



MINISTERSTVO

INVESTÍCIÍ, REGIONÁLNEHO ROZVOJA  
A INFORMATIZÁCIE  
SLOVENSKEJ REPUBLIKY

Modelovací jazyk ArchiMate

školenie

---



KONCEPTY JADRA

# Jadro jazyku -Core framework (1/2)

## Tri vrstvy:

- biznis,
- aplikačná,
- technologická.

## Tri aspekty:

- aktívne štrukturálne: entita schopná vykonávať správanie,
- behaviorálne: správanie vykonané 1 alebo viac štrukturálnymi objektami,
- pasívne štrukturálne: objekt, na ktorom je správanie vykonávané.

Passive structure	Behavior	Active structure	
			Business layer
			Application layer
			Technology layer

## Kompozitné elementy

# Jadro jazyku (2/2)

Passive structure	Behavior	Active structure	
			Business layer
			Application layer
			Technology layer

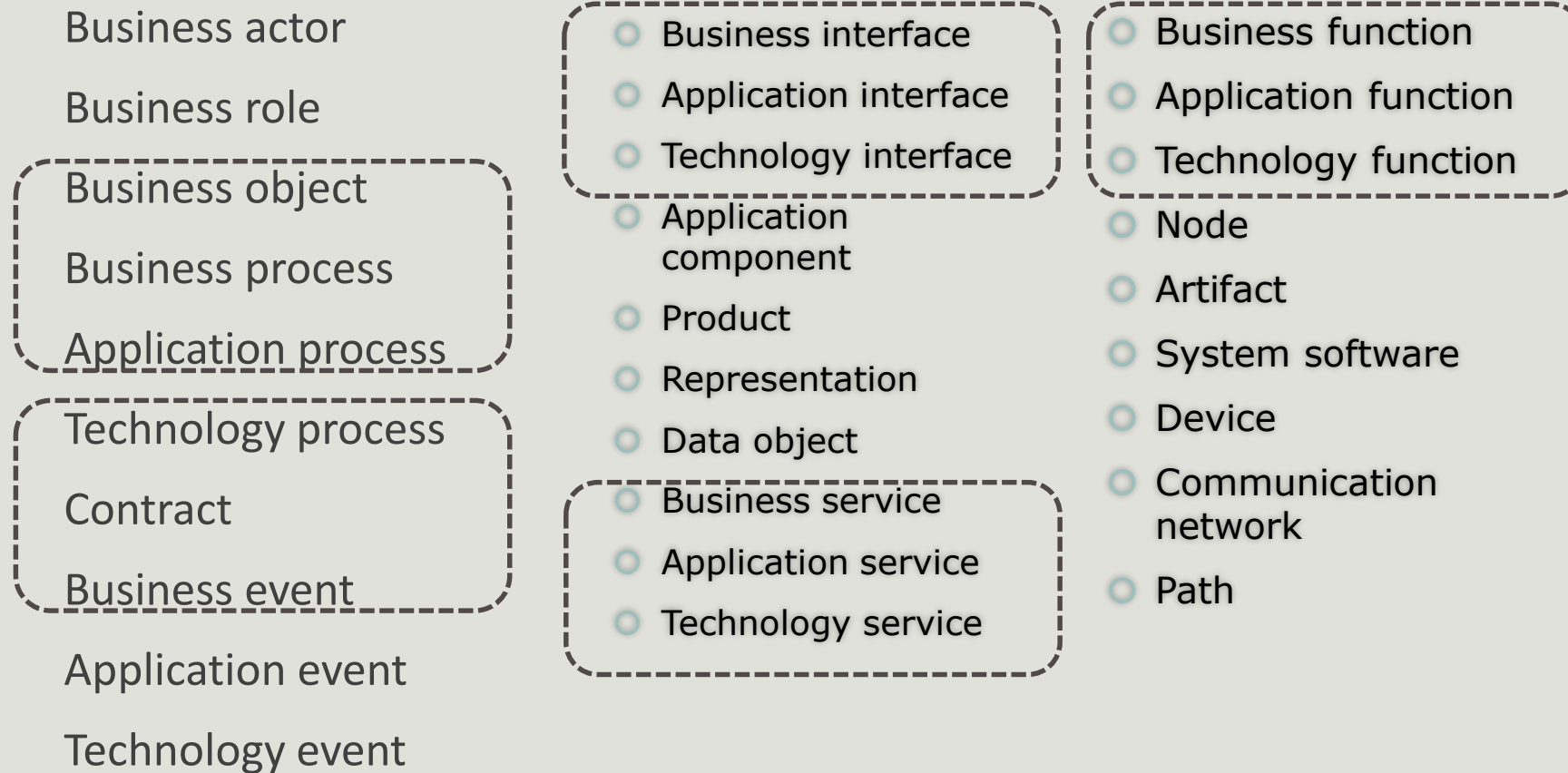
# Cvičenie (1/2)

---

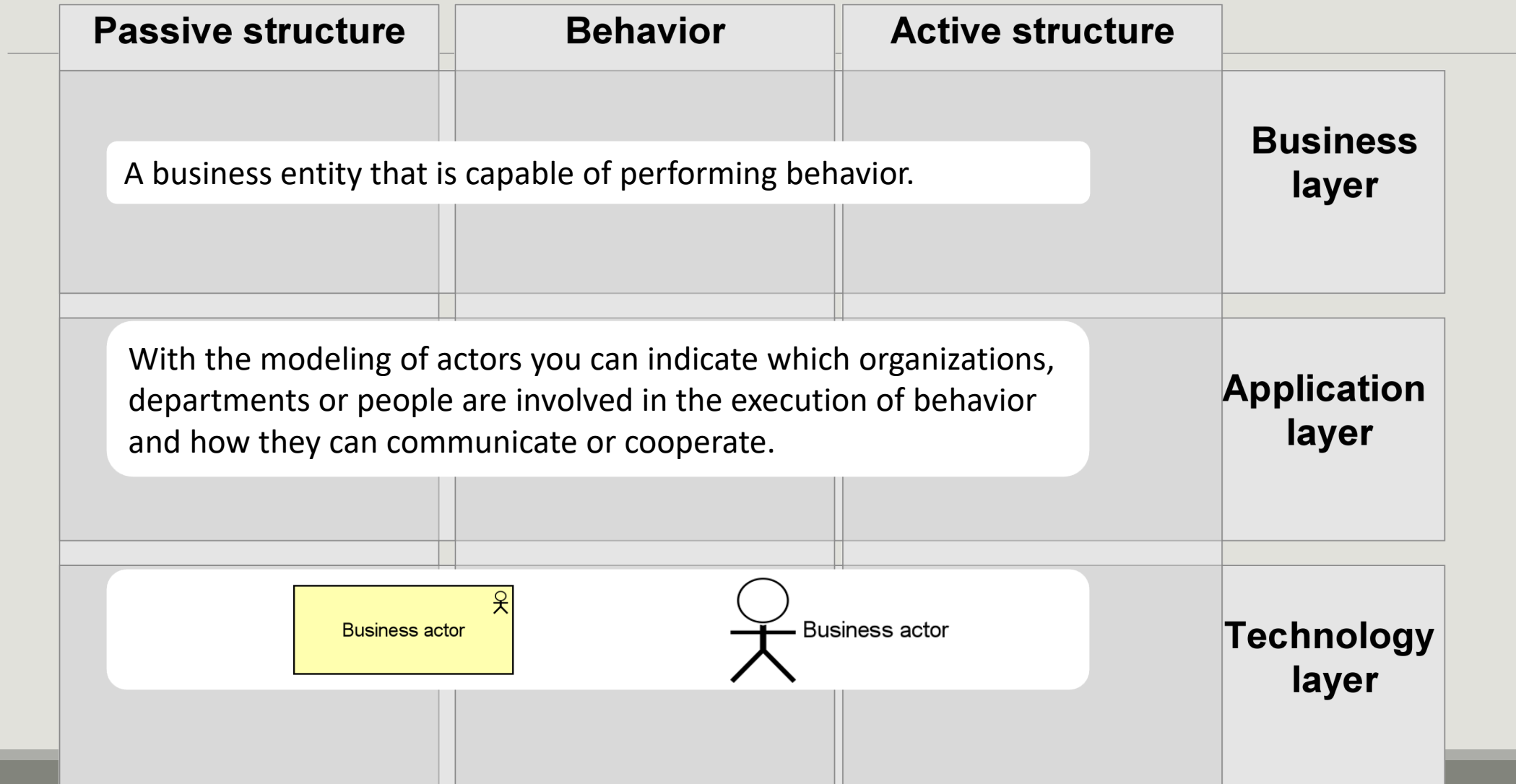
Poziciujte koncepty vyznačené prerušovanou čiarou na správnu pozíciu v matici jazyka.



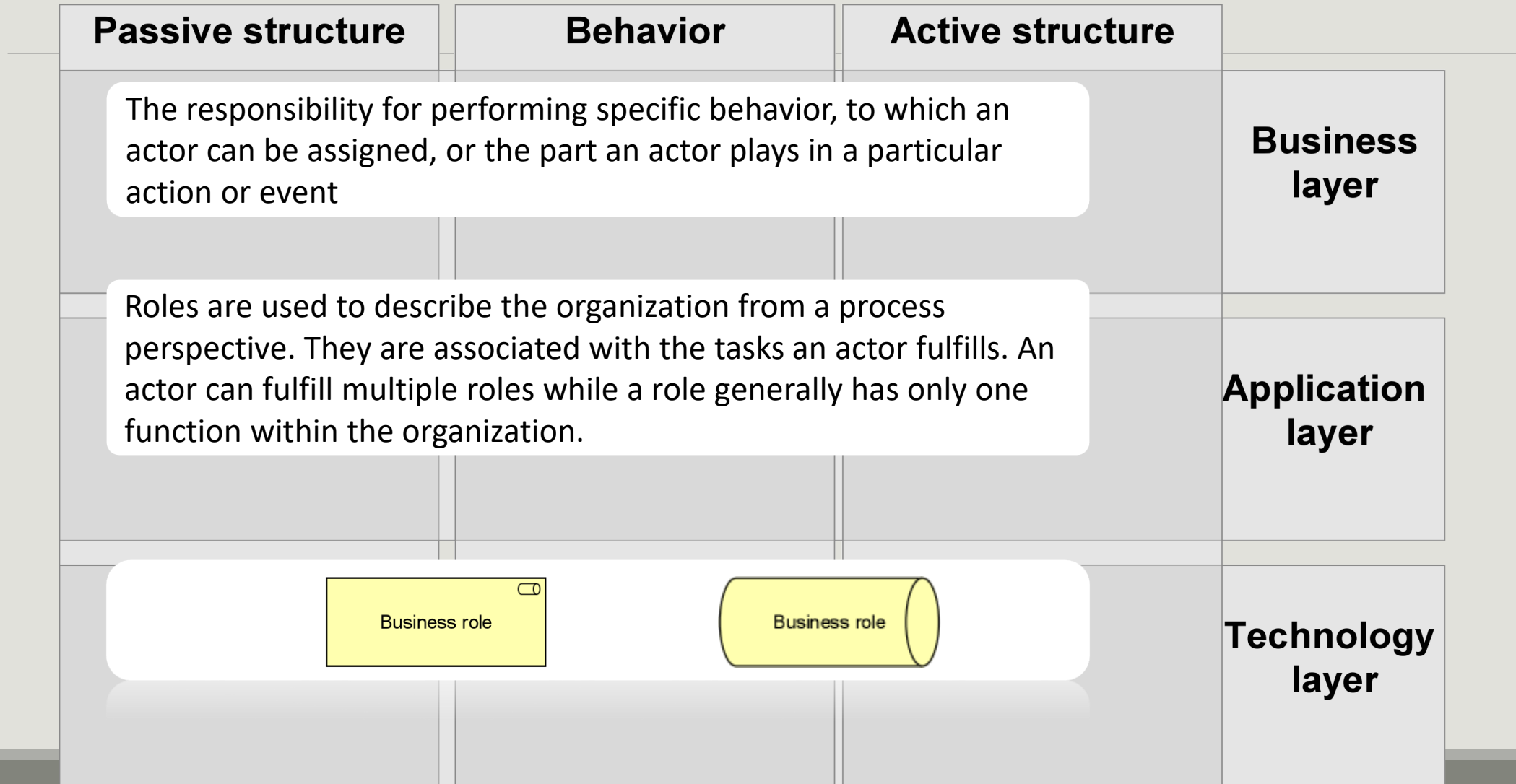
# Cvičenie (2/2)



