View Container with Apple Devices

The *View Container with Apple Devices* pattern creates elements and diagrams that model an Interaction Flow Model with a Composite View Container comprising of three view containers. It can be used as a generic model that can act as a guide for the more specific Android Device wireframe models that can show Trace relationships back to the Interaction Flow model.

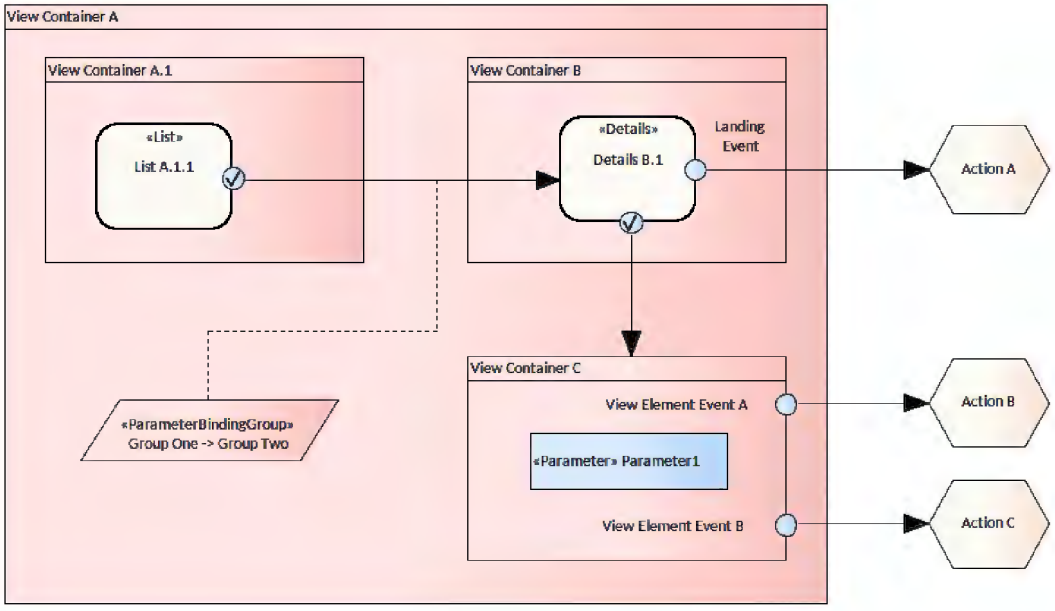

Figure 1. Shows an Interaction Flow diagram that contains three View Containers two of which contain View Components.

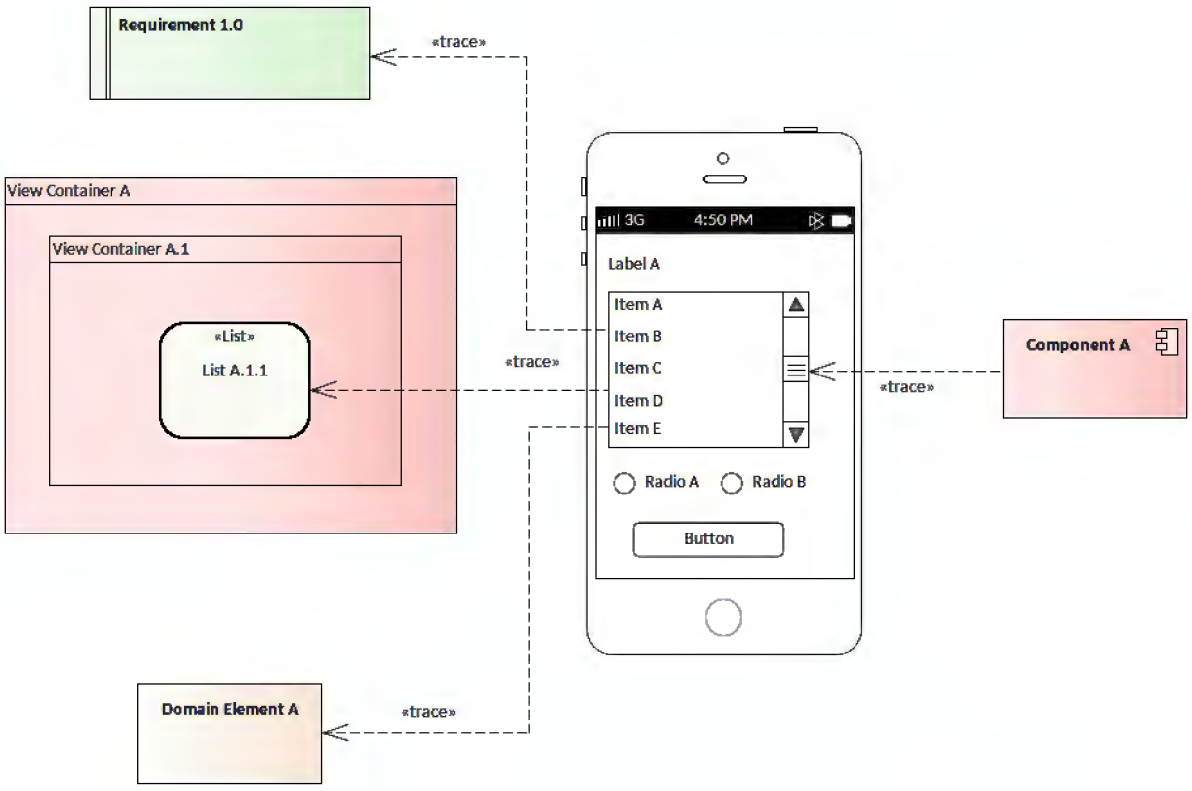

Figure 2. Shows an Interaction Flow diagram with elements from a Wireframe diagram showing how the two models can be connected to each other. The Interaction Flow diagram would typically be drawn first and the Wireframe diagram would be derived from it.

