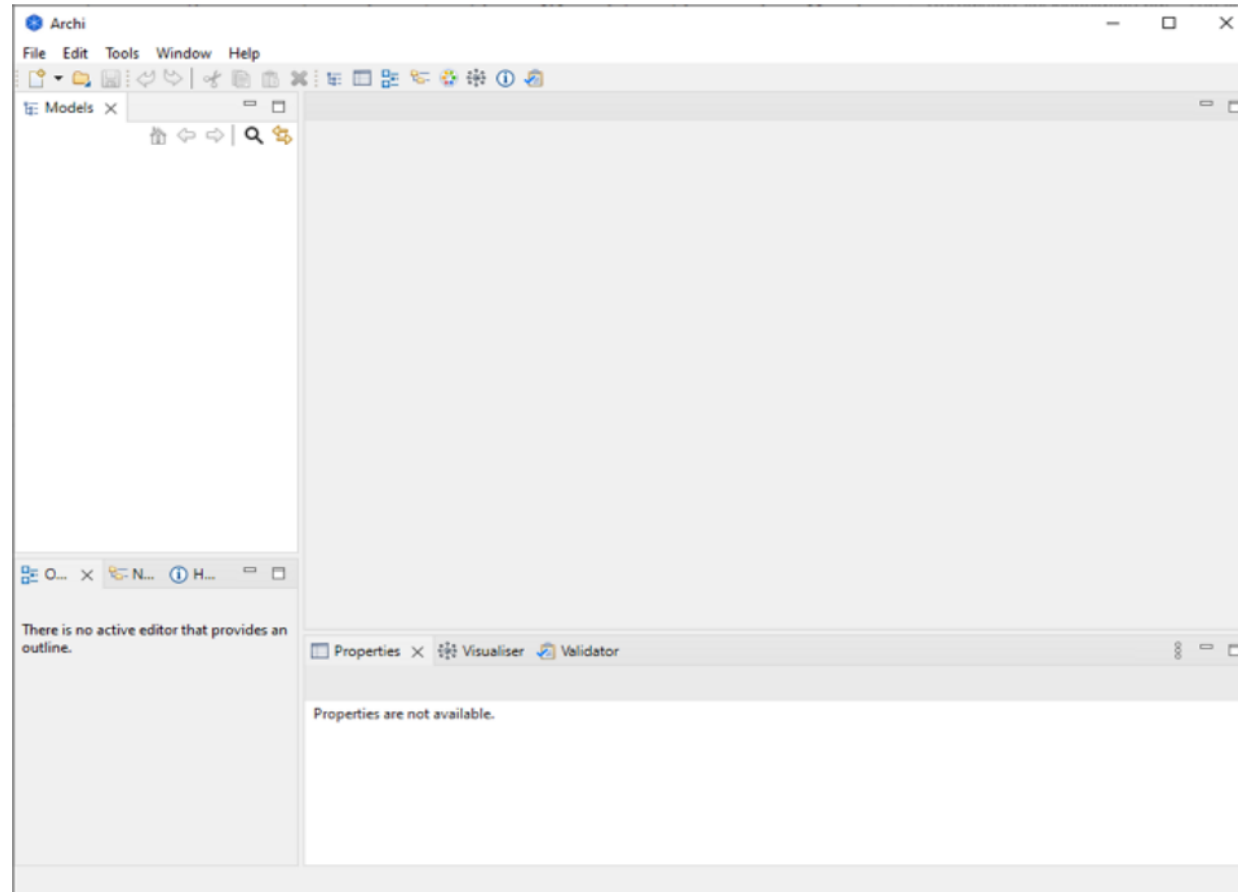# Archimate

(Guidelines Lab Part I)

Introduction

❑ Archi is a free and open-source tool available across multiple platforms for creating ArchiMate models.

❑ It caters to enterprise architects and modelers of all experience levels

❑ Archi offers an accessible solution for those new to the ArchiMate modeling language or for organizations seeking a cost-free, cross-platform tool to integrate ArchiMate into frameworks like TOGAF or other Enterprise Architecture systems.

Installing and Launching Archi

❑ Download the required version from https://www.archimatetool.com

❑ The Windows version has an installer.

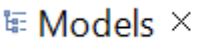❑ Run the installer to install Archi to your system. Windows 10 and 11 64-bit is supported.

Launching Archi
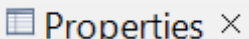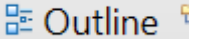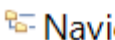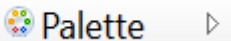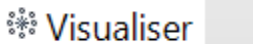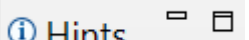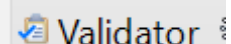
❑ The new, blank Archi workspace looks like the following:

Why Archimate? Why not PowerPoint or other software?

Workspace

❑ The **Models** Tree window: Typically located at the top left and labeled "Models," allows users to view one or more ArchiMate models in a tree structure format.

❑ The **Properties** window. This displays the properties for a selected object. The properties for the selected object can be edited here.

