose Classes can be referenced within a given package (including packages recursively embedded within it).

Contrast: export

include
A relationship from a base use case to an inclusion use case, specifying how the behavior for the base use case contains the behavior of the inclusion use case. The behavior is included at the location which is defined in the base use case. The base use case depends on performing the behavior of the inclusion use case, but not on its structure (ie., attributes or operations).

See also: extend

inheritance

The mechanism by which more specific elements incorporate structure and behavior of more general elements related by behavior.

See also: generalization

initial state
A pseudo-state used to denote the default state of a composite state; there can be one initial vertex in each region of the composite state.

interaction diagrams
A group of diagrams including Timing Diagrams, Sequence Diagrams, Interaction Overview Diagrams and Communication Diagrams.

instance
An entity that has a unique identity, a set of operations that can be applied to it, and a state that stores the effects of the operations.

See also: object

interaction
A specification of how stimuli are sent between instances to perform a specific task. The interaction is defined in the context of a collaboration.

See also: collaboration

interaction diagram
A generic term that applies to several types of diagrams that emphasize object interactions. These include collaboration diagrams and sequence diagrams.

interaction occurrence
A reference to an existing interaction element. Interaction occurrences are visually represented by a frame, with **ref** in the frame's title space. The diagram name is indicated in the frame contents.

interaction overview diagram
A diagram that visualizes the cooperation between other interaction diagrams to illustrate a control flow serving an encompassing purpose. As interaction overview diagrams are a variant of activity diagrams, most of the diagram notation is similar, as is the process in constructing the diagram.

interface
A named set of operations that characterize the behavior of an element.

interface inheritance
The inheritance of the interface of a more general element. Does not include inheritance of the implementation.

Contrast: implementation inheritance

internal transition
A transition signifying a response to an event without changing the state of an object.

interrupt flow
An Enterprise Architect-defined Toolbox Icon used to define the exception handler and interruptible activity region concepts.

17.10 J (Glossary)

~J~

Java
A fully object-oriented, cross platform language based on elements from Smalltalk, C++ and other OO languages.

join
Used in state machine diagrams and in activity diagrams to synchronize multiple flows.

junction

Junction pseudo-states are used to design complex transitional paths. A junction can be used to combine, or merge, multiple paths into a shared transition path or to split an incoming path into multiple paths.

17.11 L (Glossary)

~L~

layer
The organization of classifiers or packages at the same level of abstraction. A layer represents a horizontal slice through an architecture, whereas a partition represents a vertical slice.

Contrast: partition

lifeline
An individual participant in an interaction (i.e. lifelines cannot have multiplicity). A lifeline represents a distinct connectable element.

link
A semantic connector among a tuple of objects. An instance of an association.

See also: association

link end
An instance of an association end.

See also: association end

local path
A relative path on a local machine. enabling developers to store shared source code in machine specific directories, but still generate and synchronize code.

17.12 M (Glossary)

~M~

maintenance
The support of a software system after it is deployed.

manifest
A relationship that indicates that the artifact source embodies the target model element. Stereotypes can be added to Enterprise Architect to classify the type of manifestation of the model element.

message
Messages indicate a flow of information, or transition of control, between elements. Messages are used by Communication diagrams, Sequence diagrams, Interaction Overview diagrams and Timing diagrams.

message endpoint
An element that defines an endpoint of a Lifeline, such a State or Value Lifeline in a Timing diagram.

message label
Used for messages sent between lifelines to make the diagram appear less cluttered. Labels with the same name indicate that a message can be interrupted.

metaclass
A Class whose instances are Classes. Metaclasses are typically used to construct metamodels.

metafile
A vector-based image format native to Windows. Supports high detail and excellent scaling. Typically used for saving diagram images for placement in documents. Comes in Placeable (an older format) and Enhanced (current standard format).

meta-metamodel
A model that defines the language for expressing a metamodel. The relationship between a meta-metamodel and a metamodel is analogous to the relationship between a metamodel and a model.

metamodel
A model that defines the language for expressing a model.

metaobject
A generic term for all metaentities in a metamodeling language. For example, metatypes, metaclasses, metaattributes, and metaassociations.

Meta-Object Facility (MOF)
An Object Management Group (OMG) standard. MOF originated in the UML, when the OMG required a Meta-Modeling architecture to define the UML. MOF is designed as a four-layered architecture.

method
The implementation of an operation. It specifies the algorithm or procedure associated with an operation.

model [MOF]
An abstraction of a physical system with a certain purpose.

