# Description and a Zachman’s Framework of a chosen enterprise

Yo! Sushi is a well-known sushi franchise that are located all around the globe. This enterprise specialises in fresh, traditional Japanese food such as sushi, nigiri, sashimi and other foods. Yo! Sushi have a click & collect option and they also deliver by using their own delivery services. As this is a Global company, a range of information systems are used within the enterprise but will be mainly focusing on the transaction processing system for when a customer wants to click & collect or wants a delivery service. The system supports processes such as modifications, cancellations and tracking of orders. The system also has processes that helps deal with any complaints from customers. Using the Zachman’s framework, we can demonstrate the fundamentals of an enterprise architecture which will give a more formal and structured view of this selected enterprise, Yo! Sushi.

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|  | What  (Data) | How  (Function) | Where  (Location) | Who  (Person) | When  (Time) | Why  (Motivation) |
| Scope  (Contextual)  Planner | Description of catering, delivery transaction services. | Transaction processing system for click & collect and for delivery services. | The Avenue, The Mall, Bristol BS34 5DG. | Customers, chiefs, delivery drivers, waiters. | Customers request an order, during opening hours. | To provide a public catering service and delivery service.  Business strategic plan. |
| Enterprise Model  (Conceptual)  Owner | Catering and delivery service objectives. Semantic data model and ER diagram | Business process model and conceptual activity model of delivery and click & collect service. | The customers location (must be 5-mile radius from Yo! Sushi). | Catering information system workflow.  Work flow model. | Sequence and timelines of catering services. | Business objectives,  reputation, and increase of profit. |
| System Model    (Logical)  Designer | Data model (Logical) for catering information. | Application architecture with function and user views. UML activity diagrams. | Distributed system architecture, connectivity. | Human interface architecture, UML Use Case Diagrams. | Catering event phases and process components. | System function requirements and business rules. |
| Technology Model  (Physical)  Builder | Physical data model for catering information. | System design, UML Class diagrams. Structure design. | Technological architecture, catering information network detailed architecture. | Presentation Architecture Catering information interface description. | Control structure, Catering information system control structure. | System operational requirements. |
| Detailed Representation  (Out of context)  Subcontractor | Data Definition, catering information metadata. | Program, detailed system design and user manuals. UML sequence Diagrams. | Physical data, customers addresses and communication protocols. | Security architecture and system operations. | Expected completion of process and defined timescales. | Technical requirements |
| Actual Functioning System  (Customers and Employees) | Data | Customer Procedural. | Website | Customers | Real time events and communication flow through website. | Delivery of professional service. |