❑ The **Outline** window. This window displays the contents of an ArchiMate diagram (View) in miniature as a navigation tool for the selected diagram (View).

❑ The **Navigator** window. This window displays the selected model concept and all of its relationships with other model concepts. It is used to navigate between connected concepts via their relationships and is used in conjunction with the Models Tree window.

❑ The **Palette** window. When opened will display a single window for the drawing Palette used in Views.

❑ The **Visualiser** window. This window displays the selected model concept and all of its relationships with other model concepts in a graphical way. It is the graphical equivalent of the Navigator.

❑ The **Hints** window. This displays short textual hints for the selected object. For example, selecting an ArchiMate "Business Actor" diagram element displays a short summary of that object's meaning and purpose. Selecting a item or hovering over an item, in the diagram's palette also displays a hint in the window.

❑ The **Validator** window. This provides hints and tips to improve your model.

Creating a New ArchiMate Model

❑ To create a new, blank ArchiMate model in Archi do the following:
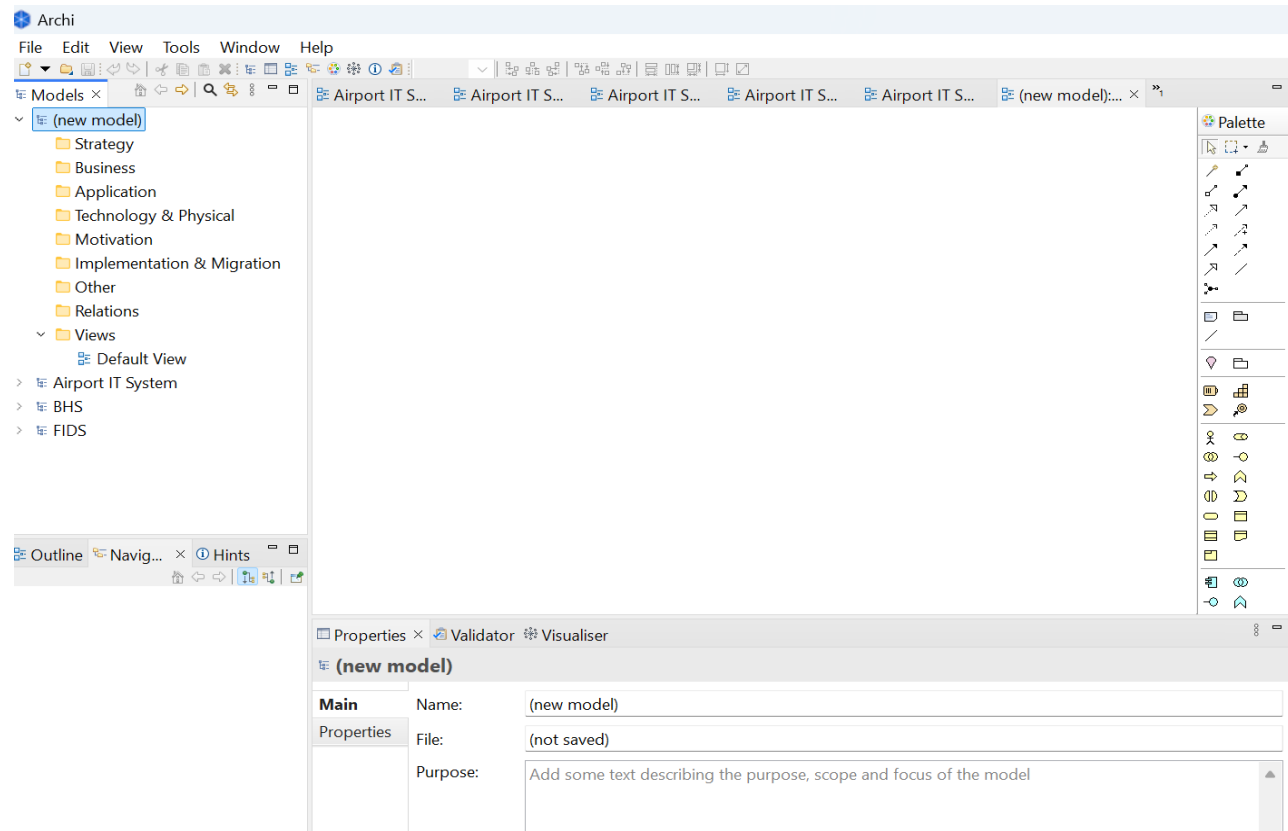
Select "Empty Model" from the main "File->New" menu or from the button on the main toolbar:
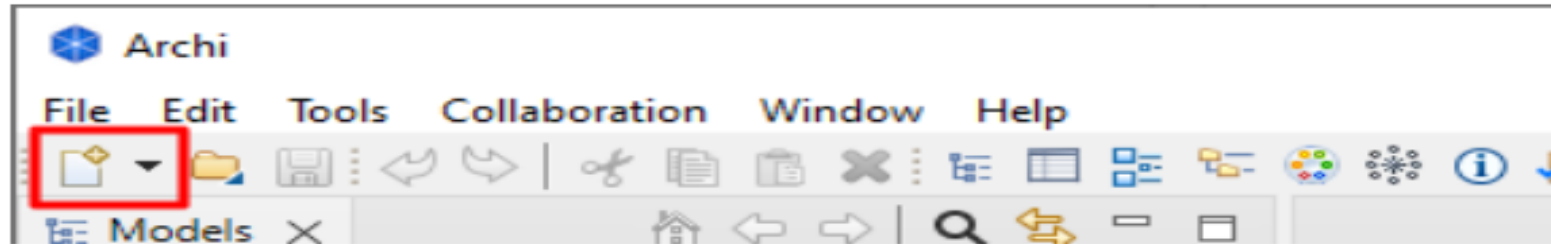