See also: physical system

Usage note: In the context of the MOF specification, which describes a meta-metamodel, the meta-metamodel is for brevity frequently referred to simply as the model.

model aspect
A dimension of modeling that emphasizes particular qualities of the metamodel. For example, the structural model aspect emphasizes the structural qualities of the metamodel.

model elaboration
The process of generating a repository type from a published model. Includes the generation of interfaces and implementations which enables repositories to be instantiated and populated based on, and in compliance with, the model elaborated.

model element [MOF]
An element that is an abstraction drawn from the system being modeled.

Contrast: view element. In the MOF specification model elements are considered to be metaobjects.

model library
A stereotyped package that contains model elements which are intended to be reused by other packages. A model library differs from a profile in that a model library does not extend the metamodel using stereotypes and tagged definitions. A model library is analogous to a Class library in some programming languages.

modeling time
Refers to something that occurs during the modeling phase of the software development process. It includes analysis time and design time.

Usage note: When discussing object systems, it is often important to distinguish between modeling-time and run-time concerns.

See also: analysis time, design time

Contrast: run time

module
A software unit of storage and manipulation. Modules include source code modules, binary code modules, and executable code modules.

See also: component

MOF
Meta-Object Facility, an Object Management Group (OMG) standard. MOF originated in the UML, when the OMG required a Meta-Modeling architecture to define the UML. MOF is designed as a four-layered architecture.

multiple classification
A semantic variation of generalization in which an object can belong directly to more than one classifier.

See also: static classification, dynamic classification

multiple inheritance
A semantic variation of generalization in which a type can have more than one supertype.

Contrast: single inheritance

multiplicity
A specification of the range of enableable cardinalities that a set can assume. Multiplicity specifications can be given for roles within associations, parts within composites, repetitions, and other purposes. Essentially a multiplicity is a (possibly infinite) subset of the non-negative integers.

Contrast: cardinality

multi-valued [MOF]
A model element with multiplicity defined whose Multiplicity Type:: upper attribute is set to a number greater than one. The term multi-valued does not pertain to the number of values held by, for example, an attribute or parameter at any point in time.

Contrast: single-valued

17.13 N (Glossary)

~N~

name
A string used to identify a model element.

namespace
A part of the model in which the names can be defined and used. Within a namespace, each name has a unique meaning.

See also: name

n-ary association
An association among three or more Classes. Each instance of the association is an n-tuple of values from the respective Classes.

Contrast: binary association

nesting
A connector used as an alternative membership notation to indicate nested members within an element; for example, a package that has nested members. The nested members of a package could also be shown inside the package rather than linked by the nesting connector.

node
A classifier that represents a run-time computational resource, which generally has at least a memory and often processing capability. Run-time objects and components can reside on nodes.

17.14 O (Glossary)

~O~

object
An entity with a well-defined boundary and identity that encapsulates state and behavior. State is represented by attributes and relationships, behavior is represented by operations, methods, and State Machines. An Object is an instance of a Class.

See also: class, instance

object diagram

A diagram that encompasses objects and their relationships at a point in time. An Object diagram can be considered as a special case of a Class diagram or a Collaboration diagram.

See also: Class diagram, Collaboration diagram

object flow
A sub type of the State flow or transition. It implies the passing of an object instance between elements at run-time.

object flow state
A state in an activity graph that represents the passing of an object from the output of actions in one state to the input of actions in another state.

object lifeline
A line in a Sequence diagram that represents the existence of an object over a period of time.

See also: sequence diagram

Object Management Group
The standards body responsible for the UML specification and management. Their website is www.omg.org - follow the links to the UML pages.

object toolbar
The main toolbar running down the center of Enterprise Architect from which you can select model elements to insert into diagrams. This is also known as the Enterprise Architect UML *Toolbox*.

occurrence
A relationship that indicates that a collaboration represents a classifier. An occurrence connector is drawn from the collaboration to the classifier.

operation
A service that can be requested from an object to effect behavior. An operation has a signature, which could restrict the actual parameters that are possible.

17.15 P (Glossary)

~P~

package
1. A namespace, as well as an element that can be contained in other packages' namespaces. Packages can own or merge with other packages, and their elements can be imported into a package's namespace.
2. A logical container of model elements. It groups elements and can also contain other packages.

