

Criterion Search

The *Criterion Search* pattern creates elements and a diagram that model a convention search based on criterion supplied by the user. The user enters or selects the criterion on a form and once the form is submitted a list of results is returned. The user then selects one item from the list and the details of the item are displayed potentially containing an image.

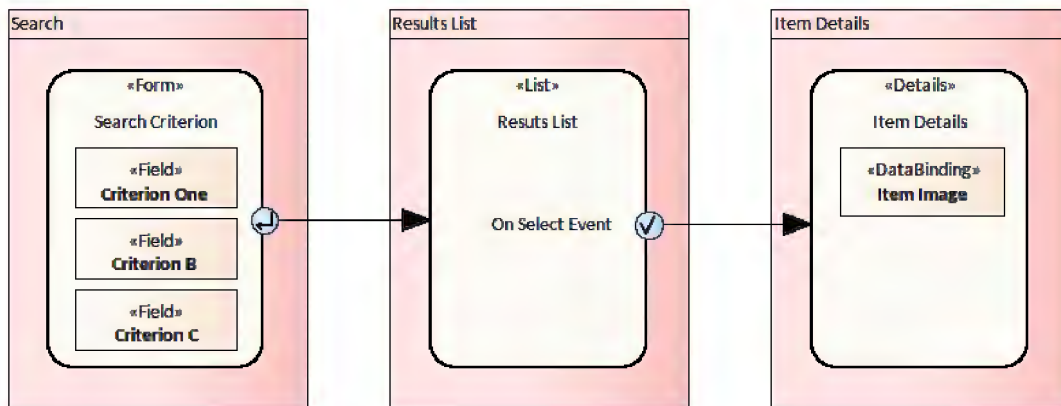


Figure 1. Shows an Interaction Flow diagram with a Form to allow the user to input search criterion. The diagram contains three View Containers connected by Navigation Flows.

Discussion

The purpose of the pattern is to allow an analyst or Interaction Designer to create and view a model of the User Interface that provides a criterion based search. The criterion can be defined and displayed on the diagram allowing users to understand what they will be able to input or select.

The pattern is typically used when the user can narrow down the items they are searching for by supplying a number of criterion. A typical example would be searching for available flights by supplying criterion such as Origin, Destination, Travel Dates and Class of travel.

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 to suit the initiative.
- Change the names of the Fields and add new Fields to model the criterion.
- Create additional View Containers and View Components to suit the initiative.

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

- Add Navigation Flows where necessary to the diagram.
- Create a Domain Model and relate the Classes to parts of the Interaction Flow 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.
- 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.

[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 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.

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