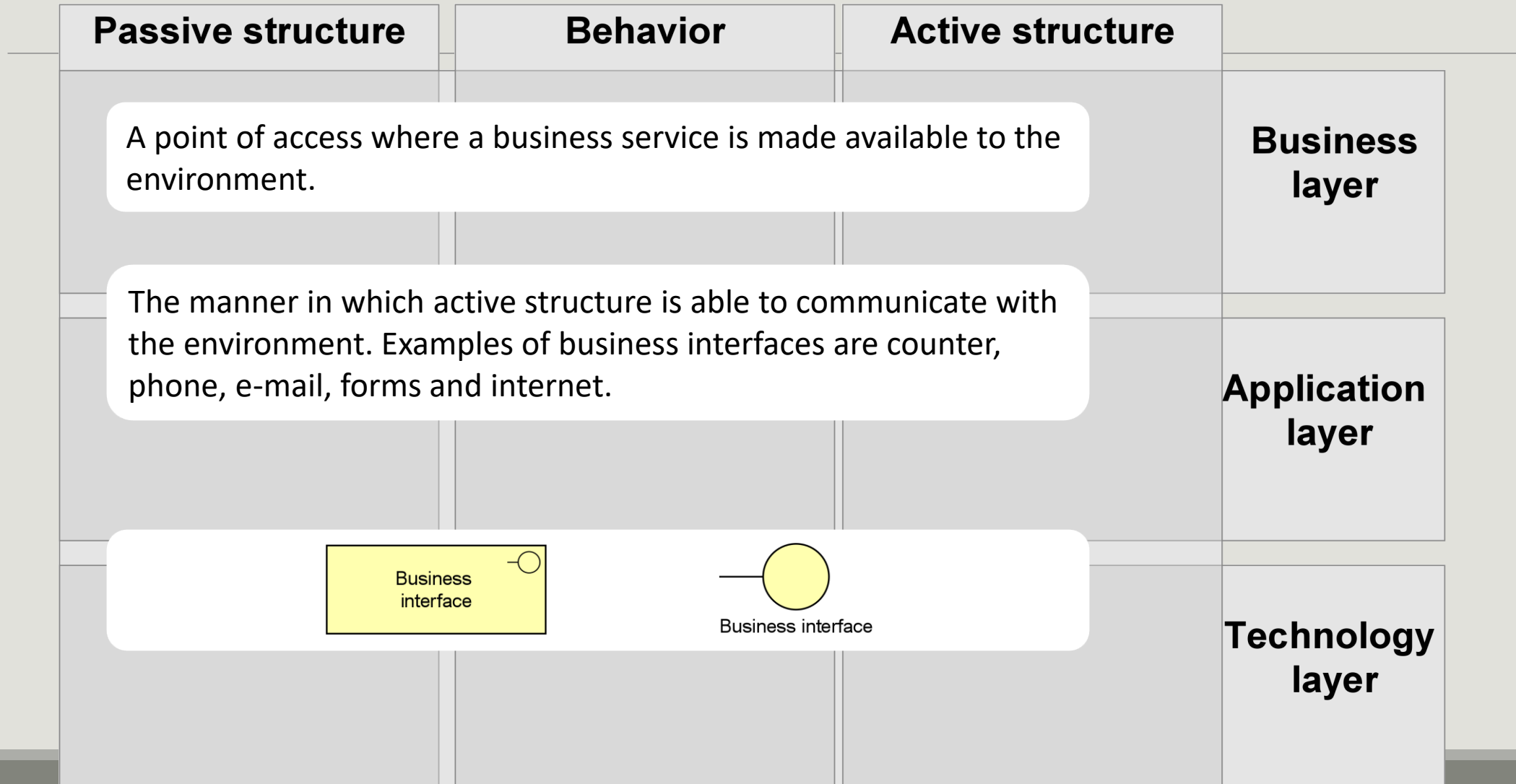
# Business Actor



# Business Role

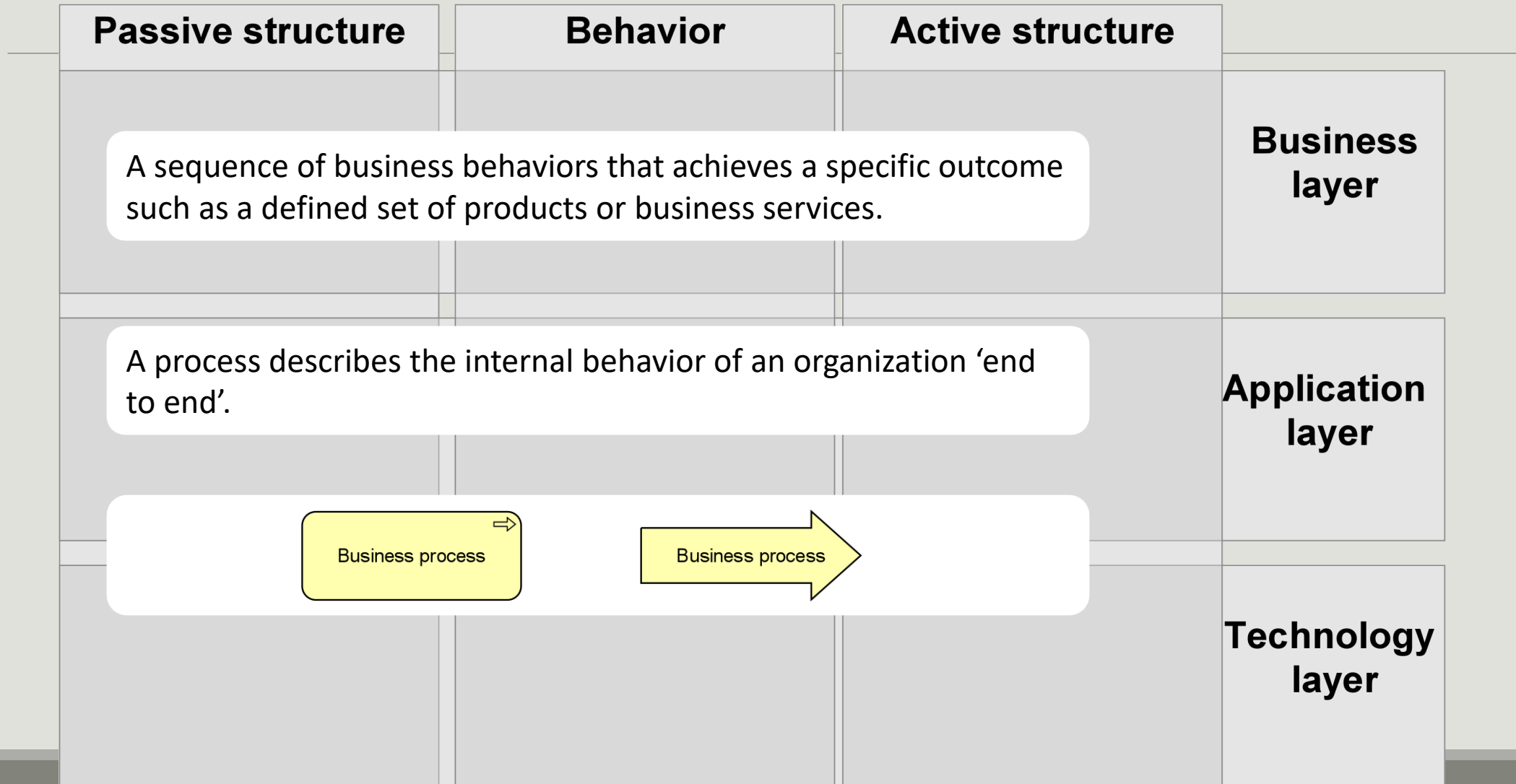


# Business Interface

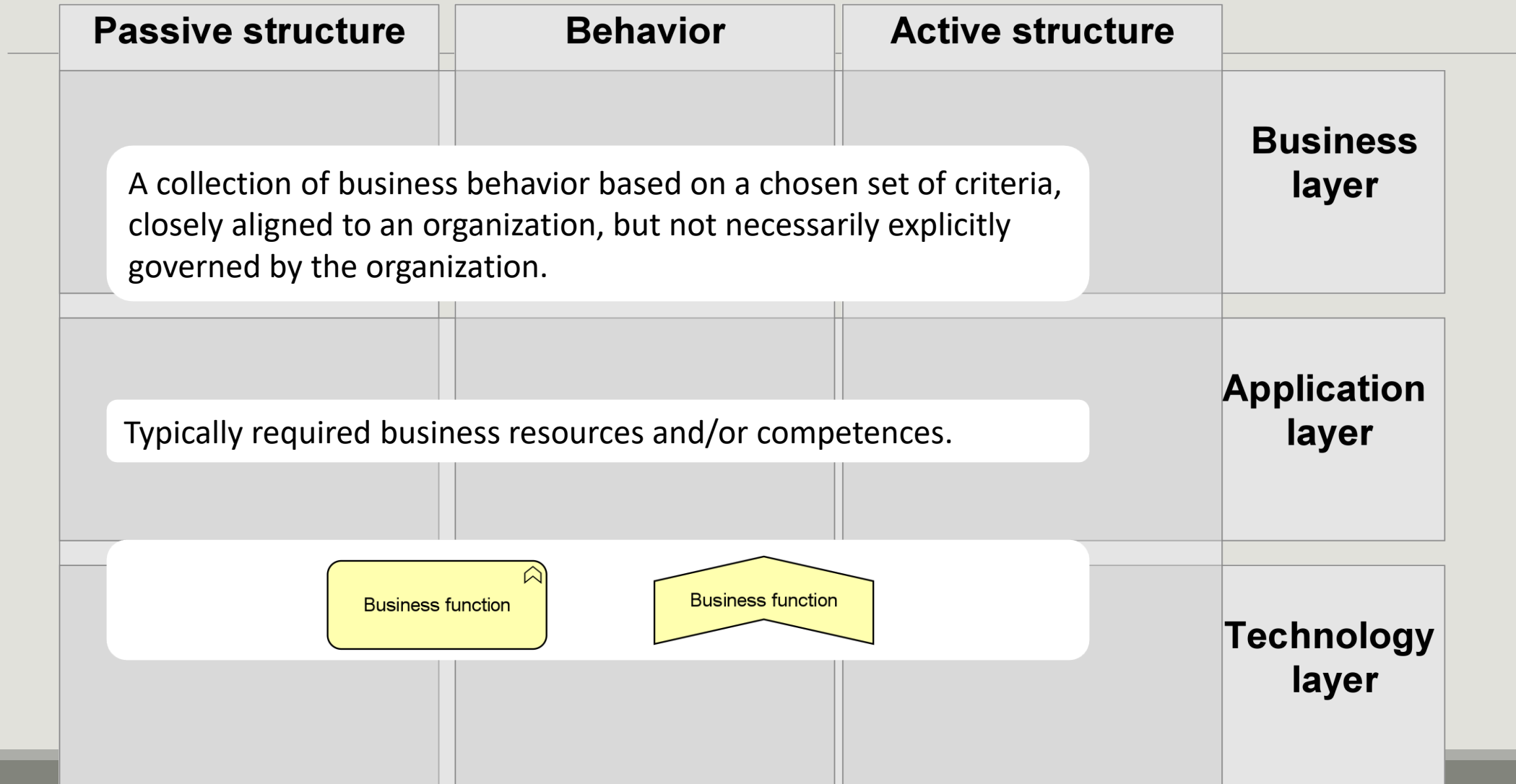




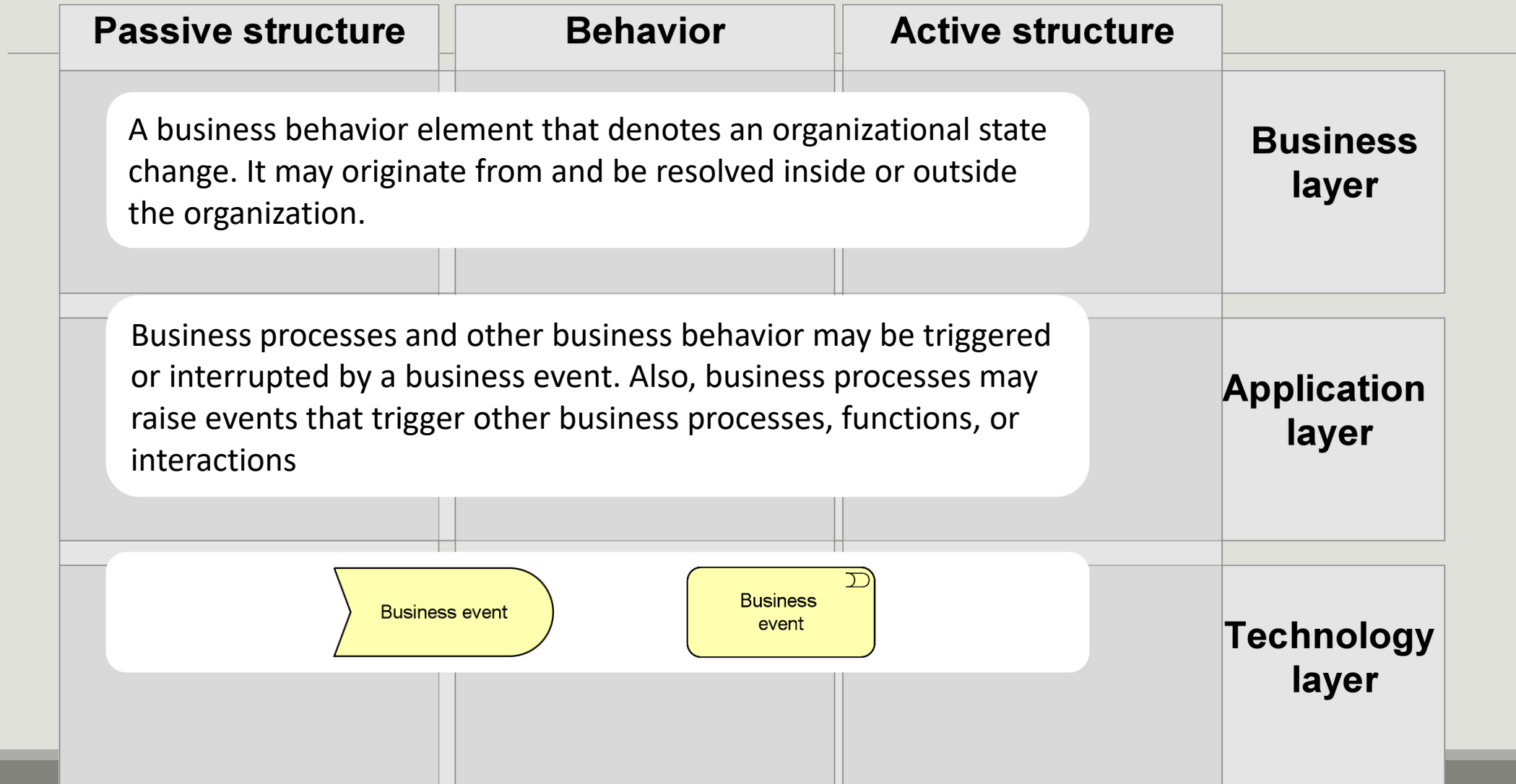
# Business Process



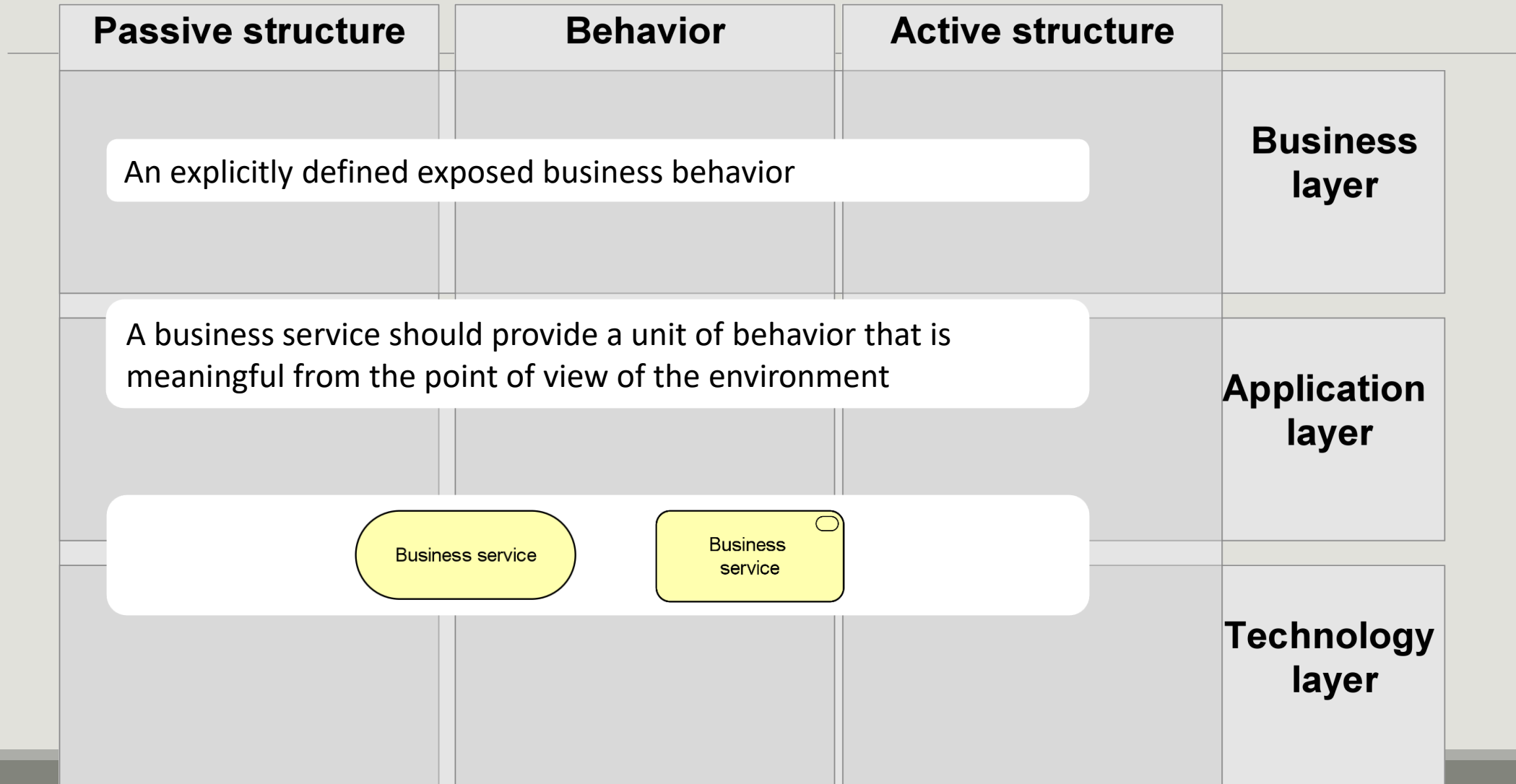
# Business Function



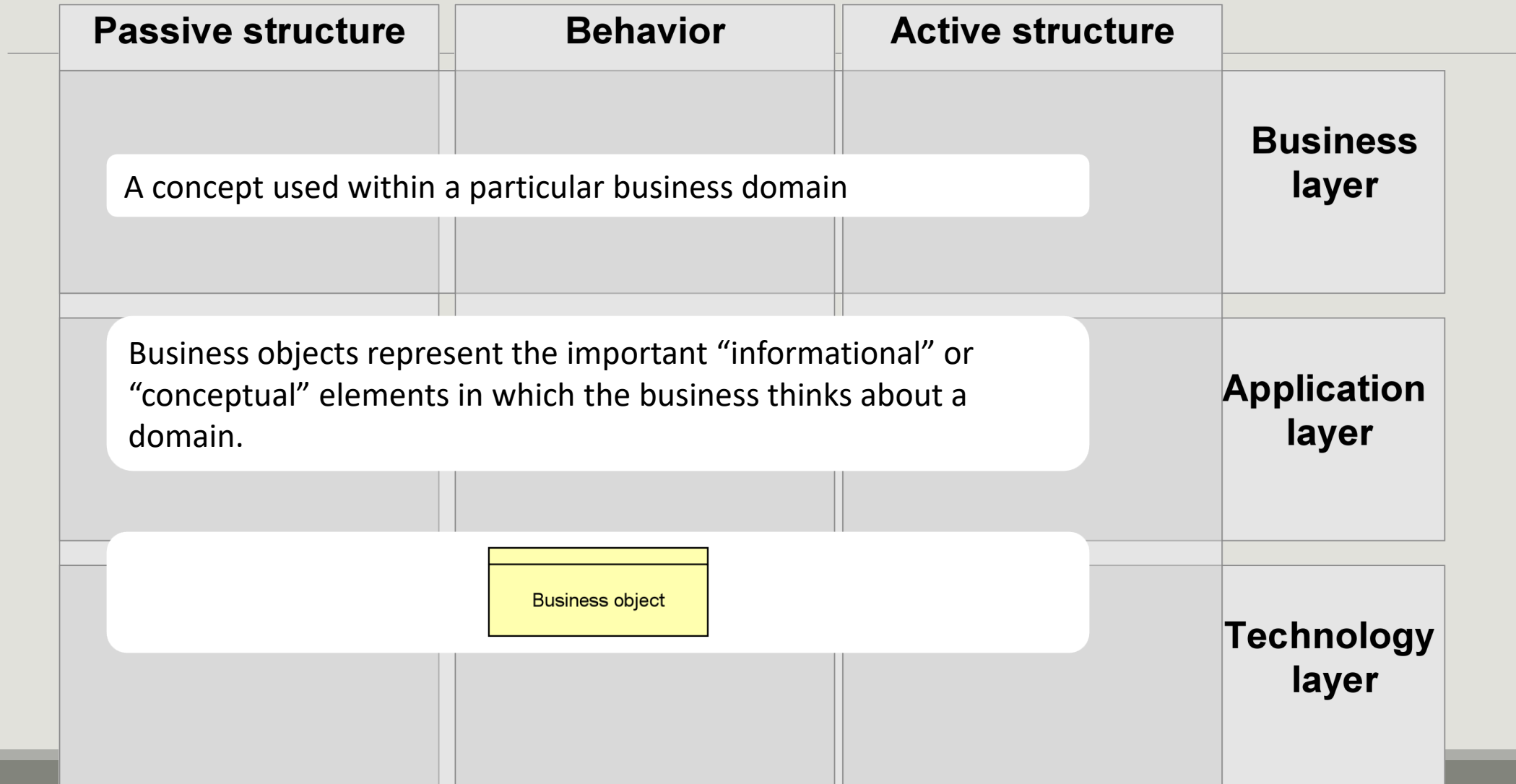
# Business Event



# Business Service



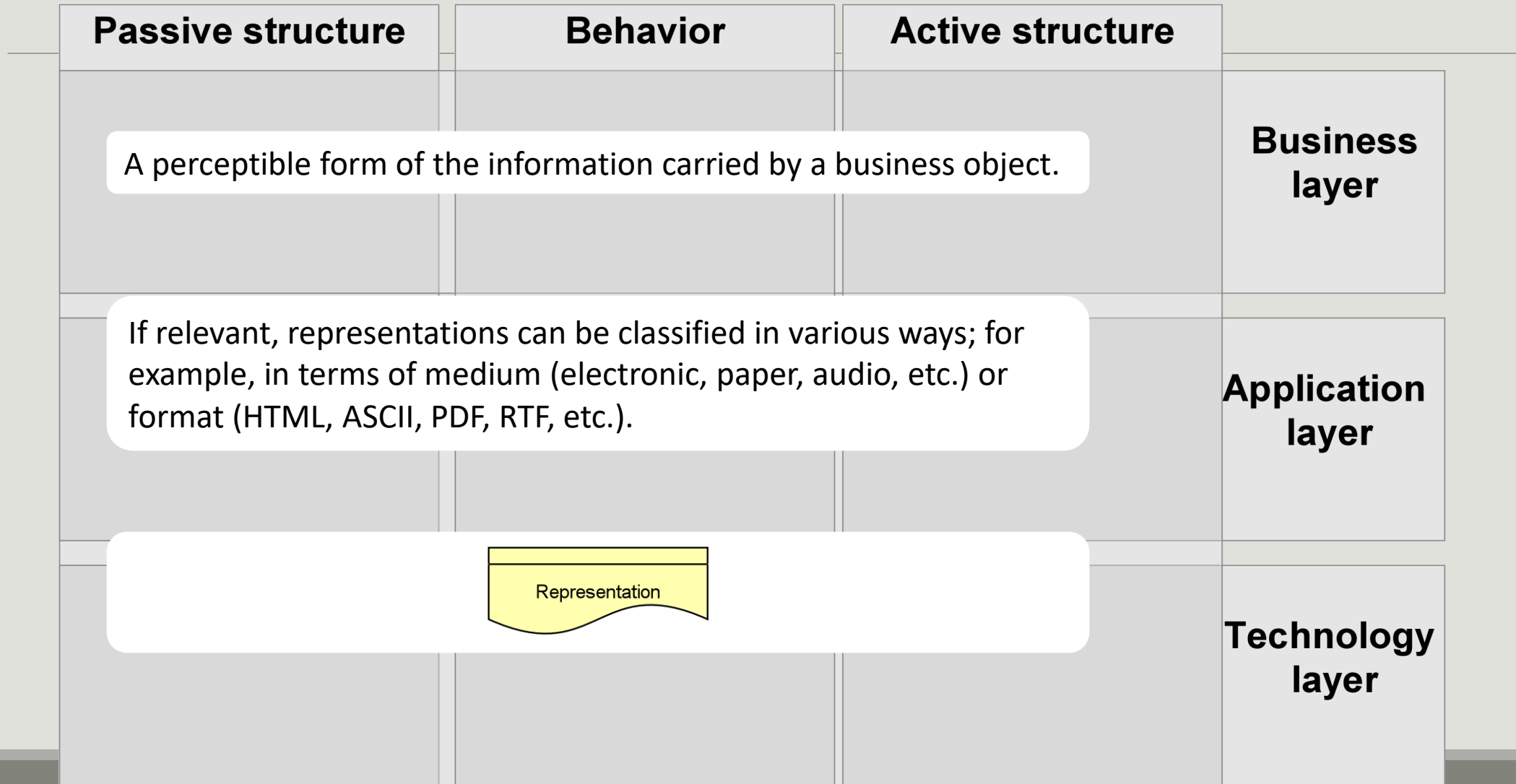
# Business Object



# Contract

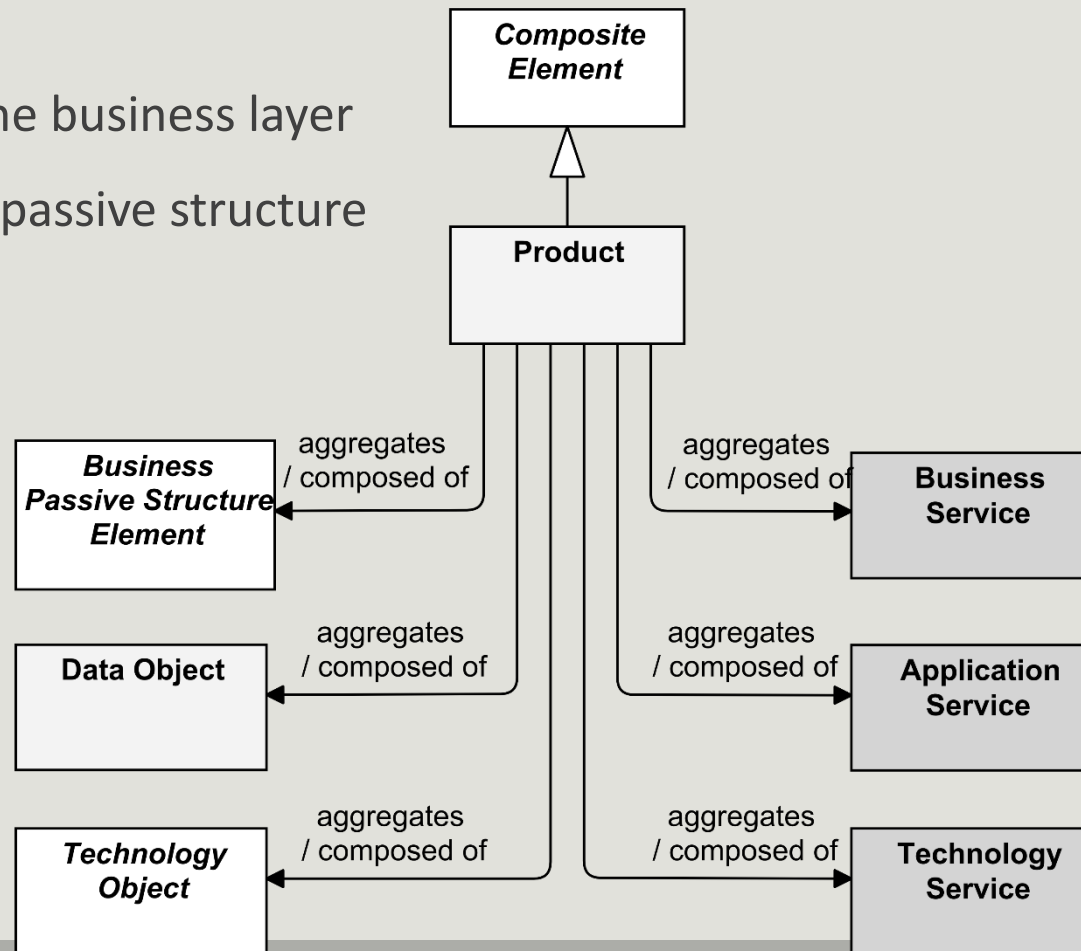
Passive structure	Behavior	Active structure	