The OMG UML specification (*UML Superstructure Specification, v2.1.1, p. 109*) states:

> *A package is used to group elements, and provides a namespace for the grouped elements.*
>
> *A package is a namespace for its members, and may contain other packages. Only packageable elements can be owned members of a package. By virtue of being a namespace, a package can import either individual members of other packages, or all the members of other packages.*
>
> *In addition a package can be merged with other packages.*

Note that packages own model elements and are the basis for configuration control, storage and access control. Each element can be directly owned by a single package, so the package hierarchy is a strict tree. However, packages can reference other packages, modeled by using one of the stereotypes «import» and «access» of Permission dependency, so the usage network is a graph. Other kinds of dependencies between packages usually imply that one or more dependencies among the elements exist.

A package is shown as a large rectangle with a small rectangle (a 'tab') attached to the left side of the top of the large rectangle. It is the common folder icon.

package diagram
Used to reflect the organization of packages and their elements, and provide a visualization of their

corresponding namespaces.

package import
A package import relationship is drawn from a source package to a package whose contents are imported. Private members of a target package cannot be imported.

package merge
Indicates a relationship between two packages whereby the contents of the target package are merged with those of the source package. Private contents of a target package are not merged.

parameter
The specification of a variable that can be changed, passed, or returned. A parameter can include a name, type, and direction. Parameters are used for operations, messages, and events.

Synonym: formal parameter

Contrast: argument

parameterized element
The descriptor for a Class with one or more unbound parameters.

Synonym: template, parameterized class

parent
In a generalization relationship, the generalization of another element, the child.

See also: subclass, subtype

Contrast: child

part
A run-time instance of a Class or Interface.

participate
The connection of a model element to a relationship or to a reified relationship. For example, a Class participates in an Association, an Actor participates in a Use Case.

partition
1. activity graphs: A portion of an activity graph that organizes the responsibilities for actions.

   See also: swim lane

2. architecture: A set of related classifiers or packages at the same level of abstraction or across layers in a layered architecture. A partition represents a vertical slice through an architecture, whereas a layer represents a horizontal slice.

Contrast: layer

pattern
A template collaboration.

persistent object
An object that exists after the process or thread that created it has ceased to exist.

physical system
1. The subject of a model.
2. A collection of connected physical units, which can include software, hardware and people, that are organized to accomplish a specific purpose. A physical system can be described by one or more models, possibly from different viewpoints.

Contrast: system

port
Defines the interaction between a classifier and its environment. Interfaces controlling this interaction can be depicted using the 'Expose Interface' Toolbox Icon.

postcondition
A constraint that must be true at the completion of an operation.

precondition

A constraint that must be true when an operation is invoked.

primitive type
A pre-defined basic datatype without any substructure, such as an integer or a string.

process
1. A heavyweight unit of concurrency and execution in an operating system.

   Contrast: thread, which includes heavyweight and lightweight processes. If necessary, an implementation distinction can be made using stereotypes.
2. A software development process - the steps and guidelines by which to develop a system.
3. To execute an algorithm or otherwise handle something dynamically

profile
A stereotyped package that contains model elements that have been customized for a specific domain or purpose using extension mechanisms, such as stereotypes, tagged definitions and constraints. A profile can also specify model libraries on which it depends and the metamodel subset that it extends.

Project Browser window
The workspace window (top left) where the model contents are displayed in 'tree' format. Displays structures such as packages, diagrams and model elements.

projection
A mapping from a set to a subset of it.

property
A named value denoting a characteristic of an element. A property has semantic impact. Certain properties are predefined in the UML; others can be user defined.

See also: Tagged Value

pseudo-state
A vertex in a state machine that has the form of a state, but doesn't behave as a state. Pseudo-states include initial and history vertices.

published model [MOF]
A model that has been frozen, and that becomes available for instantiating repositories and for support in defining other models. A frozen model's model elements cannot be hanged.

17.16 Q (Glossary)

~Q~

qualifier
An association attribute or tuple of attributes whose values partition the set of objects related to an object across an association.

17.17 R (Glossary)

~R~

realize
A source object realizes the destination object. Realize is used to express traceability and completeness in the model – a business process or requirement is realized by one or more use cases which are in turn realized by some Classes which in turn are realized by a component, and so on.

receive *[a message]*
The handling of a stimulus passed from a sender instance.

See also: sender, receiver

receive

An element used to define the acceptance or receipt of a request. Movement on to the next action occurs until it has received what is defined.

receiver [object]
The object handling a stimulus passed from a sender object.

