Apple Tablet with Traces

The *Apple Tablet with Traces* pattern creates elements and a diagram that models the tablet and its user interface using an expanded list view which is populated with items. Traces have been included to show how the interface elements relate to a Domain Model element and a Functional Requirement. The component that implements the user interface control has also been traced to the control.
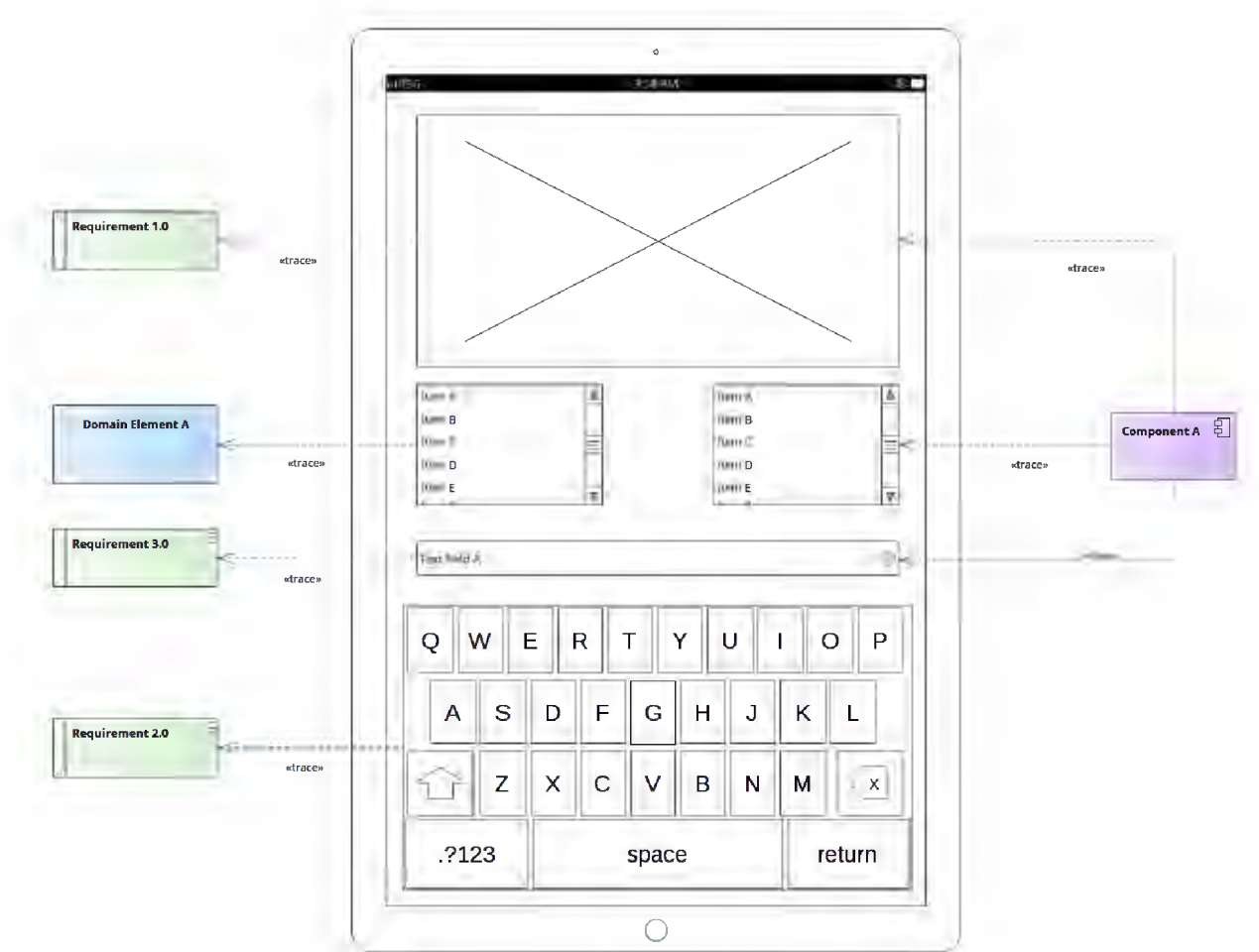

Figure 1. Shows a model of an iPad displaying a list view control with a label, two radio buttons and a button. Traces have been included to show how the interface relates to elements in other parts of the model.

Discussion

The purpose of the patterns is to allow User Experience Analysts, Business Analysts and other stakeholders to create and view compelling models of an iPad and its user interface including the user interface of a tablet application (App.)

The pattern is typically created during the analysis phase of an initiative after the User Stories, Use Cases and Requirements have been analyzed. It can be used to model the User Experience presenting a series of diagrams that allow the viewer to visualize the important aspects of how a user interacts with the iPad .

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 diagram to suit the initiative.
- Change the name of the tablet to suit the initiative.
- Change the user interface controls to suit the initiative.
- Add or remove the elements that are traced to and from the tablet to suit the initiative.

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

- 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.

Reference

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

[Wireframe Models](#)

[Apple iPad Wireframe](#)

[Visual Filters](#)

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

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.

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.

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.