The "New" button

Creating a New ArchiMate Model

❑ A model entitled "(new model)" will be created and visible in the Models Tree window with the

"Default View" open with a blank drawing canvas and palette:

❑ Note that the model is named by default "(new model)". You may change this by renaming it directly in the Model Tree or selecting it in the Model Tree and editing the name in the Properties Window.

❑ You may also add a "Purpose" here in the Properties Window describing the purpose and aims of the model.

❑ Note also that one "View" has automatically been created for the model and named "Default View" and is placed in the "Views" folder in the Model Tree.

❑ If the View is not open (i.e. visible with blank drawing canvas and palette) you can open it by double-clicking on it in the Model Tree.

❑ The Models window can display more than one Model Tree which means that you can work on more than one model at the same time.

The Model Tree

❑ An ArchiMate model consists of a number of ArchiMate concepts belonging to different "layers" - the "Business" layer, the "Application" layer and the "Technology" layer.

❑ Each ArchiMate concept belongs to one of these layers. For example, a "Business Object" belongs to the "Business" layer and an "Application Component" belongs to the Application layer.

❑ An ArchiMate model consists of configurations of these concepts connected to each other via the various relationships. An ArchiMate model is represented in Archi in the "Models" window as a tree structure organised into folders
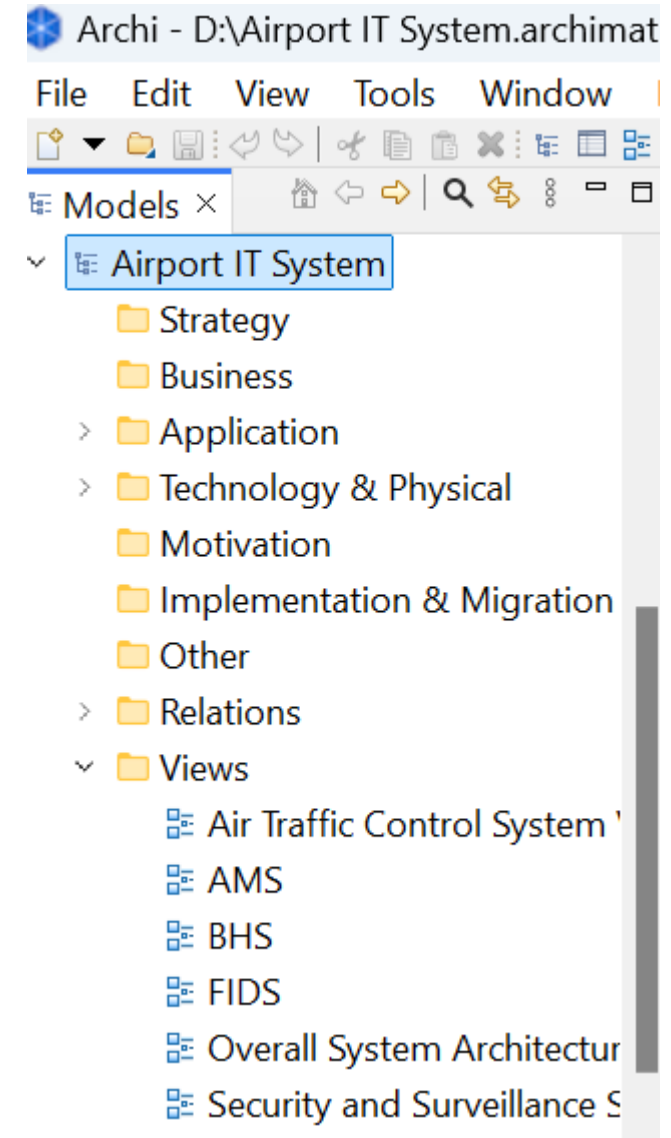
Adding Elements Directly to the Model Tree

❑ To add new ArchiMate elements directly to the Model Tree, select one of the folders, "Business",

"Application", "Technology" or "Connectors" and right-click.