Formal or informal specification of an agreement that specifies the rights and obligations associated with a product and establishes functional and non-functional parameters for interaction			<b>Business layer</b>
The contract concept may be used to model a contract in the legal sense, but also a more informal agreement associated with a product. It may also be or include a Service Level Agreement (SLA). A contract is a specialization of a business object.			<b>Application layer</b>
<div>Contract</div>			<b>Technology layer</b>

# Representation



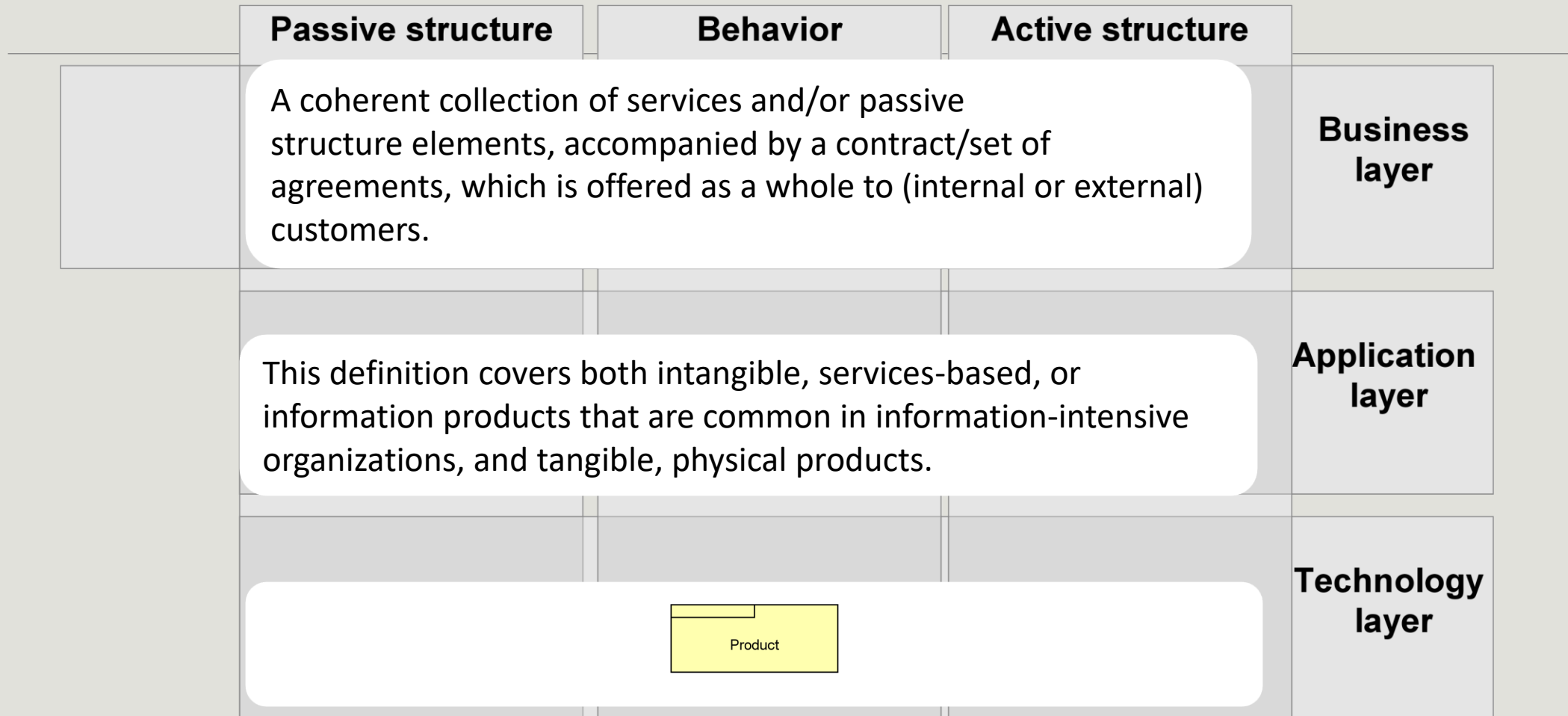
# Product

Composite element in the business layer  
Combines behavior and passive structure

