SysML with Enterprise Architect (EA) basic course

Duration: 3 days
Due to our training experiences we know that people who have non or less experiences with the topics of the training would gain more from at least a three-day course.

Target Audience

SysML is in contrast to UML dedicated to describe hardware centric systems. Hence, this course is targeted at system engineers who describe hardware or hardware centric software systems and for all people involved in system engineering projects.
This course aims to introduce how you can use SysML with Enterprise Architect. Furthermore, you learn to use Enterprise Architect specific features.

Prerequisites

A fundamental understanding of CASE tools and of the concept of object-oriented design is helpful.

Contents

- Introduction to SysML, survey of SysML diagrams
    - Drawing of SysML *requirements* diagrams
    - Drawing of *Use Case* diagrams to elaborate the system context
    - Drawing *activity diagrams* models to describe system processes
    - Drawing *state machines* diagrams to define system behaviour
    - Drawing *block definition* diagrams to describe the structure of the system in focus
    - Drawing *internal block* diagram to define the internal structure of your system blocks
    - Drawing *sequence diagrams* to define interactions between your system blocks
    - Drawing Package diagram to define the packaging and dependencies between your models
    - Drawing parametric diagrams to define constrain blocks which constrain your block definition diagrams
- Introduction to Tim Weilkiens SYSMOD
    - Introduction to the single steps in the SYSMOD process
    - Using SYSMOD to define a simple example
- Enterprise Architect specific topics
    - Automatic generation of project documentation (HTML, RTF)
    - Team collaboration in EA, versioning
    - Model search and tracing of models