❑ A "New" menu item allows you to add new elements to the tree:
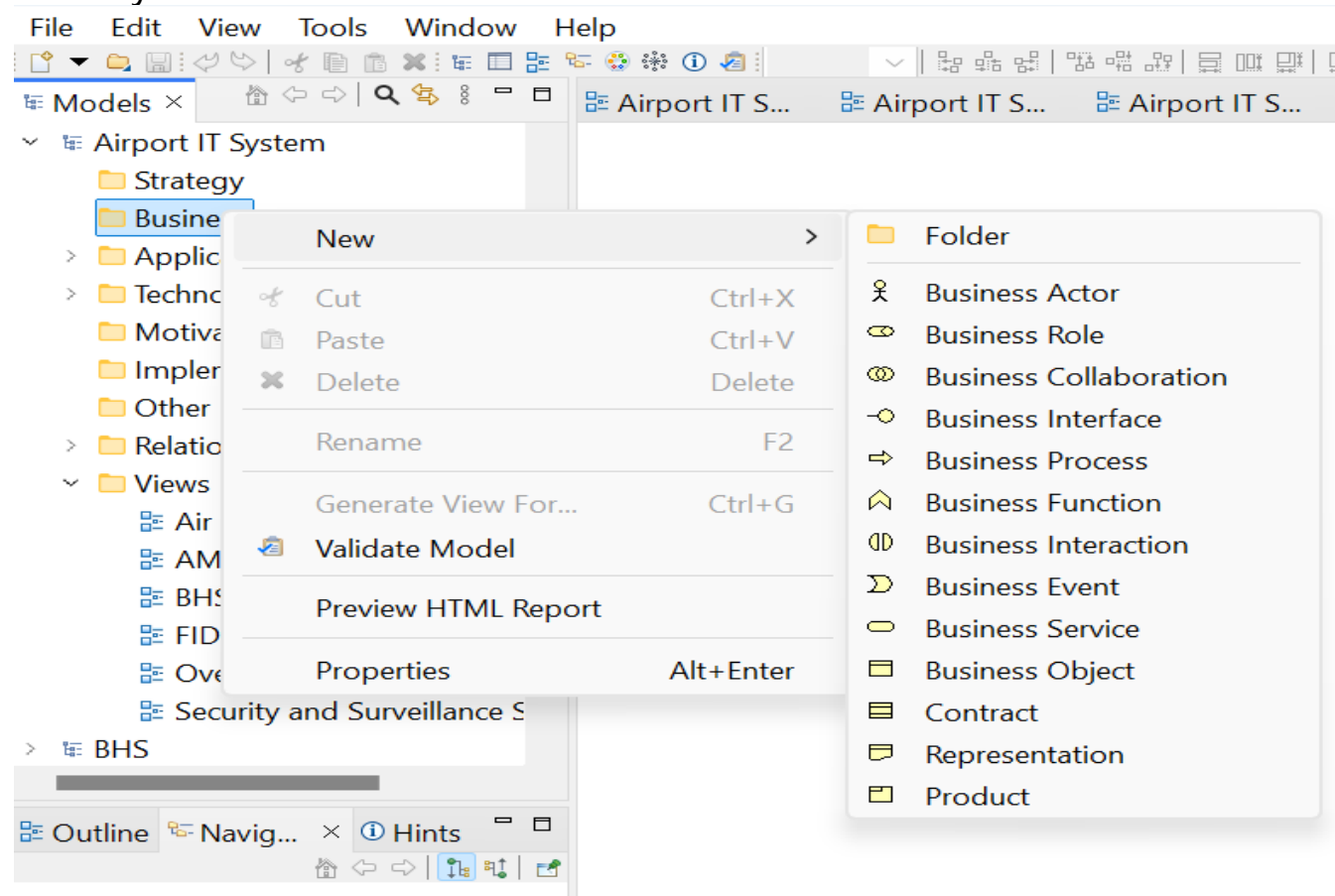
Folders and Organisation

Business   Contains the elements in the "Business" layer and any user-created subfolders

Application   Contains the elements in the "Application" layer and any user-created subfolders

Technology   Contains the elements in the "Technology" layer and any user-created subfolders

Motivation   Contains the elements in the "Motivation" category and any user-created sub-folders

Implementation

& Migration   Contains the elements in the "Implementation & Migration" category and any user-created sub-folders

Other   Contains the Location, Grouping, and Junction type elements and any user-created sub-folders

Relations   Contains the relationships between concepts as they are created in Views (diagrams) and any user-created sub-folders

Views   Contains links to Views (diagrams)

Working in the Model Tree

❑ Generally, you can add, delete, duplicate, move, and rename concepts and Views in the Model Tree. You can also create folders under the main folder groupings in order to group concepts together.

Drag and drop

❑ Objects are managed with drag and drop in folders. Note that you cannot move concepts from one main folder type to another. For example, Business concepts can only be in the "Business" folder or one of its sub-folders, and relationships can only be in the "Relations" folder or one of its sub-folders.

Cut and Paste

❑ In addition to drag and drop you can cut and paste objects between folders. After selecting objects in the tree select "Cut" and, after selecting the target folder, select "Paste" to move the objects.