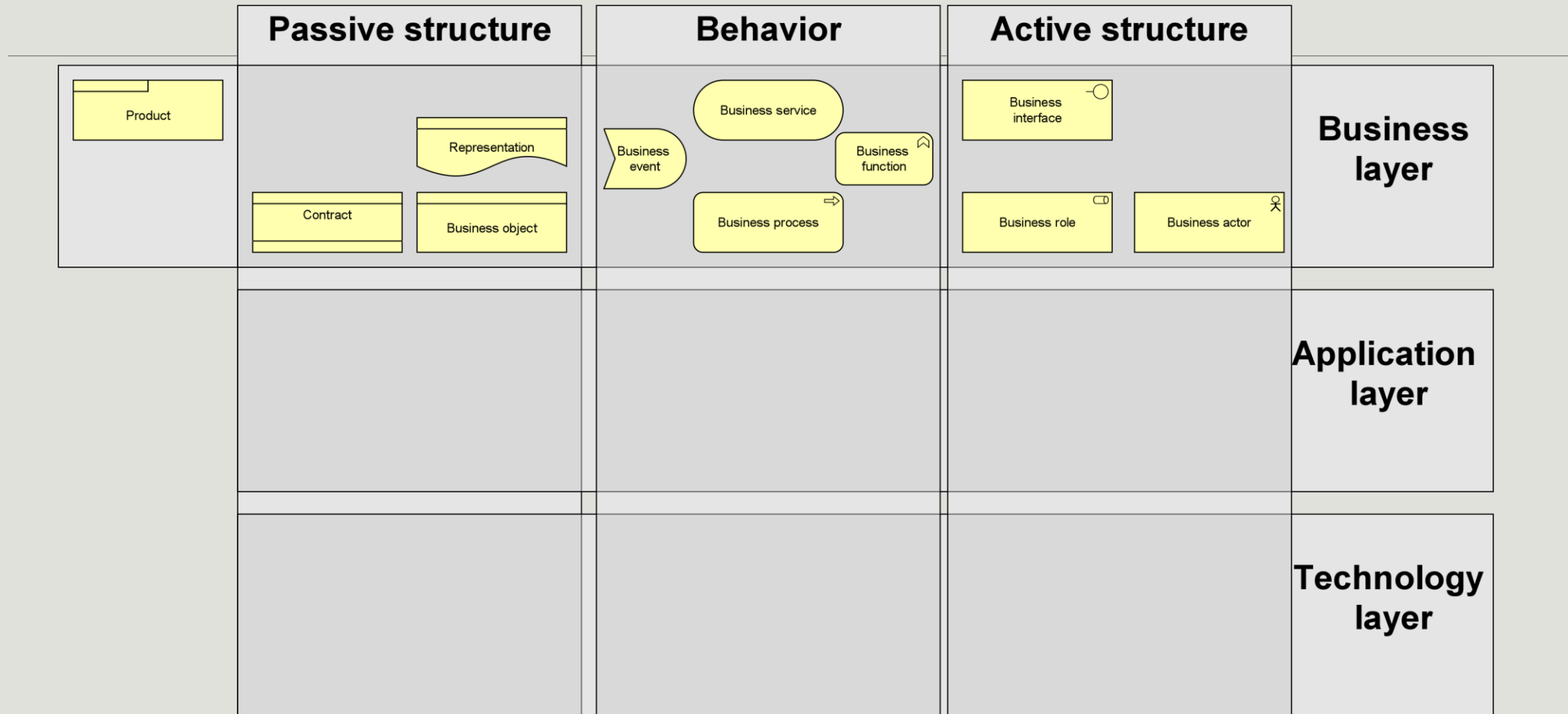




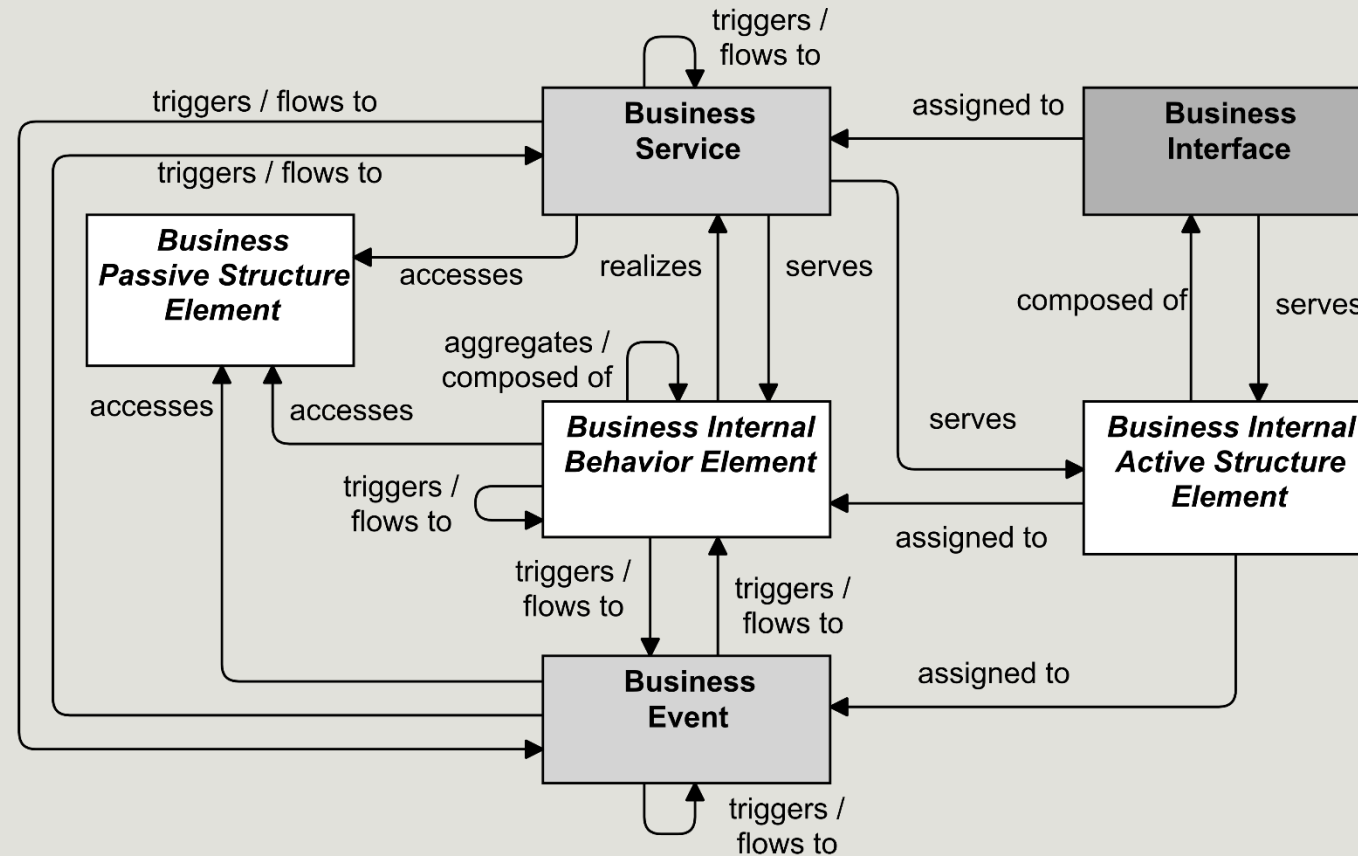
# Product



# Biznis vrstva



# Metamodel biznis vrstvy



# Príklad

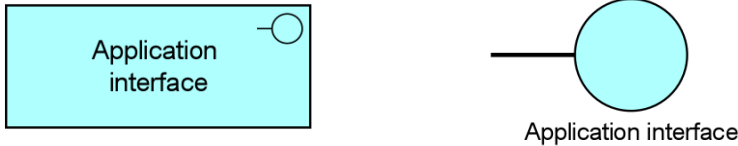


# Cvičenie

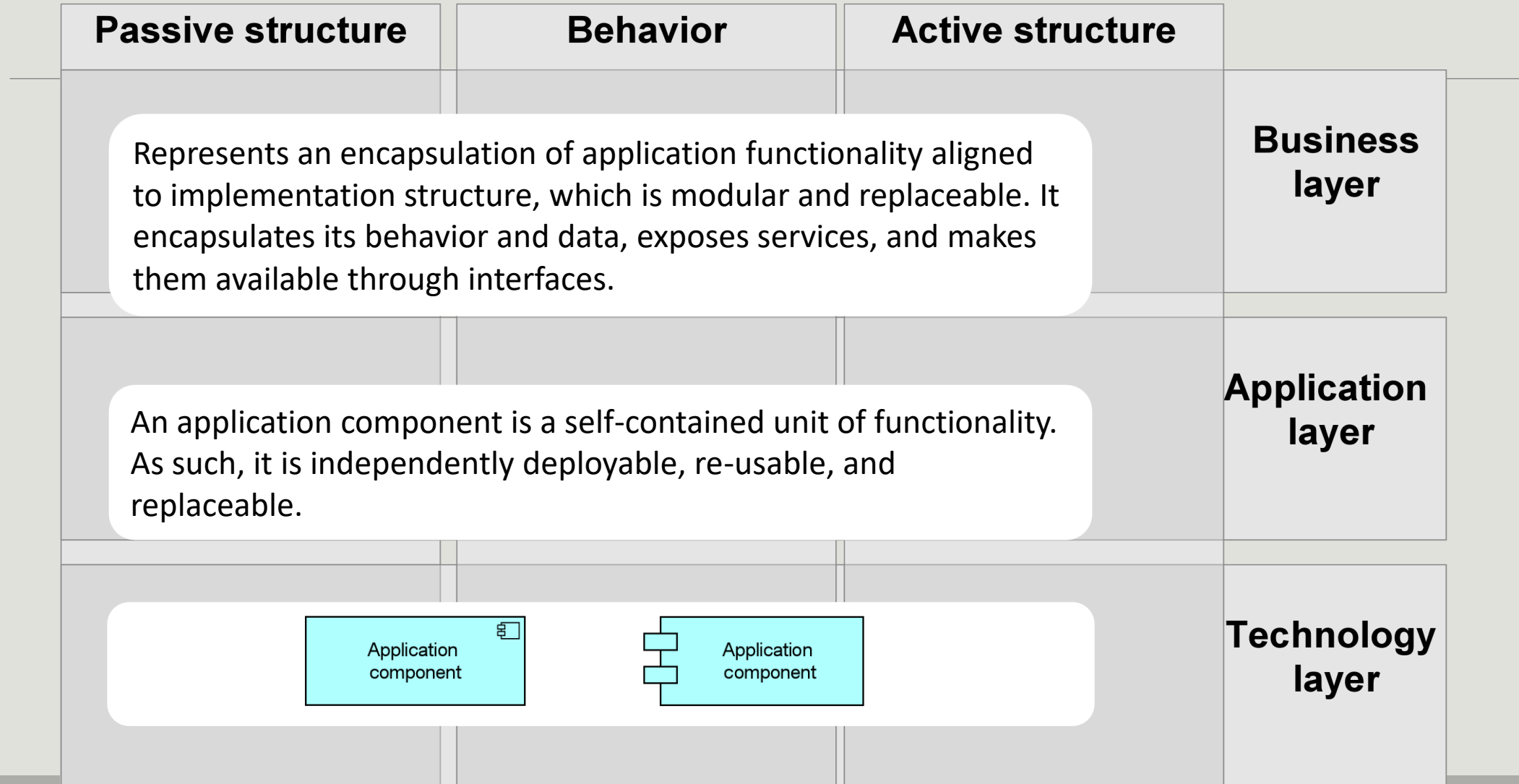
---

## Cvičenie 1.1

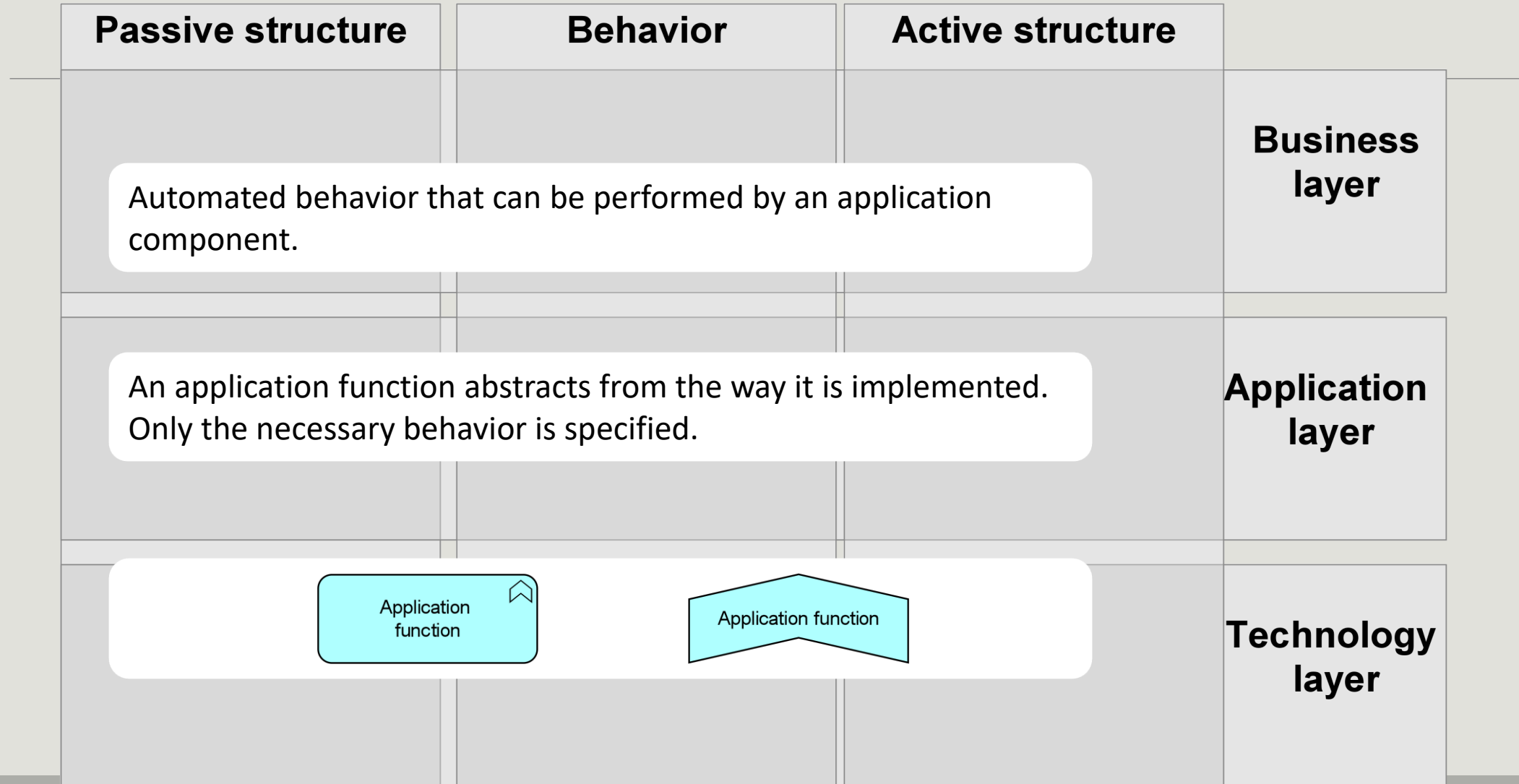
# Application Interface

Passive structure	Behavior	Active structure	
A point of access where a application services are made available to a user, another application component, or a node			<b>Business layer</b>
An application interface specifies how the functionality can be accessed or which functionality an application component requires from its environment. An application interface exposes an application service to the environment. The same application service may be exposed through different interfaces.			<b>Application layer</b>
			<b>Technology layer</b>