Contrast: sender

reception
A declaration that a classifier is prepared to react to the receipt of a signal.

recursion
A type of message used in sequence diagrams to indicate a recursive function.

reference
1. A denotation of a model element.

2. A named slot within a classifier that facilitates navigation to other classifiers.

Synonym: pointer

region
UML 2 supports both expansion regions and interruptible activity regions. An Expansion Region defines the bounds of a region consisting of one or more sets of input collections, where an input collection is a set of elements of the same type. An interruptible region contains activity nodes - when a token leaves an interruptible region, this terminates all of the region's tokens and behaviors.

refinement
A relationship that represents a fuller specification of something that has already been specified at a certain level of detail. For example, a design Class is a refinement of an analysis Class.

relationship
A semantic connection among model elements. Examples of relationships include associations and generalizations.

repository
A facility for storing object models, interfaces, and implementations.

represents
A connector that indicates a collaboration is used in a classifier. The connector is drawn from the collaboration to its owning classifier.

requirement
A required feature, property, or behavior of a system.

responsibility
A contract or obligation of a classifier.

reuse
The use of a pre-existing artifact.

reverse engineering
The process of importing source code into the model as standard UML model elements (such as Classes, attributes and operations).

rich text format
A standard mark-up language for creating word processor documents, frequently associated with Microsoft Word.

robustness diagram
Enterprise Architect supports business process modeling extensions from the UML business process model profile. Robustness diagrams are used in the Iconix Process - you can read more about this at www.sparxsystems.com/iconix/iconixsw.htm.

role
1. The named detail and rules associated with one end of an association. Can indicate name, constraints, multiplicity and collection details.

2. The named specific behavior of an entity participating in a particular context. A role can be static (eg. an Association end) or dynamic (eg. a Collaboration role).

role binding
The mapping between a collaboration occurrence's internal roles and the respective parts required to implement a specific situation. The associated parts can have properties defined to enable the binding to occur, and the collaboration to take place.

run time
The period of time during which a computer program executes.

Contrast: modeling time

17.18 S (Glossary)

~S~

scenario
1. A specific sequence of actions that illustrates behaviors. A scenario can be used to illustrate an interaction or the execution of a use case instance.

   See also: interaction.

2. A sequence of operations carried out in some order to produce a known result. Can apply to use cases where it is the equivalent of a sequence diagram, or to other objects to describe how they are used at run-time.

schema [MOF]
In the context of the MOF, analogous to a package that is a container of model elements. Schema corresponds to an MOF package.

Contrast: metamodel, package

self-message
Reflects a new process or method invoked within the calling lifeline's operation. It is a specification of a message.

semantic variation point
A point of variation in the semantics of a metamodel. It provides an intentional degree of freedom for the interpretation of the metamodel semantics.

send [a message]
The passing of a stimulus from a sender instance to a receiver instance.

See also: sender, receiver

sender [object]
The object passing a stimulus to a receiver object.

Contrast: receiver

sequence diagram
A diagram that shows object interactions arranged in time sequence. In particular, it shows the objects participating in the interaction and the sequence of messages exchanged. Unlike a Collaboration diagram, a Sequence diagram includes time sequences but does not include object relationships. A Sequence diagram can exist in a generic form (describes all possible scenarios) and in an instance form (describes one actual scenario). Sequence diagrams and Collaboration diagrams express similar information, but show it in different ways.

See also: collaboration diagram

signal
The specification of an asynchronous stimulus communicated between instances. Signals can have parameters.

signature

The name and parameters of a behavioral feature. A signature can include an optional returned parameter.

single inheritance
A semantic variation of generalization in which a type can have only one supertype.

Synonym: multiple inheritance [OMA]

Contrast: multiple inheritance

single valued [MOF]
A model element with multiplicity defined is single valued when its Multiplicity Type: upper attribute is set to one. The term single-valued does not pertain to the number of values held by, for example, an attribute or parameter at any point in time, since a single-valued attribute (for instance, with a multiplicity lower bound of zero) could have no value.

Contrast: multi-valued

specification
A declarative description of what something is or does.

Contrast: implementation

state
A condition or situation during the life of an object during which it satisfies some condition, performs some activity, or waits for some event.