Concepts in the Model Tree and Views

❑ Concepts in the Model Tree can be added to any number of diagram Views in the model by dragging them onto the View's canvas (see the section, "Views").

❑ When a concept has been added or used in a View the font used in the Model Tree for that concept is normal.

❑ However, if the concept only exists in the Model Tree and is not used in any View it is shown with an italic font:
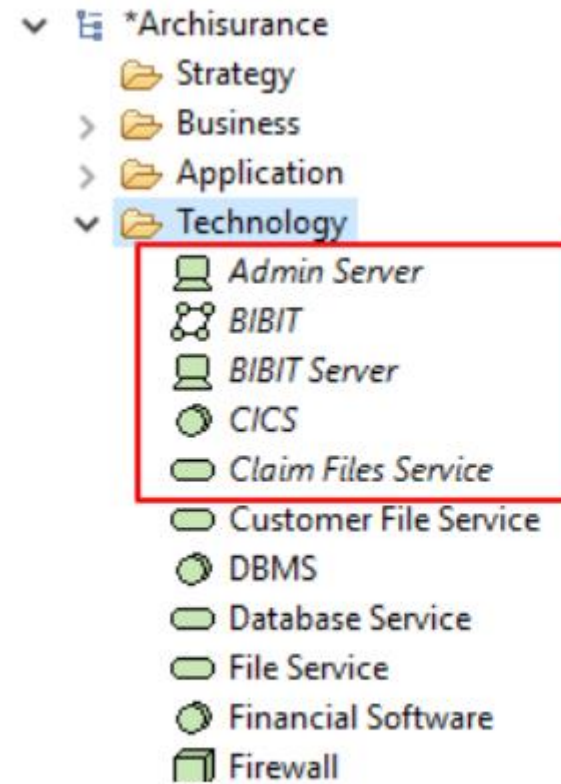
Italic font shows concepts not used in Views

Synchronising Selections in the Model Tree and a View

❑ When selecting concepts in the Model Tree and in diagram Views it is sometimes useful to synchronise the selection between the concepts in both windows.

❑ Clicking the "Link to View" button in the Model Tree window enables or disables synchronising selected concepts between the Model Tree and a diagram:
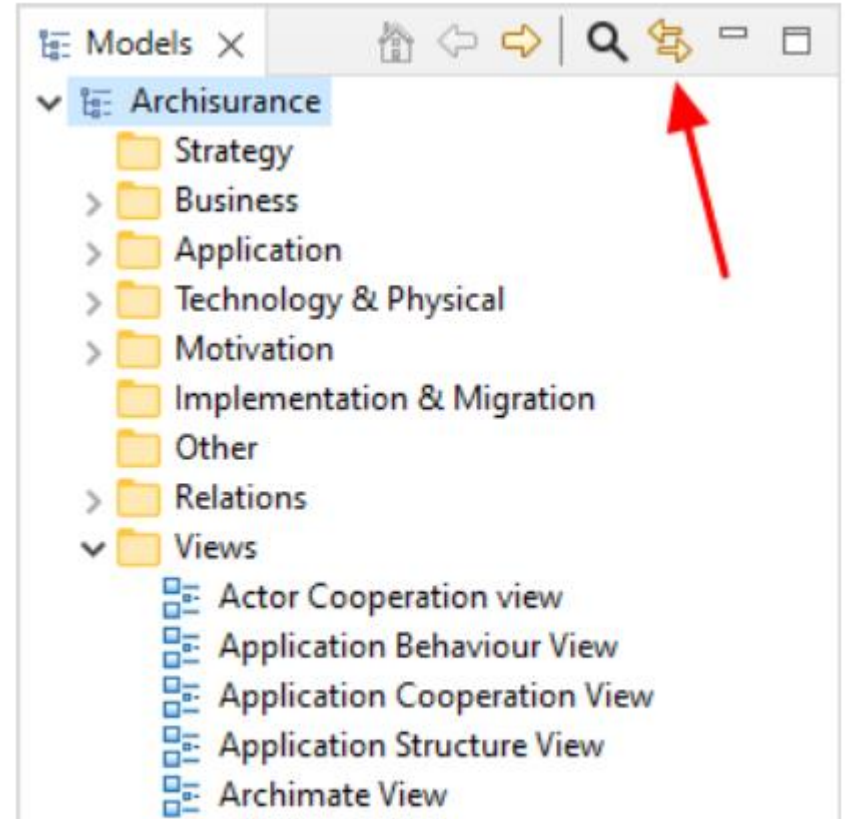

The "Link to View" button

Drill Down

❑ Using the Drill Down buttons, "Home", "Back" and "Go Into", it is possible to "drill into" a model or folder. The path to the currently selected object or folder is shown in the Status Bar