# Application Component

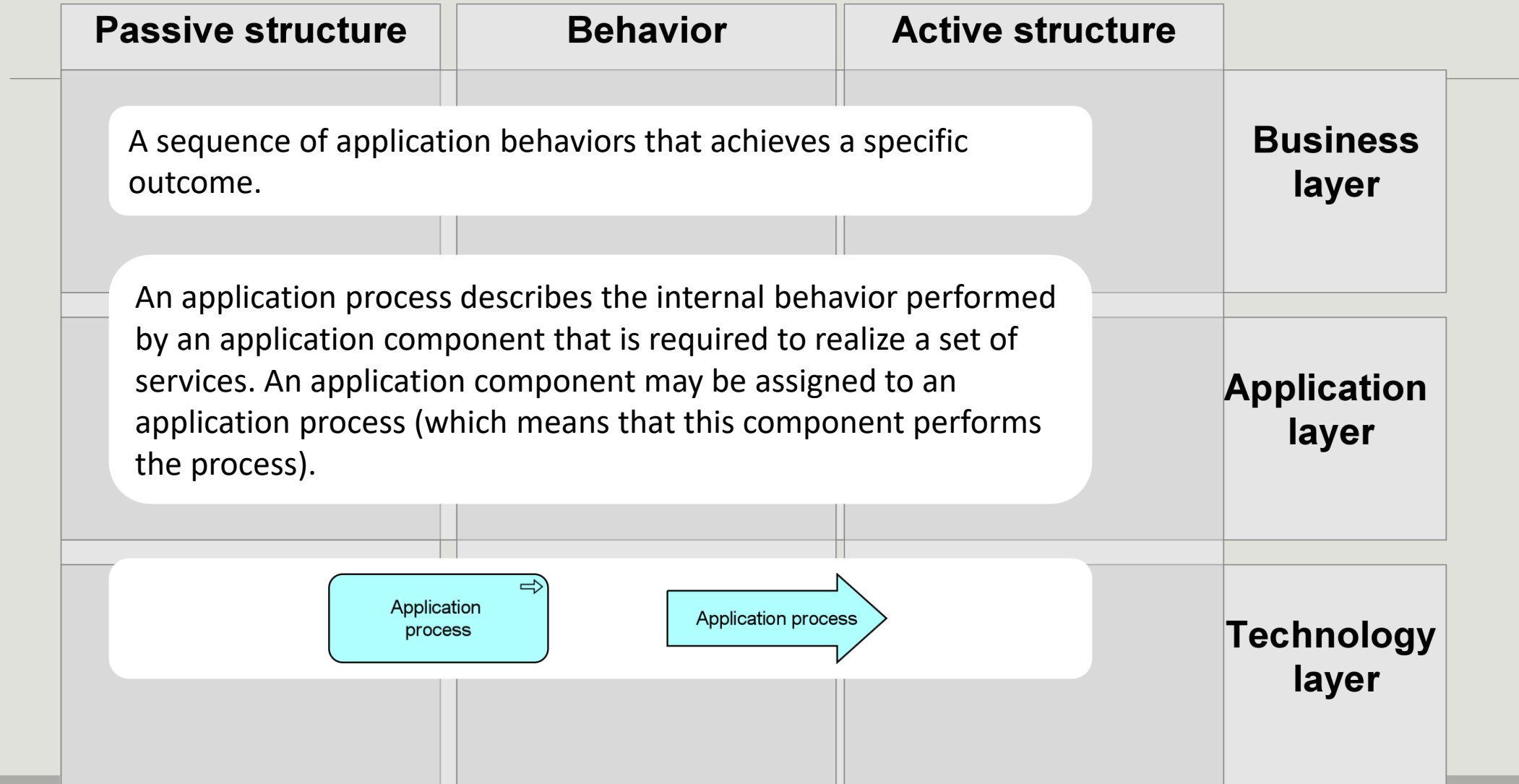


# Application Function

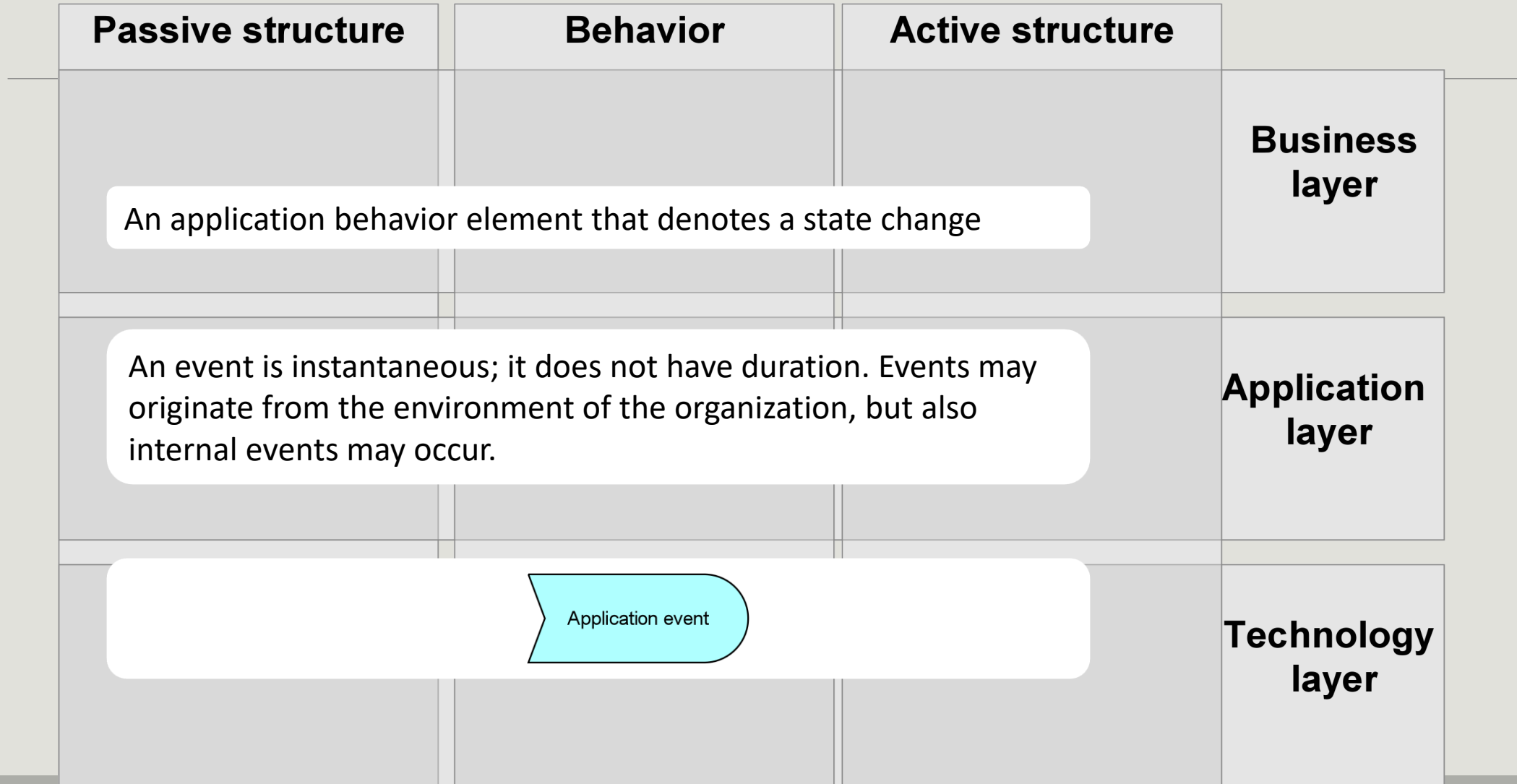




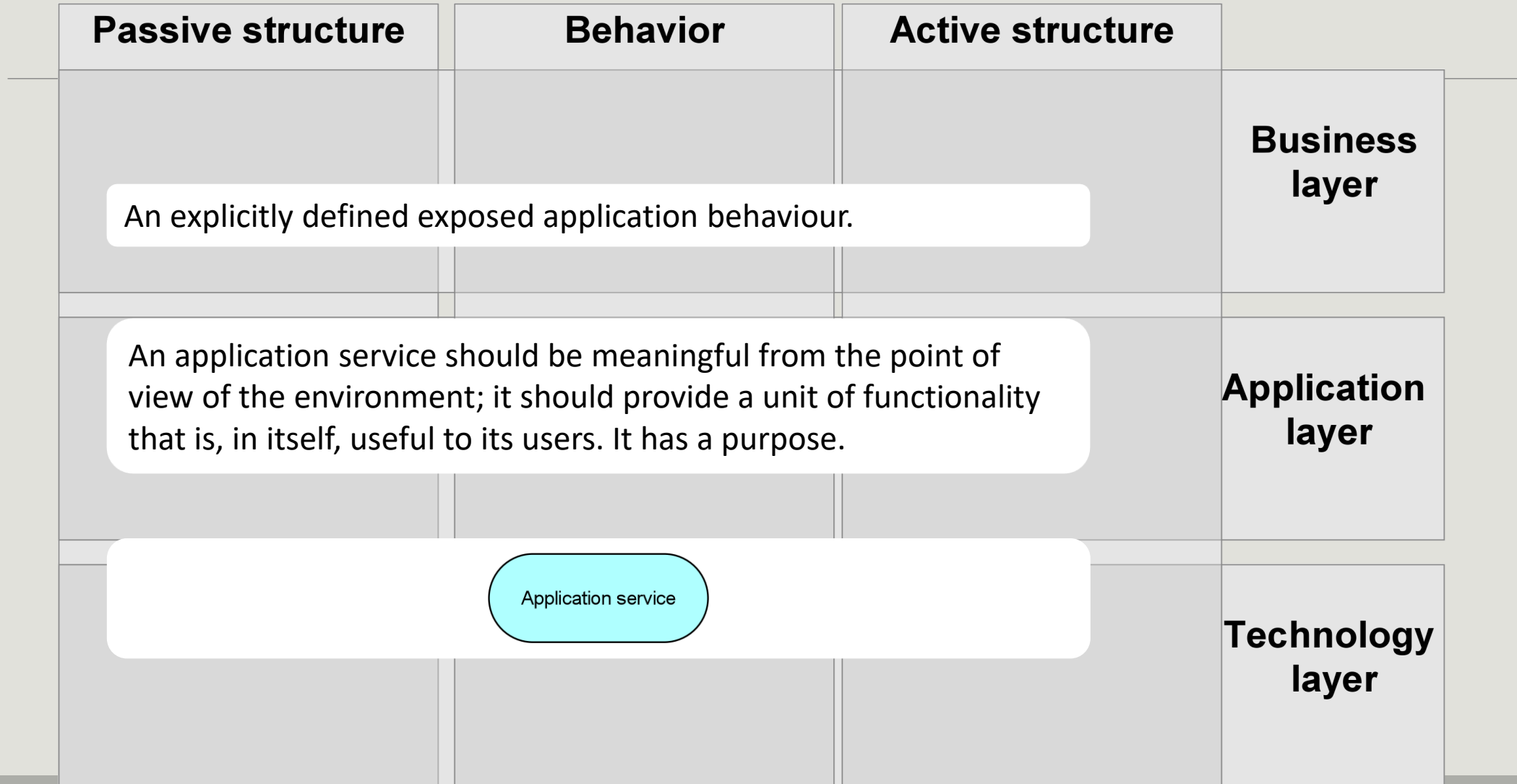
# Application Process



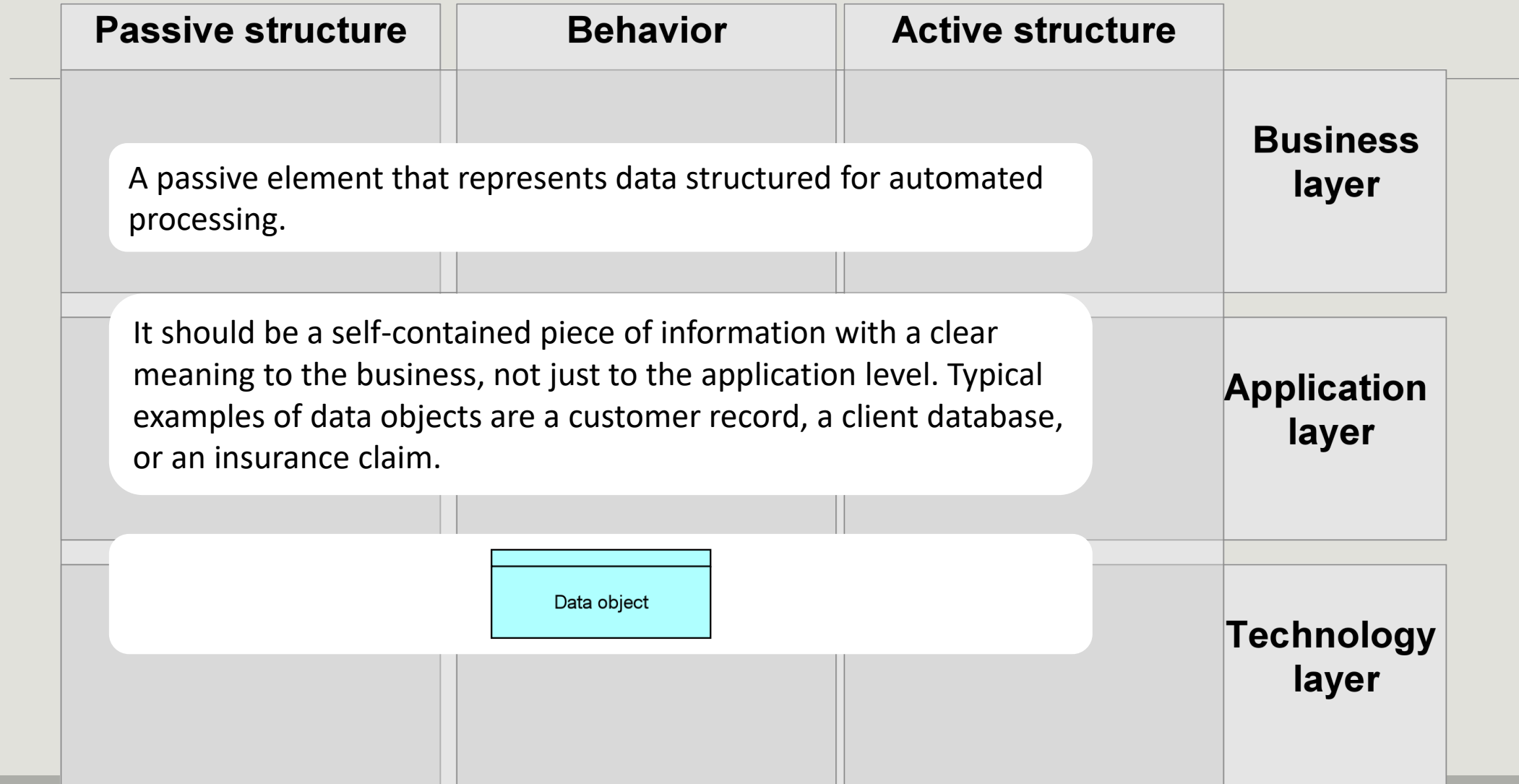
# Application Event



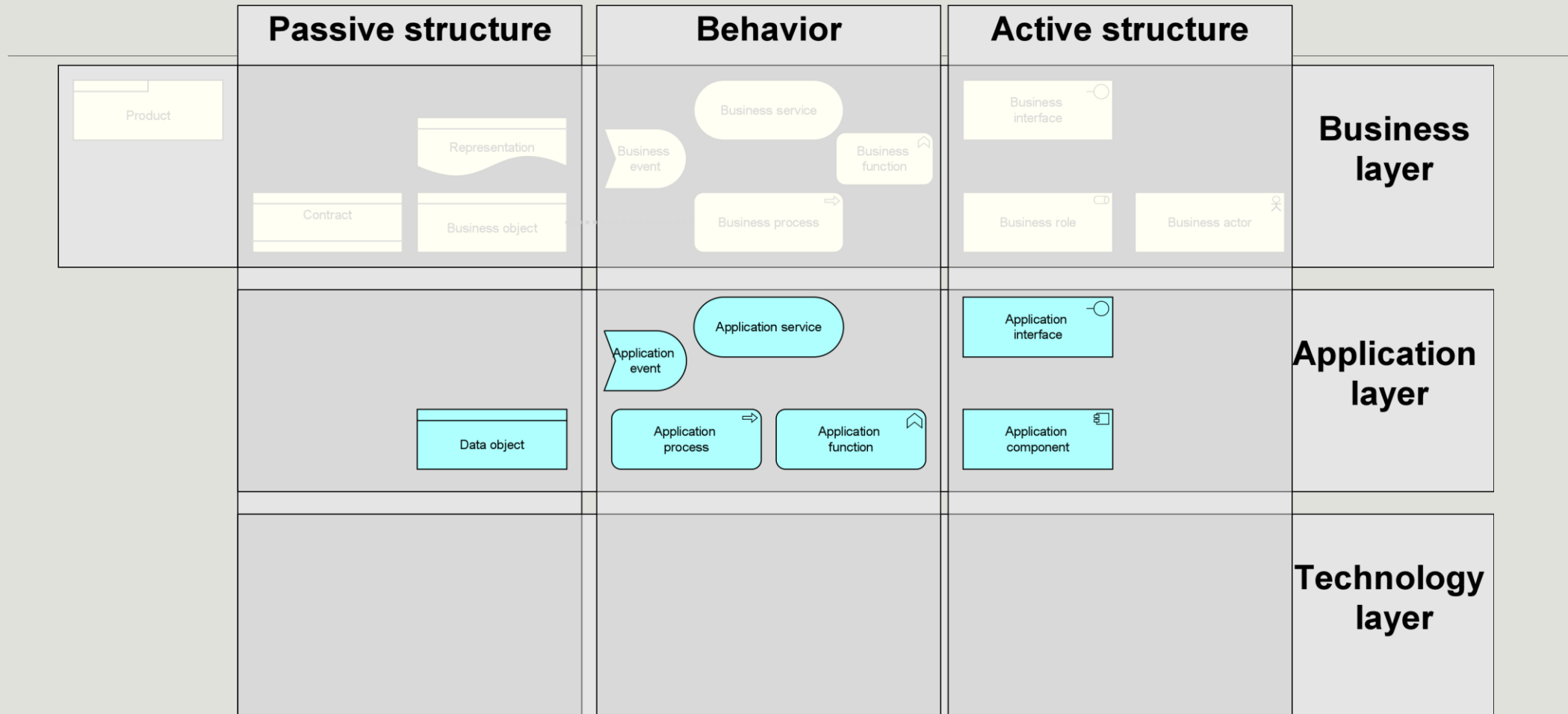
