# Real Time Systems with Enterprise Architect (EA) – a basic course

Duration: 3 days

## Target Audience

Embedded systems and real time systems will need  high reliability and robustness. This basic training provides knowledge how UML and EA can help to achieve these targets. "How to integrate quality standards like SPICE$^{®}$ ?" will be covered too.
The lesson is addressed to analysts, system-designers, developers, project managers and project members responsible for quality issues and standardization.

## Prerequisites

Practical experience in the division of system development cycles will be of help.

## Content

- Basics of the Unified Modelling Language (UML)
- Overview of available diagram types
- Introduction into Enterprise Architect
- How to perform the analytical task efficiently
- Requirements Management
- Documentation of system behavior with activities and states
- Class diagram usage – domain model, data model, code model
- Usage of interfaces
- Modelling of interaction with sequence diagrams
- Realtime specific elements in sequence diagrams
- Component diagram
- Deployment diagram
- Forward- and reverse-engineering with code templates
- Modeling data structures
- Traceability and relationship matrix
- Testing
- Managing project tasks
- Issue tracking
- Document generation (HTML, RTF)
- Collaboration  in EA (Locking, Versioning, deployment of EA)