Hiding Folders

❑ To hide a folder click the dropdown menu in the Model Tree toolbar and tick or untick the folder you wish to hide or show in the "Visible Folders" sub-menu.
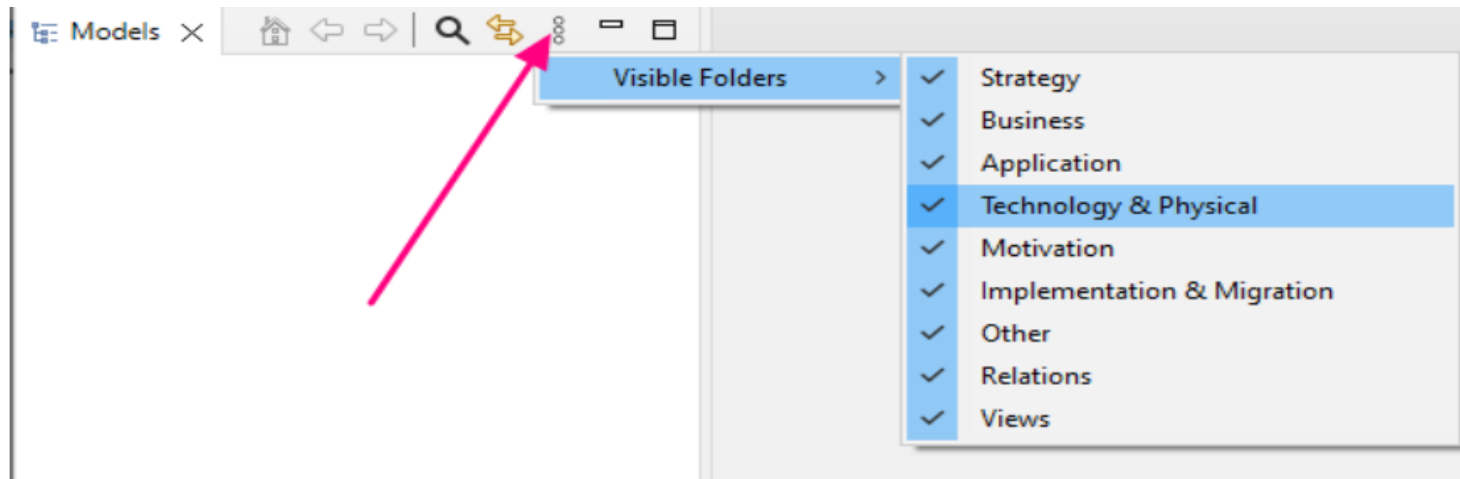
Showing or hiding top-level folders

Searching and Filtering in the Model Tree

❏ The number of objects in the Model Tree can grow quite considerably as you work on your model. Of course, you may wish to add sub-folders within the main folder structure to help organise these objects. However, finding a particular object in the tree may still prove to be difficult.

❏ In order to search the Model Tree a Search Bar is included in Archi. This is accessed by clicking on the "Search" button on the toolbar of the Model Tree window.

❏ As you type into the text field of the Search Bar the Model Tree updates to show only those objects that match the search criteria in the Search Bar. By default only the names of the objects are matched to the search string. You can also search on the "Documentation" field of the objects by ticking this in the "Filter Options" drop-down menu in the Search Bar
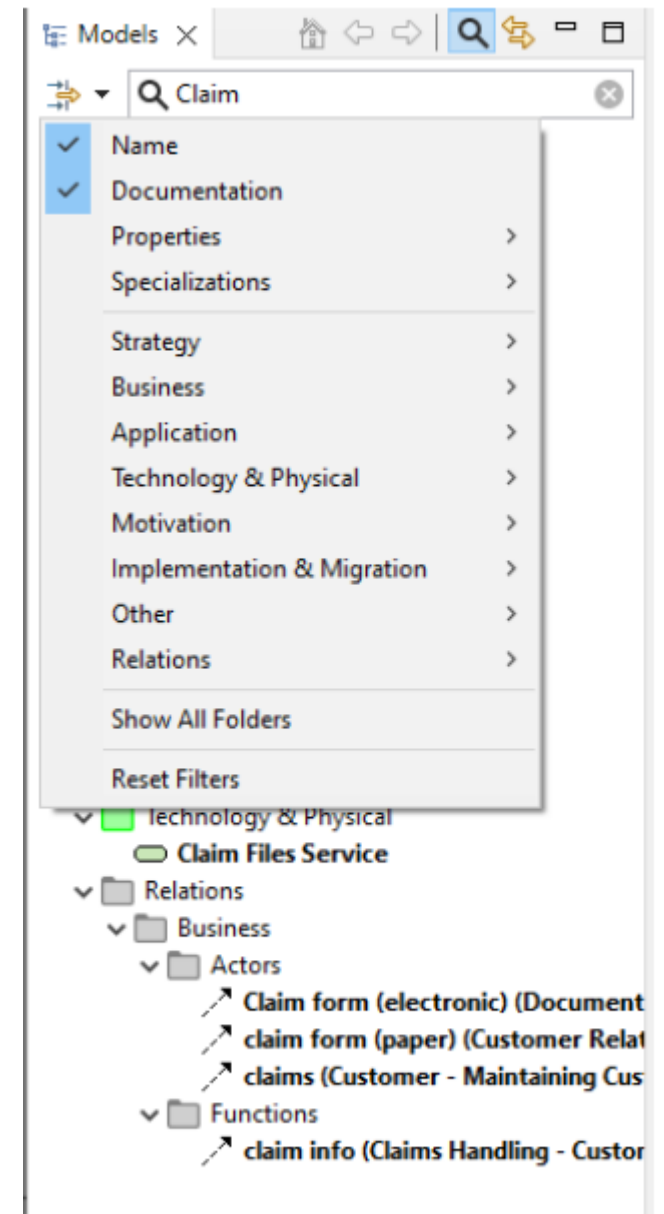