# Application Service



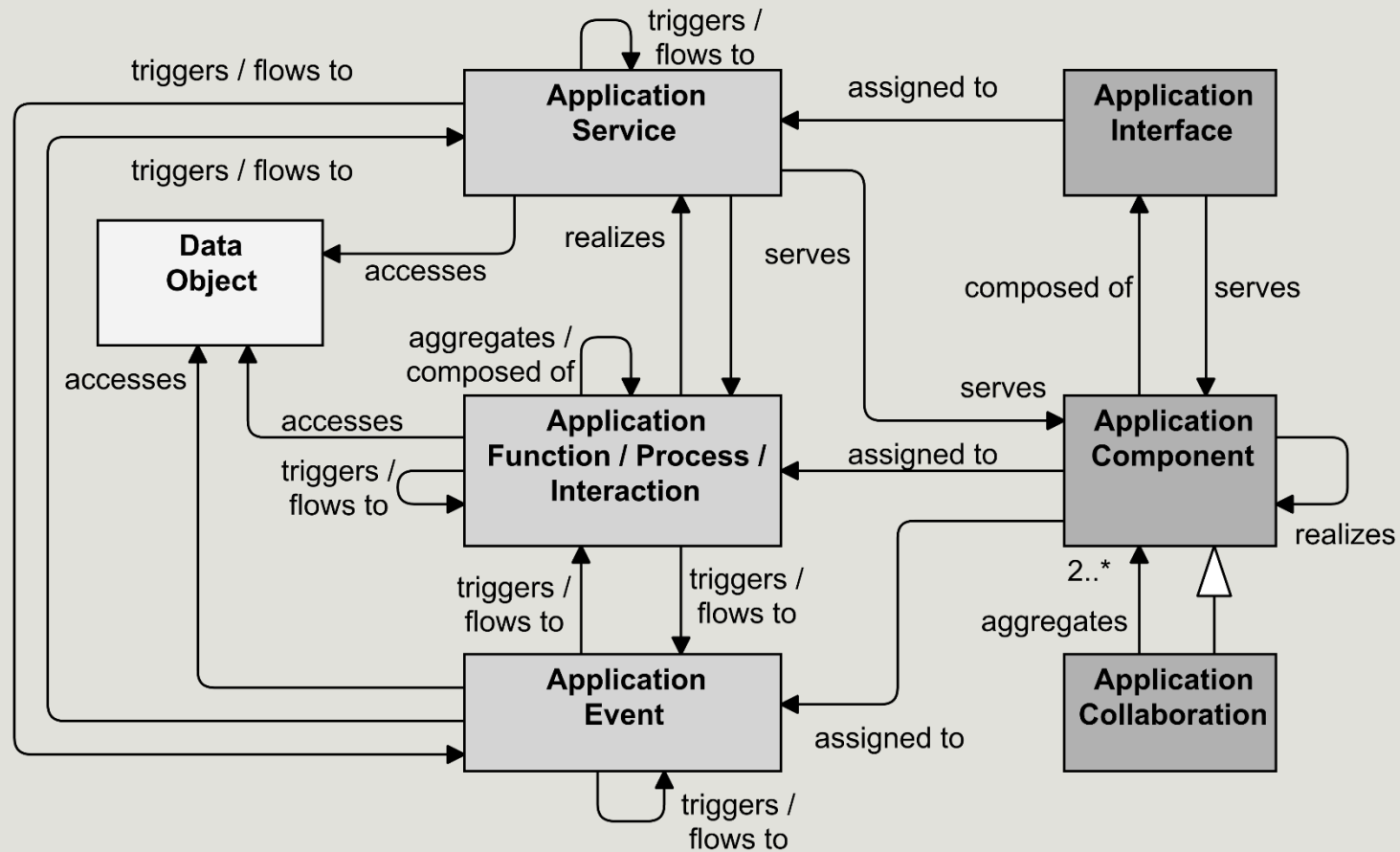
# Data Object



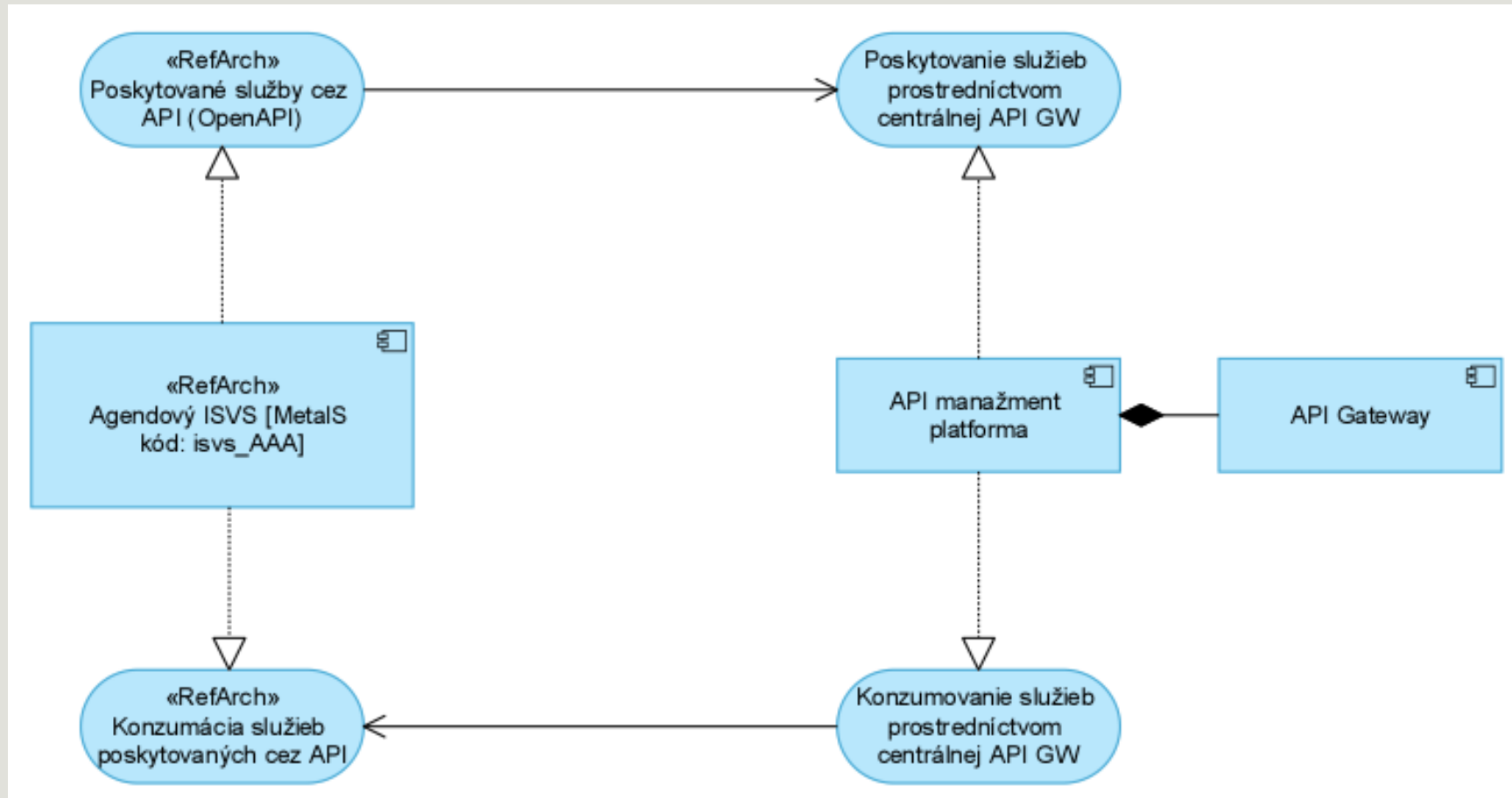
# Aplikačná vrstva



# Metamodel aplikačne vrstvy



# Príklad



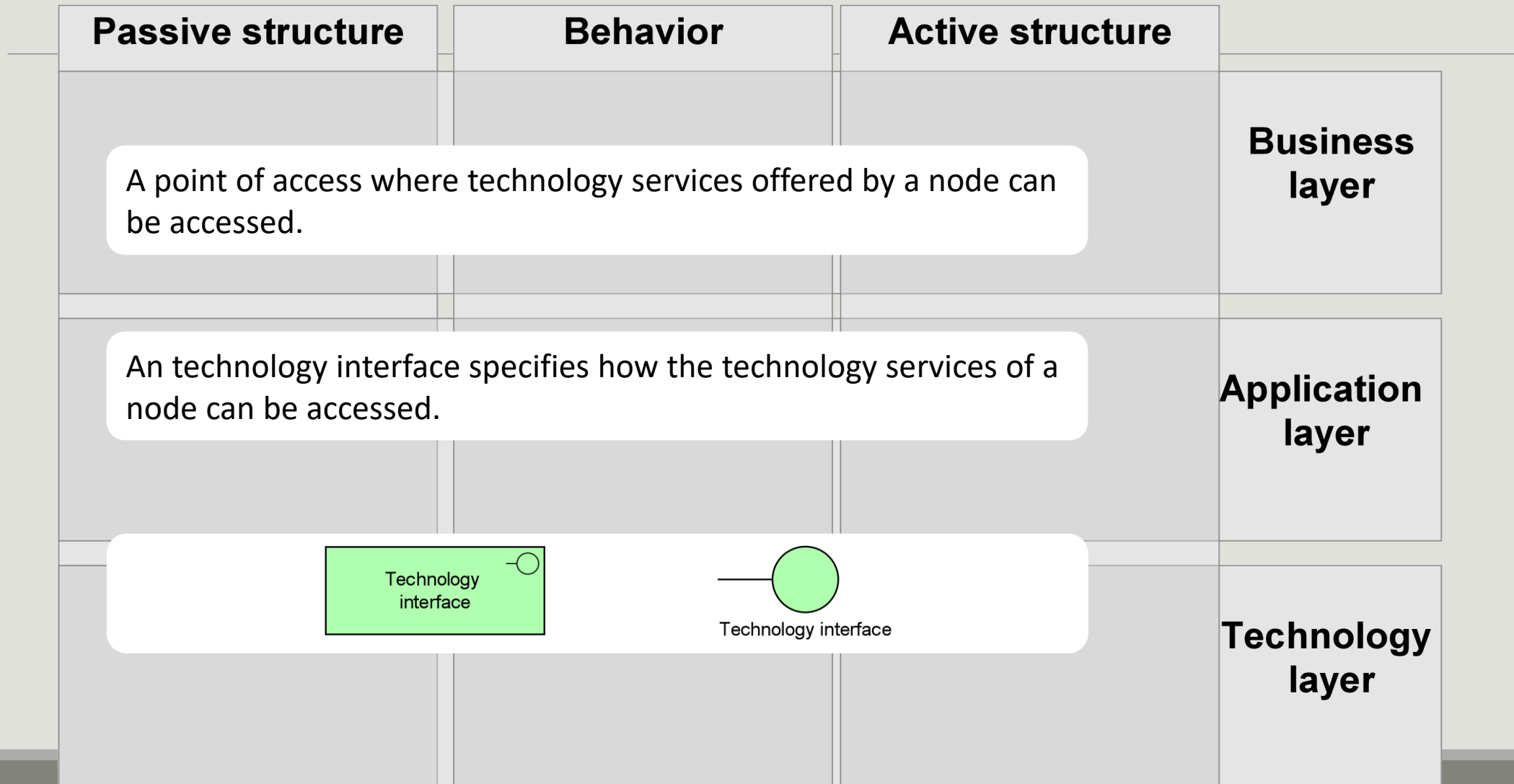
# Cvičenie

---