Contrast: state [OMA]

state invariant
A condition applied to a lifeline that must be fulfilled for the lifeline to exist.

state machine
A behavior that specifies the sequences of states that an object or an interaction goes through during its life in response to events, together with its responses and actions.

state machine diagram
A diagram that illustrates how an element, often a Class, can move between states classifying its behavior, according to transition triggers, constraining guards, and other aspects of State Machine diagrams that depict and explain movement and behavior.

state chart
A diagram that shows a State Machine.

See also: state machine

state continuation
A symbol that serves two different purposes for interaction diagrams - as state invariants and as continuations. A State Invariant is a condition applied to a lifeline that must be fulfilled for the lifeline to exist. A Continuation is used in seq and alt combined fragments to indicate the branches of continuation that an operand follows.

state lifeline
A State Lifeline follows discrete transitions between states, which are defined along the y-axis of the timeline. Any transition has optional attributes of timing constraints, duration constraints and observations.

static classification
A semantic variation of generalization in which an object can not change classifier.

Contrast: dynamic classification

stereotype
A new type of modeling element that extends the semantics of the metamodel. Stereotypes must be based on certain existing types or Classes in the metamodel. Stereotypes can extend the semantics, but not the structure of pre-existing types and Classes. Certain stereotypes are predefined in the UML, others can be user defined. Stereotypes are one of three extensibility mechanisms in UML.

See also: constraint, Tagged Value

stimulus
The passing of information from one instance to another, such as raising a signal or invoking an operation. The receipt of a signal is normally considered an event.

See also: message

string
A sequence of text characters. The details of string representation depend on implementation, and can include character sets that support international characters and graphics.

structural diagram
A diagram that depicts the structural elements composing a system or function. These diagrams can reflect the static relationships of a structure, as do Class or package diagrams, or run-time architectures, such as object or composite structure diagrams. Structural diagrams include Class diagrams, Composite Structure diagrams, Component diagrams, Deployment diagrams, Object diagrams and Package diagrams.

structural feature
A static feature of a model element, such as an attribute.

structural model aspect
A model aspect that emphasizes the structure of the objects in a system, including their types, Classes, relationships, attributes and operations.

subactivity state
A state in an activity graph that represents the execution of a non-atomic sequence of steps that has some duration.

subclass
In a generalization relationship, the specialization of another Class; the superclass.

See also: generalization

Contrast: superclass

submachine state
A state in a state machine that is equivalent to a composite state but its contents are described by another state machine.

subpackage
A package that is contained in another package.

substate
A state that is part of a composite state.

See also: concurrent state, disjoint state

subsystem
A grouping of model elements that represents a behavioral unit in a physical system. A subsystem offers interfaces and has operations. In addition, the model elements of a subsystem can be partitioned into specification and realization elements.

See also: package, physical system

subtype
In a generalization relationship, the specialization of another type; the supertype.

See also: generalization

Contrast: supertype

superclass
In a generalization relationship, the generalization of another Class; the subclass.

See also: generalization

Contrast: subclass

supertype
In a generalization relationship, the generalization of another type; the subtype.

See also: generalization

Contrast: subtype

supplier
A classifier that provides services that can be invoked by others.

Contrast: client

swimlane
A partition on a activity diagram for organizing the responsibilities for actions. Swimlanes typically correspond to organizational units in a business model.

See also: partition

synch
A state used for indicating that concurrent paths of a state machine are synchronized. After bringing the paths to a synch state, the emerging transition indicates unison.

synchronize code
The process of importing and exporting code changes to ensure the model and source code match

system
A top-level subsystem in a model.

Contrast: physical system

system boundary
An element used to delineate a particular part of the system.

17.19 T (Glossary)

~T~

table
A relational table (composed of columns).

Tagged Value
The explicit definition of a property as a name-value pair. In a Tagged Value, the name is referred to as the tag. Certain tags are predefined in the UML; others can be user defined. Tagged values are one of three extensibility mechanisms in UML.

See also: constraint, stereotype

template
Synonym: parameterized element

terminate
A pseudostate indicating that upon entry of its pseudostate, the state machine's execution ends.

thread [of control]
A single path of execution through a program, a dynamic model, or some other representation of control flow. Also, a stereotype for the implementation of an active object as lightweight process.

See also: process

time event
An event that denotes the time elapsed since the current state was entered.