Searching on both "Name" and "Documentation"

Views

❑ The elements and relationships that constitute an ArchiMate model as represented in

the Model

❑ ArchiMate model can consist of one or more Views where each View can display the

model concepts in various configurations.

Opening a View

❑ If the model already contains a View it will be visible in the "Views" folder in the Model
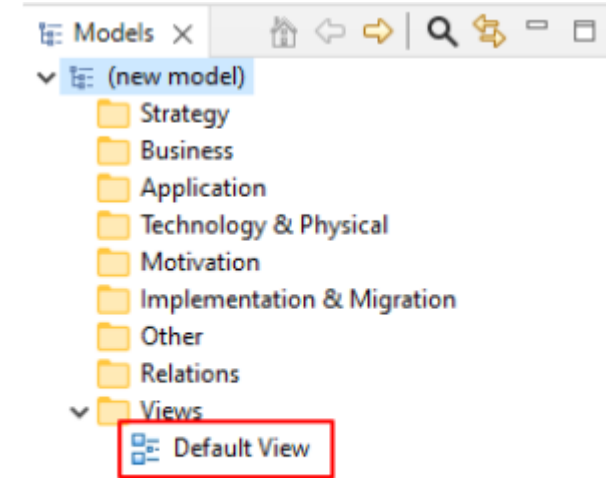
Tree

The Default View in the Model Tree
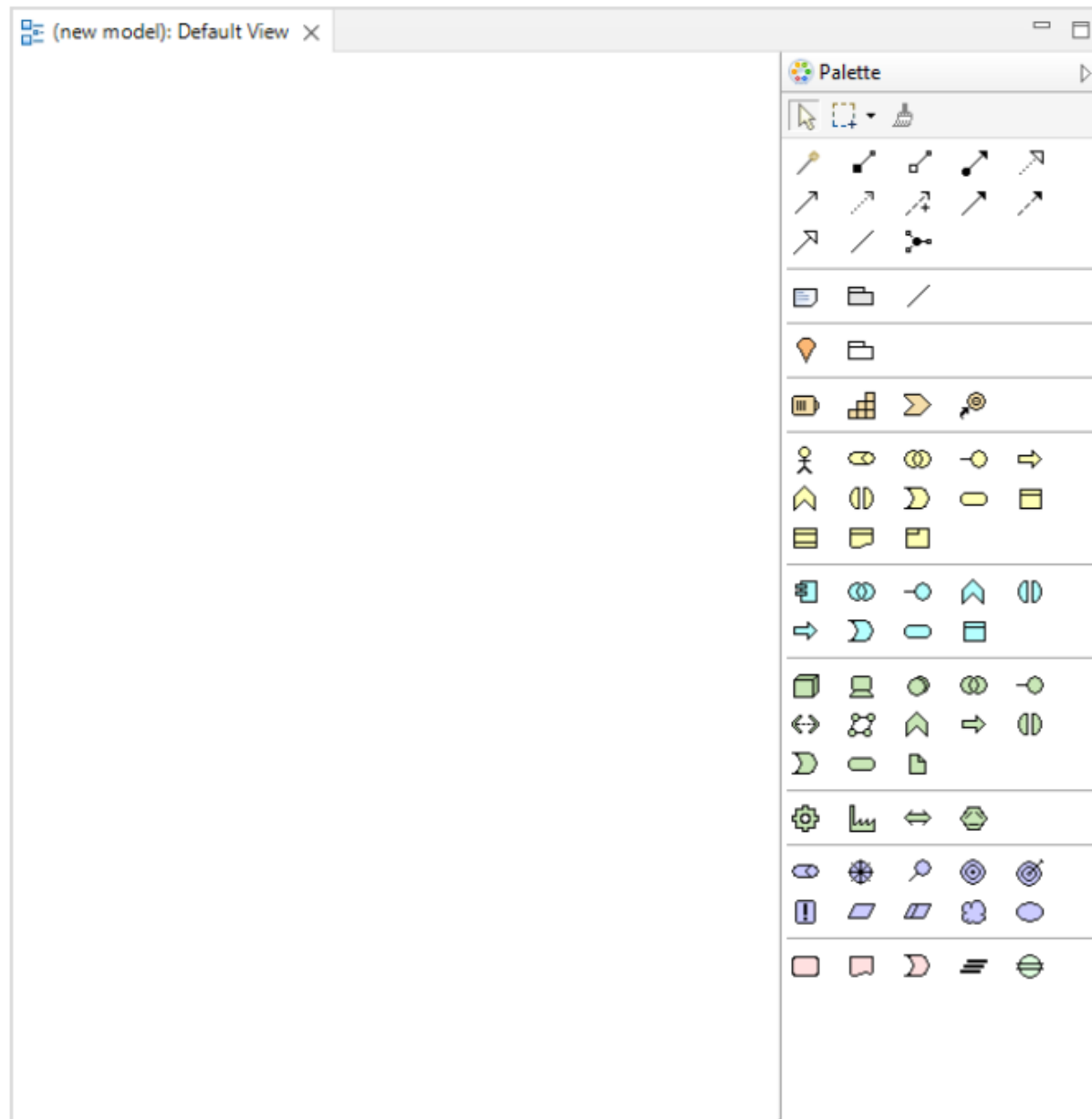
The View Editor showing a blank drawing canvas and palette