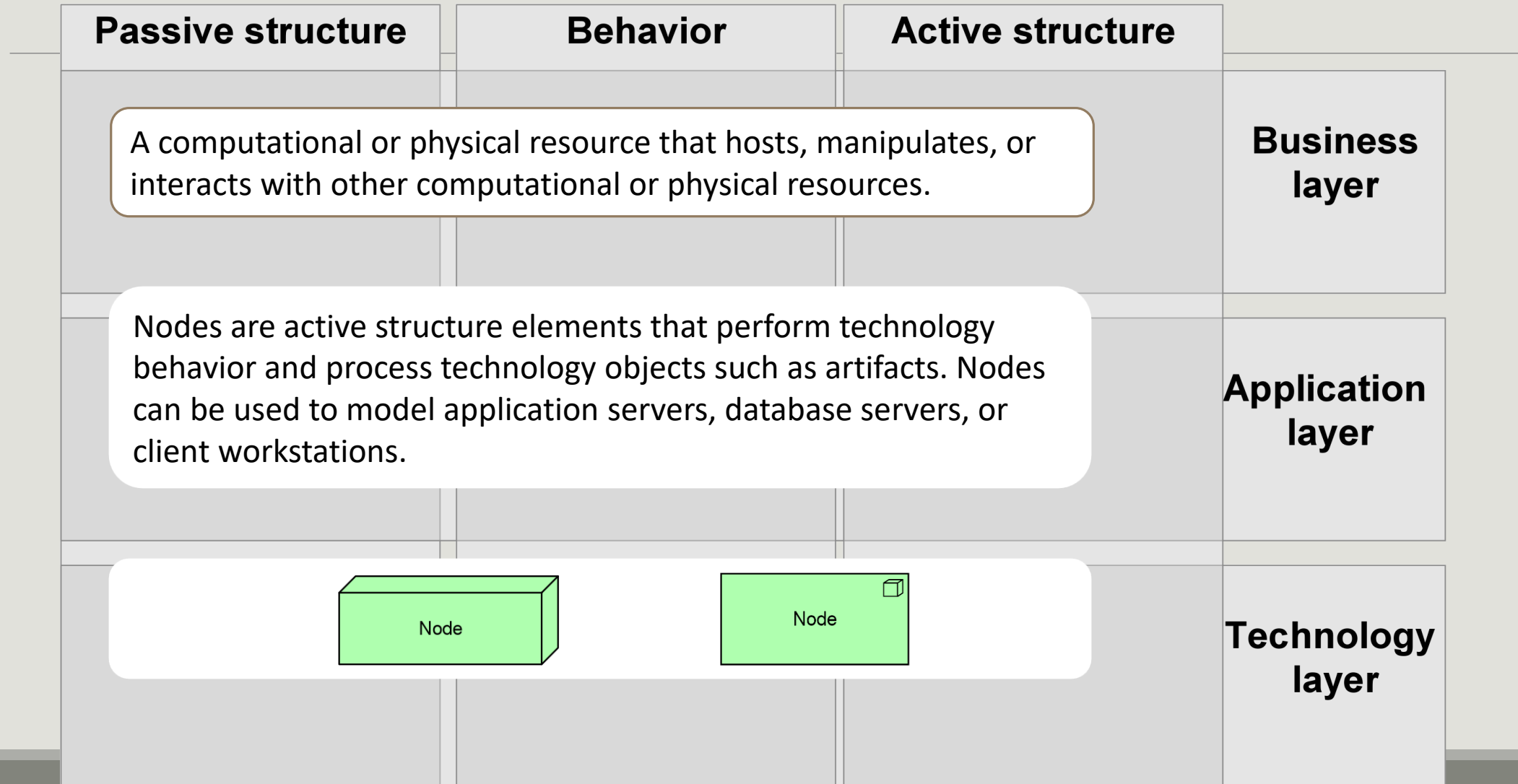
## Cvičenie 1.2



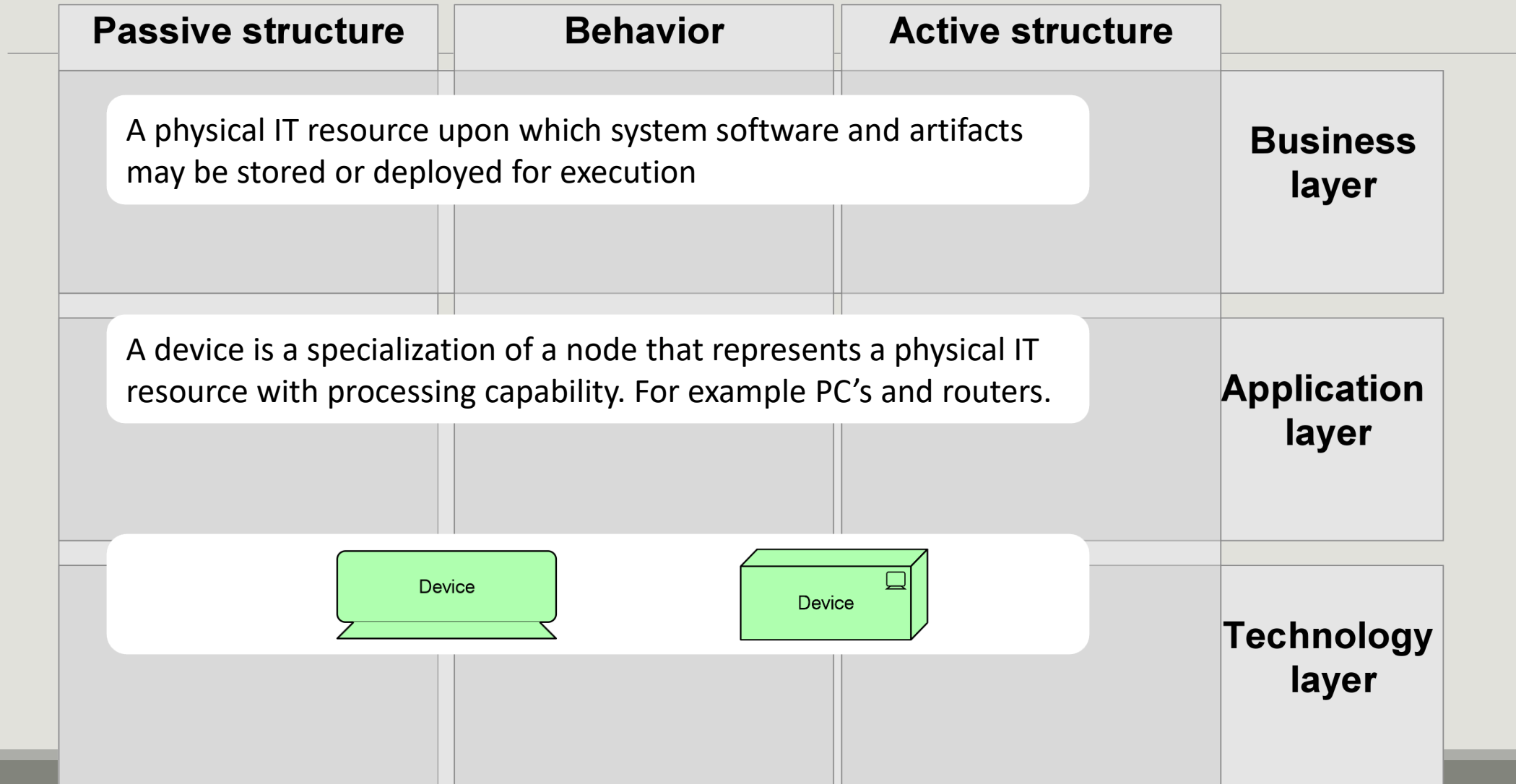
# Technology Interface



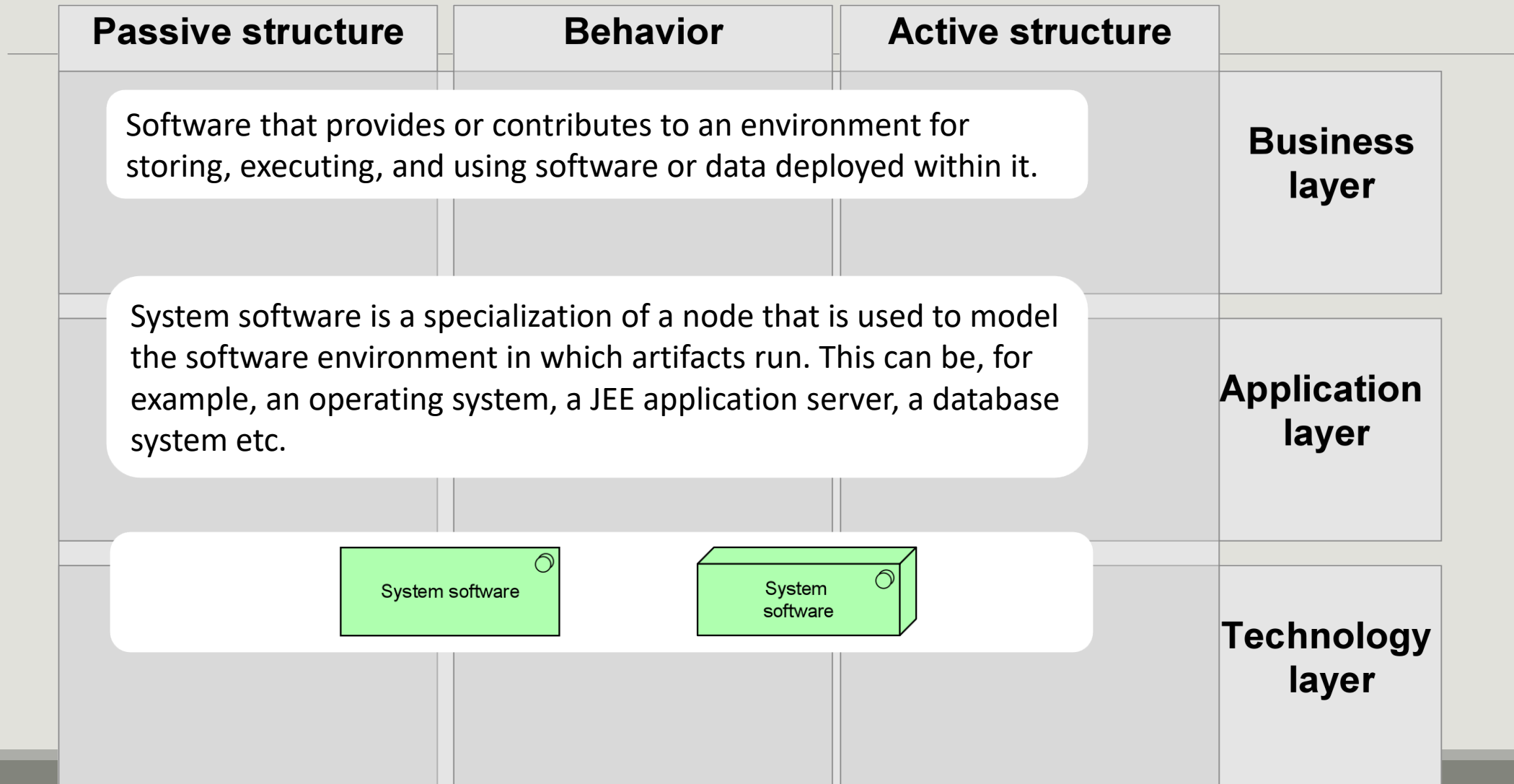
# Node



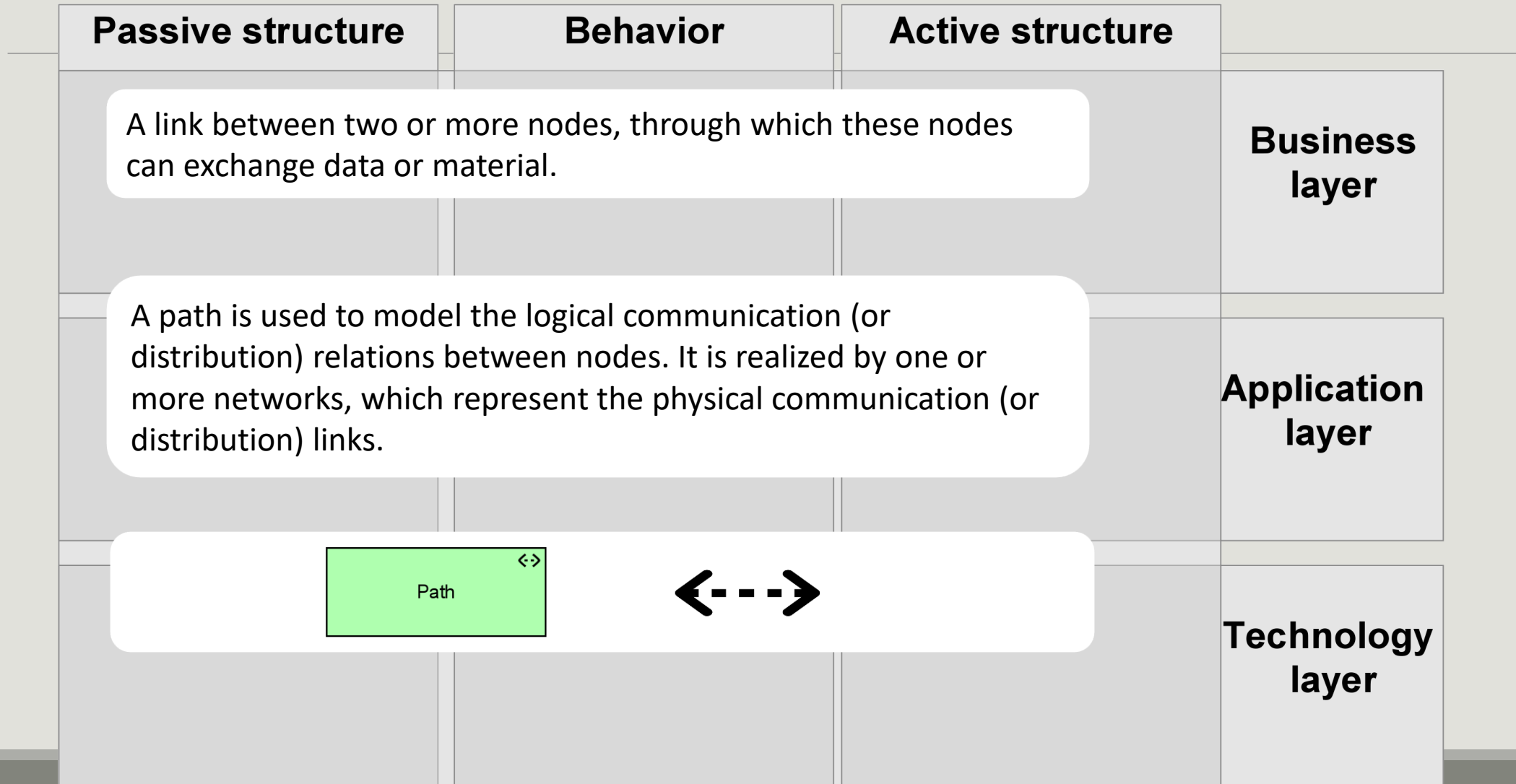
# Device



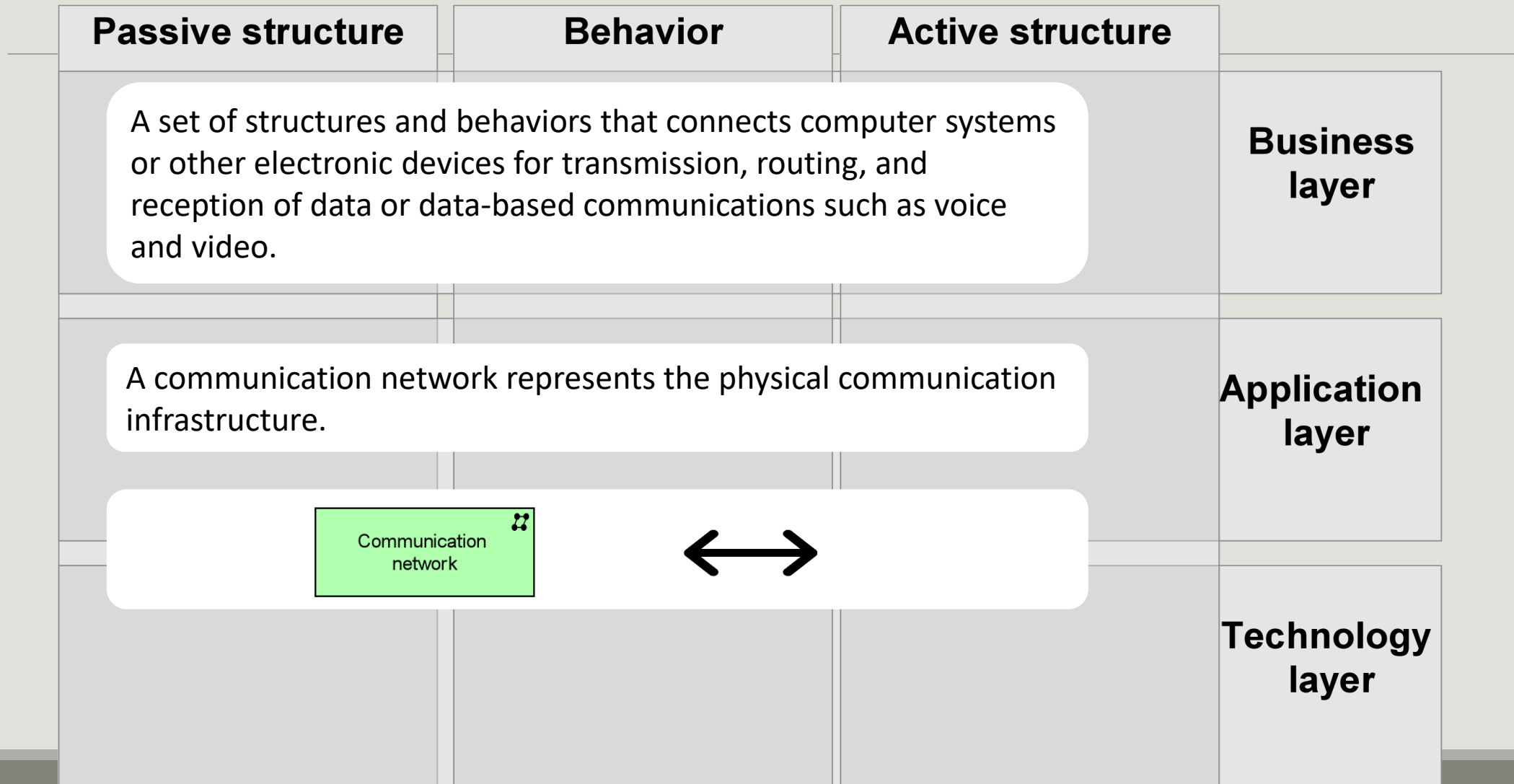
