Starter Object Diagram

The *Starter Object Diagram* pattern creates an Object diagram with Objects (Instance Specifications) that are connected by Links (Instances of Associations). The Objects contain Slots that allow a value to be specified for the Attributes that are defined in the Classes. Roles names including a number are used to identify the Instances and the role they play with respect to the associated Classes or Linked Objects.

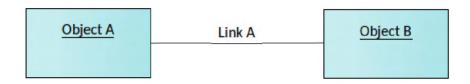


Figure 1. Shows an Object diagram with two Objects connected with a Link (Instance of an Association).

Discussion

The purpose of the Pattern is to allow Business Analysts, Testers and members of the Implementation Team to define exemplars of the information models.

The pattern can be used in any situation where an example of a Class model is needed. These can be used in a number of situations including the following:

- To define test data that can be used as input to Test Cases or to provide useful exemplars for programmers as they are developing modules or components that consume or produce parts of the information model.
- To create Exemplars that Analysts can use to explain difficult scenarios to stakeholders who find the more abstract information models difficult to understand or conceptualize.

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

- Change the name of the Classes defined in the Class diagram to suit the initiative.
 (The names of the Classifiers displayed in the Object diagram will change automatically.)
- · Change the names of the Objects to suit the initiative
- · Change the Role names and Multiplicities to suite the initiative.
- Change the names of the Attributes displayed in the first compartment of the Classes in the Class diagram to suit the initiative. (The names in the Object diagram will be changed automatically.)
- · Change the values in the Slots (Attribute Values) in the Objects.

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

- Create additional Object or sets of Objects that can be used as test data or exemplars.
- · Create automatic documentation directly form 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.

Object Diagram

Class Diagram

Run-time State

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.

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.

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 <u>Relationship Matrix</u> 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.

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 <u>Element Discussions</u> 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.

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.

Alternate and 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 <u>Using the Image Manager</u> 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.

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