See also: event

time expression
An expression that resolves to an absolute or relative value of time.

timing diagram
A diagram that defines the behavior of different objects within a time-scale, with visual depictions of those objects changing state and interacting over time.

toolbox
The main toolbar running down the center of Enterprise Architect, from which you can select model elements to insert into diagrams. This is also known as the Enterprise Architect UML *Toolbox* and the Object Toolbar.

top level
A stereotype of package denoting the top-most package in a containment hierarchy. The *topLevel* stereotype defines the outer limit for looking up names, as namespaces 'see' outwards. For example, opTopLevelubsystem represents the top of the subsystem containment hierarchy.

trace
A dependency that indicates a historical or process relationship between two elements that represent the same concept without specific rules for deriving one from the other.

transient object
An object that exists only during the execution of the process or thread that created it.

transition
A relationship between two states indicating that an object in the first state performs certain specified actions and entesr the second state when a specified event occurs and specified conditions are satisfied. On such a change of state, the transition is said to fire.

type
A stereotyped Class that specifies a domain of objects together with the operations applicable to the objects, without defining the physical implementation of those objects. A type can not contain any methods, maintain its own thread of control, or be nested. However, it can have attributes and associations. Although an object can have at most one implementation Class, it can conform to multiple different types.

See also: implementation class

Contrast: interface

type expression
An expression that evaluates to a reference to one or more types.

17.20 U (Glossary)

~U~

UML
The Unified Modeling Language, a notation and specification for modeling software systems in an Object-Oriented manner. You can read more about UML at the OMG home page or at our UML Tutorial

UML diagrams
Diagrams used to model different aspects of the system under development. They include various elements and connectors, all of which have their own meanings and purposes. UML 2.1 includes 13 diagrams: Use Case diagram, Activity diagram, State Machine diagram, Timing diagram, Sequence diagram, Interaction Overview diagram, Communication diagram, Package diagram, Class diagram, Object diagram, Composite Structure diagram, Component diagram and Deployment diagram.

UML toolbox
The main toolbar running down the center of Enterprise Architect from which you can select model elements to insert into diagrams. This is also known as the Enterprise Architect UML *Toolbox* and the Object Toolbar.

uninterpreted
A placeholder for a type or types whose implementation is not specified by the UML. Every uninterpreted value has a corresponding string representation.

See also: any [CORBA]

usage
A dependency in which one element (the client) requires the presence of another element (the supplier)

for its correct functioning or implementation.

use
A link that indicates that one element requires another to perform some interaction. The Usage relationship does not specify how the target supplier is used, other than that the source client uses it in definition or implementation.

use case [class]
A UML model element that describes how a user of the proposed system interacts with the system to perform a discrete unit of work. It describes and signifies a single interaction over time that has meaning for the end user (person, machine or other system), and is required to leave the system in a complete state: either the interaction completed or was rolled back to the initial state.

See also: use case instance

use case diagram
A diagram that captures Use Cases and actor interactions. It describes the functional requirements of the system, the manner that outside things (actors) interact at the system boundary, and the response of the system.

use case estimation
The technique of estimating project size and complexity based on the number of use cases and their difficulty.

use case instance
The performance of a sequence of actions being specified in a use case. An instance of a use case.

See also: use case class

use case model
A model that describes a system's functional requirements in terms of use cases.

utility
A stereotype that groups global variables and procedures in the form of a Class declaration. The utility attributes and operations become global variables and global procedures, respectively. A utility is not a fundamental modeling construct, but a programming convenience.

17.21 V (Glossary)

~V~

value
An element of a type domain.

value lifeline
A lifeline that shows the lifeline's state across the diagram, within parallel lines indicating a steady state. A cross between the lines indicates a transition or change in state.

vertex
A source or a target for a transition in a state machine. A vertex can be either a state or a pseudo-state.

See also: state, pseudo-state

view
A projection of a model, which is seen from a given perspective or vantage point and omits entities that are not relevant to this perspective.

view element
An element that is a textual and/or graphical projection of a collection of model elements.

view projection
A projection of model elements onto view elements. A view projection provides a location and a style for each view element.

visibility

An enumeration whose value (public, protected, package or private) denotes how the model element to which it refers can be seen outside its enclosing namespace.

Visual Basic

A rapid application development programming language. Windows' only scripting language based on COM.

Index

- . -

- A -

- B -

- C -

- D -

- E -

- F -

- G -

- H -

- I -

- J -

- K -

- L -

- M -

- N -

- O -

- P -

- Q -

- R -

- S -

- T -

- U -

- V -

- W -

- X -

- Z -

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