Discussion

The purpose of the pattern is to allow an analyst or other stakeholder to create and view a platform independent model of the user interactions and the behavior of the front-end (user facing) aspects of the system. These Interaction Flow models can then be used to inform the wireframe models for the Web and any or all of the most important platforms including the iPhone. Android and Windows phones and Tablets.

The models are typically created early on in an initiative to describe the platform independent behavior of the user interactions leaving the wireframing to be completed only when the Interaction Flow models have been ratified.

The following is a list of some things you may want to do when working with this pattern.

- Change the name of the Package and diagrams to suit the initiative.
- Change the name of the View Containers and View Components to suit the initiative.
- Change the name of the Events and Actions to suit the initiative.

The following is a list of some of the next steps available when applying the pattern.

- Elaborate the Domain Model and relate the Classes to other parts of the Interaction Flow and Wireframe diagrams
- Create other diagrams to model the User Experience adding controls where needed.
- Add diagram filters to hide or obscure some of the elements in the diagram to create compelling views tailored for particular stakeholders.
- Create another deployment diagram to show how the devices interact together.
- Define Trace relationships showing how the user interface controls relate to up-process elements such as: Requirements, User Stories, Use Cases, and down-process elements such as Components, Artifacts and Database tables.
- Create high quality documentation generated automatically from the model using built-in or user-defined templates.

Useful Workspace Layouts Core | Core Modeling, Wide View

Reference

The following help topics will assist you learn about how to work with this pattern.

Wireframe Models

Apple iPhone Wireframe

Android Wireframe Toolbox

Visual Filters

Documentation

Working with Diagrams

Changing Element Appearance

Changing Diagram Layout

The following are some of the tools that will be helpful when working with this pattern.

Specification View

The Specification View can be used as a way of working with any element type in a spreadsheet or word process view. It is particularly useful when there are a large number of elements as is typically the case when describing a system of any appreciable size. For more details see the Specification View help topic.

Relationship Matrix

The Relationship Matrix provides a spreadsheet like view of two groups of elements and the relationships that exist between them. It can be a used as a powerful analysis mechanism to visually indicate how elements are related to each other and to discover which elements are missing relationships. For more details see the Relationship Matrix help topic.

Traceability Window

The Traceability Window automatically displays the relationships that exist between Use Cases and other model elements including up-process and down-process elements. The traceability tree view can be conveniently expanded to see deeper relationships and elements displayed in the window can be located in all diagrams in which they appear. For more details see the Traceability Window help topic.

Requirements Diagram

The Requirements Diagram provides a visual representation of how Requirements are related to each other and to other elements in the model, including Business Drivers, Constraints, Business Rules, Use Cases, User Stories, design Components and more. The diagram is one of Enterprise Architect's extended diagram types and for analysts who are accustomed to working with requirements in a text based tool it will provide a welcomed and compelling graphical representation of the requirements. For more details see the Requirements Diagram help topic.

Element Discussions

The Element Discussion facility is a fully featured collaboration tool allowing modelers and model viewers and reviewers to communicate with each other directly inside the repository. Modelers using the full client or occasional viewers using WebEA can both post and reply to discussions and communicate and engage in chat. For more details see the Element Discussions help topic.

Document Generator

The Document Generator is a powerful facility in Enterprise Architect that allows a Database Engineer or other stakeholder to create high quality corporate or technical documentation directly from the model, suitable for internal or external audiences. For more details see the Documentation help topic or the more general topic on Model Publishing.

Hand Drawn and Whiteboard Diagrams

The Hand Drawn and Whiteboard Mode are display options available for any diagram that changes a system-drawn diagram to appear as though it was drawn by hand and, optionally, hand drawn on a whiteboard. It is a powerful device to engage an audience by presenting the diagram in a rough and more immediate style giving the impression that it is just a sketch that can be changed. For more details see the Hand Drawn and Whiteboard Mode help topic.

Alternate Images for Diagram Elements

Most standard elements allow an alternate image to be defined for an element that will be used in place of the graphical notation for the element either on a selected diagram or as a default on all diagrams. For more details see the Using the Image Manager help topic.

Diagram Layout

The Diagram Layout tool allows you to layout an entire diagram, selected elements or sections of a diagram to make it more visually appealing or meaningful to a particular audience. There are a wide range of layout types to choose from and some types have filters that can be applied. For more details see the Diagram Layout help topic.

Pan and Zoom

The Pan and Zoom facility is one of the tools that can be used to navigate around a large diagram. Often the resolution of a diagram must be reduced to ensure it is wholly visible but by using the Pan and Zoom window you can leave the diagram at a readable resolution and pan around to areas of interest zooming in when necessary. For more details see the Pan and Zoom help topic.

Diagram Legends

The Diagram Legend facility is useful for manually or automatically changing the appearance of elements and connectors on a diagram. A legend can be added from the Common Toolbox and configured to codify the fill and line color and line thickness. This is a powerful way to add meaning and expression to a diagram and is particularly

expressive when applied automatically based on element or connector properties. It can be used with a number of specialized diagrams such as roadmaps to create a powerful visualization. For more details see the Diagram Legends help topic.