

Two Activity Process

The *Two Activity Process* pattern creates elements and an Analysis diagram that describes a two Activity process that both uses information and produces information. The information h could be data describing transactions and the output data a formatted report.

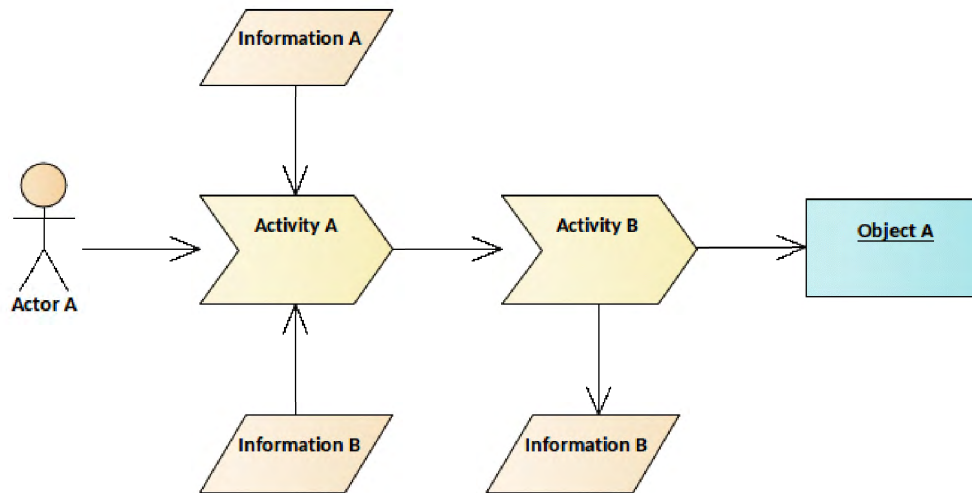


Figure 1. Shows an Analysis Diagram that provides a basic scratchpad for exploring and documenting business ideas including this two activity process showing information input and output.

Discussion

The purpose of the pattern is to allow Business Architects, Business Analysts and other stakeholders to create and view a simple process with two Activities that with information both as input and output.

The pattern is typically used in the initial stages of an initiative when there is a need to create some basic diagrams that describe the Activities that need to be performed, the

roles that will performs them and the information that is consumed and produced and any other output in the form of Objects.

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

- Rename the Package and the diagram to suit the initiative.
- Rename the Activities, Actor, Information elements and Object to suit the initiative.
- Create additional elements to augment the diagram where needed.

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

- Create trace relationships to high level elements such as Mission, and Vision Drivers, Goals, Objectives and Business and Stakeholder Requirements,
- Create trace relationships to the components that will ultimately carry out the work defined by the Activities and the Actions.
- Create documentation that will help disseminate the information contained in the diagram to other team members.

Useful Workspace Layouts Core | Core Modeling, Wide View

Reference

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

[Working with Diagrams](#)

[Visual Filters](#)

[Baseline Tool](#)

[Specification View](#)

[Document Window](#)

Tools you may find useful

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 or the more general topic on [Model Publishing](#).

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.

Image Manager

The Image Manager is a tool for managing images such as photos and screen shots and other pictures in a variety of formats. Often when observations are made an analyst will take one or more photos of a user in situ in their work environment. An analyst might also capture screen shots of the current applications the user is working with. All these digital assets can be imported into the Image Manager and then applied to elements in diagrams as an alternate image. Alternatively a picture contained in the Clipboard can be pasted directly into a diagram. For more details see the [Image Manager](#) 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.

Baseline Tool

The Baseline Tool can capture a snapshot of a selected Package at a point in time and then at a later time the repository can be compared to this (or another baseline) for the purpose of determining what has changed. Any number of baselines can be created and labeled and there is a baseline comparison tool which displays the differences between the baseline and the model and allows the modeler to revert a change in the model to a baseline at a granular level. For more details see the [Baseline Tool](#) help topic.

[Linked Documents](#)

Linked Documents provide a way of incorporating extensive and highly formatted documentation for an element. While an elements notes are a useful place to provide brief and visible information about an element a Linked Document can be used to create extensive documentation for an element including all the features you available in a typical word processing tool such as: Paragraph Formatting, Header and Footers, Table Images, Tables of contents and much more. For more details see the [Linked Documents](#) help topic.