Creating a New View

❑ An ArchiMate model usually consists of more than one View. To add a new View to the model, right-click on the "Views" folder in the Model Tree and select "New->ArchiMate View" from the context menu:
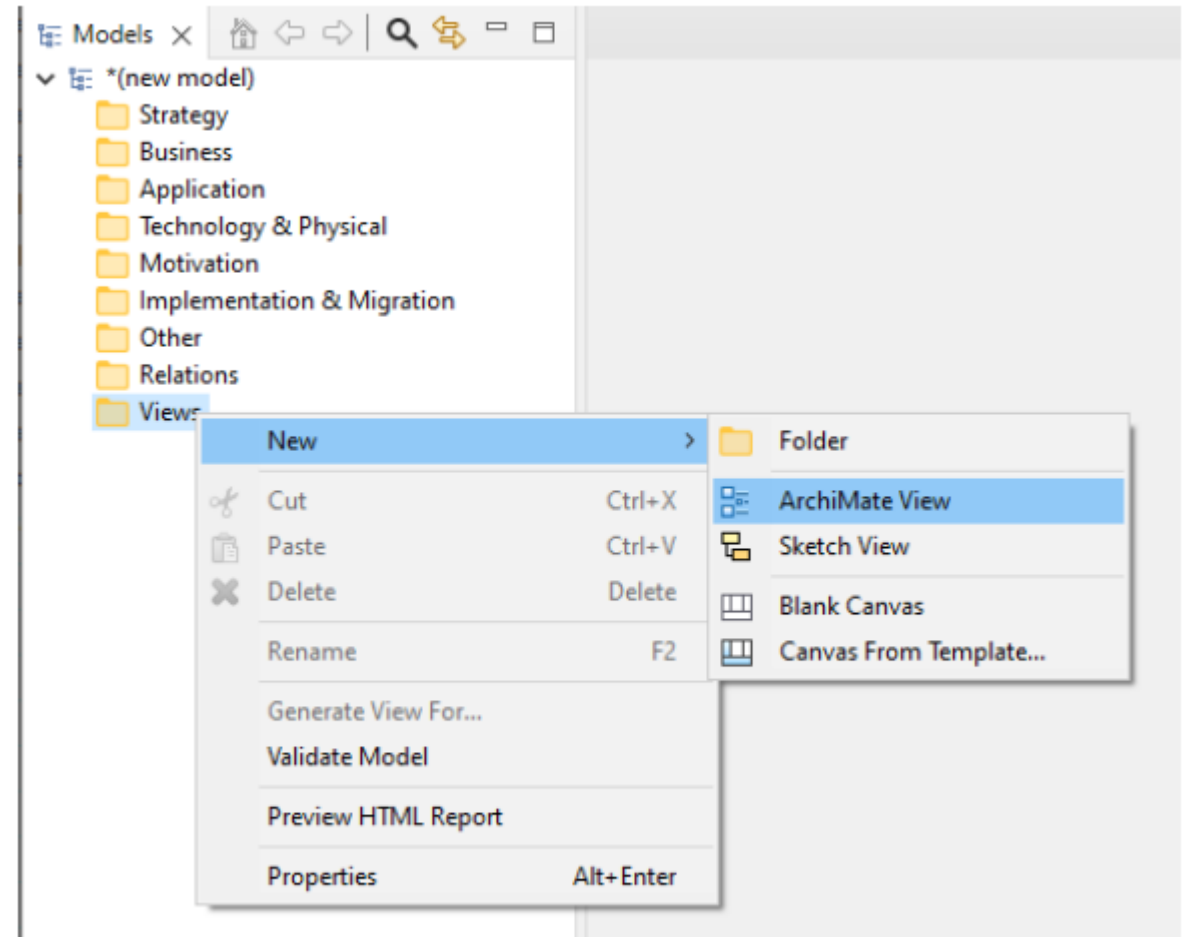
Adding a new View to a Model

The Palette

❑ The palette contains the drawing tools, and elements and relationships that can be added to a View. It is an area that is attached to a View.

The Palette in a View