# System Software



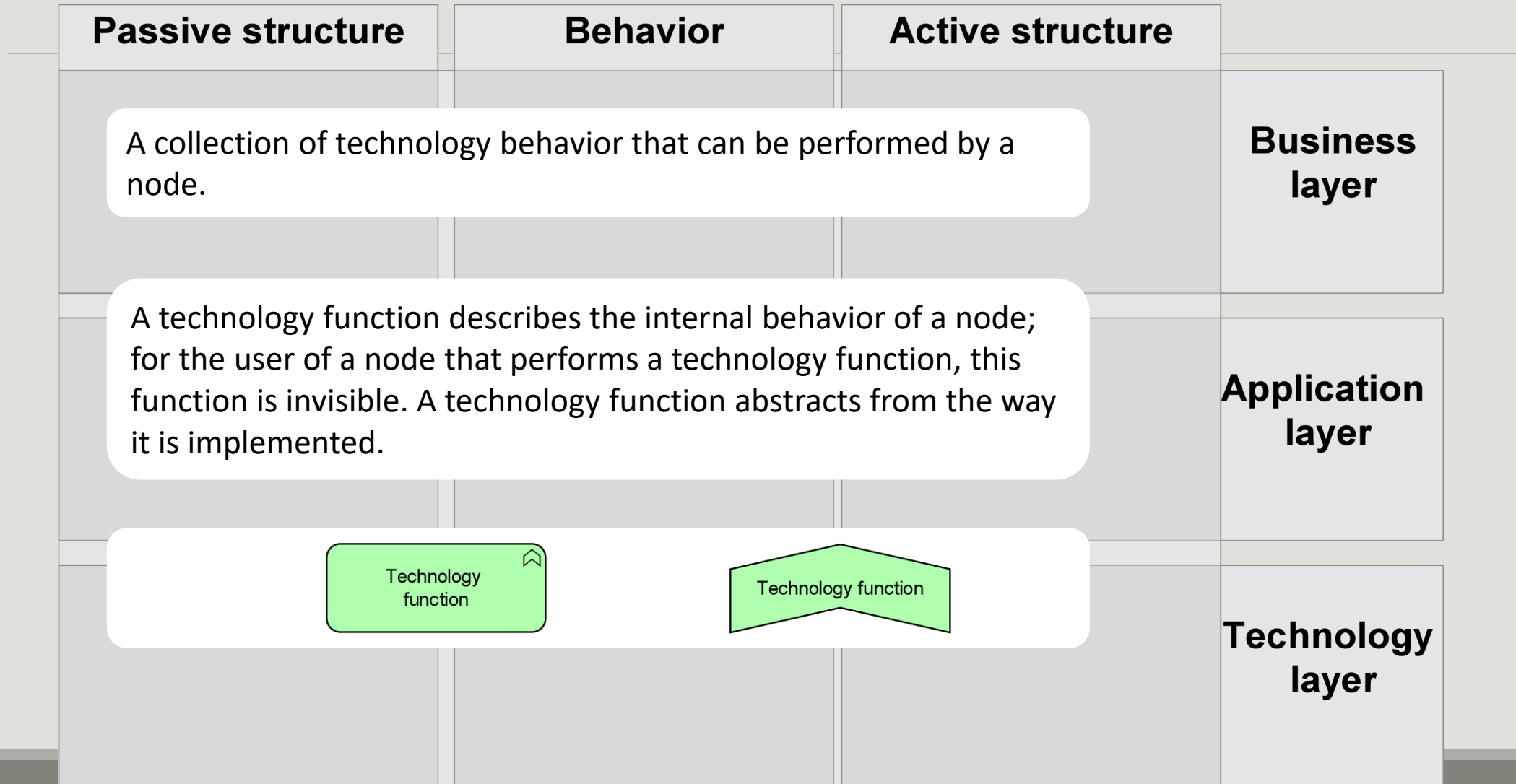
# Path



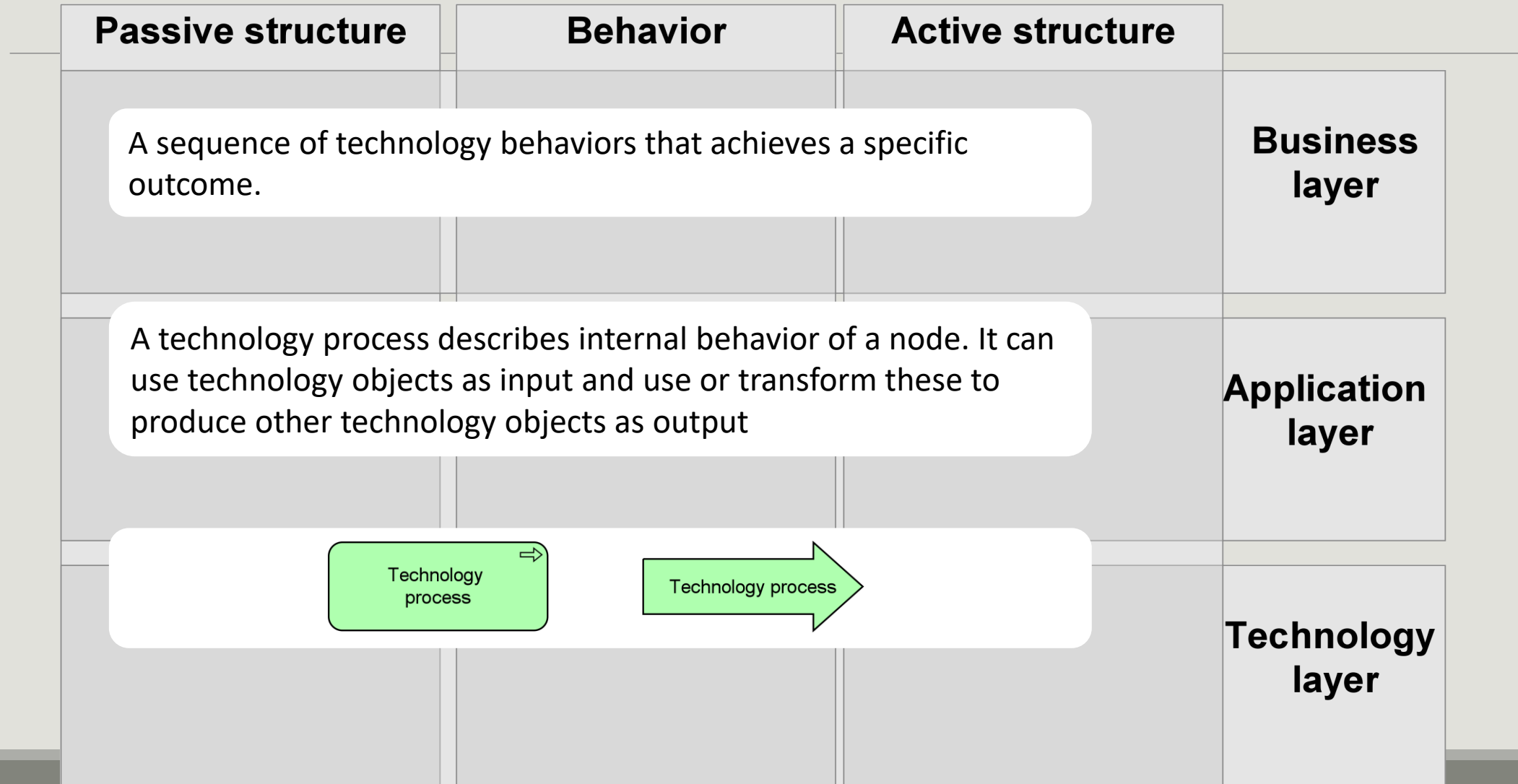
# Communication Network



# Technology Function

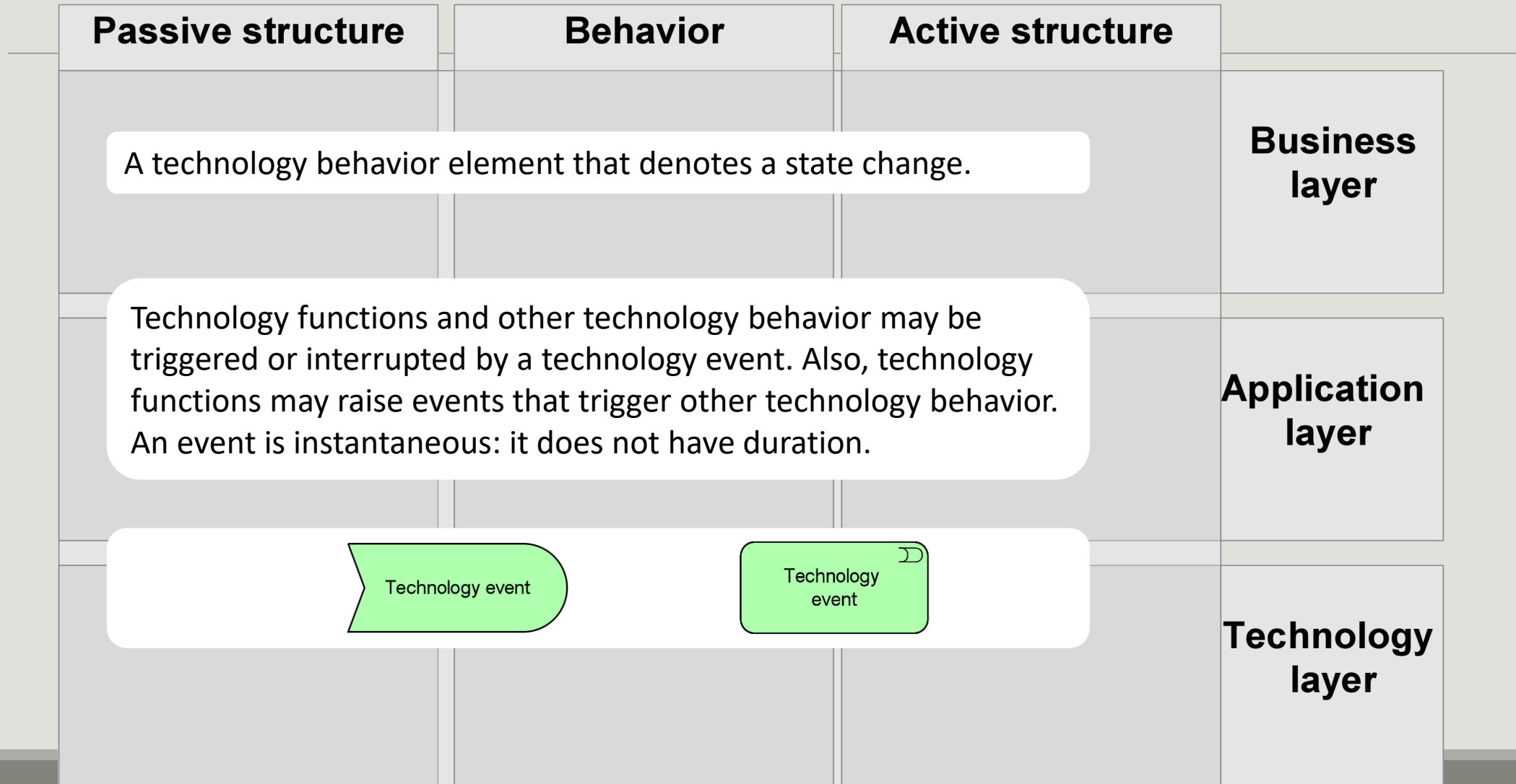


# Technology Process

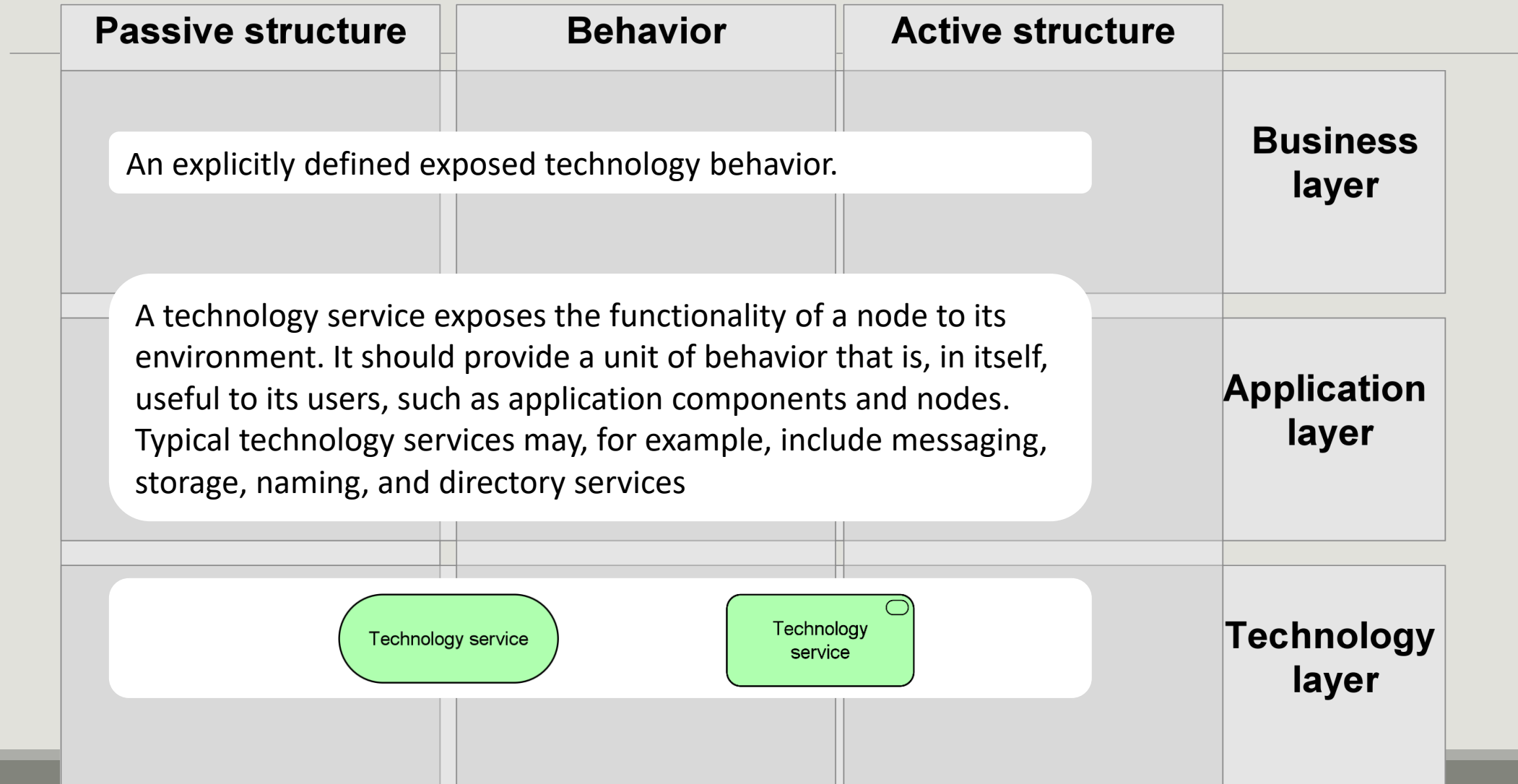




# Technology Event



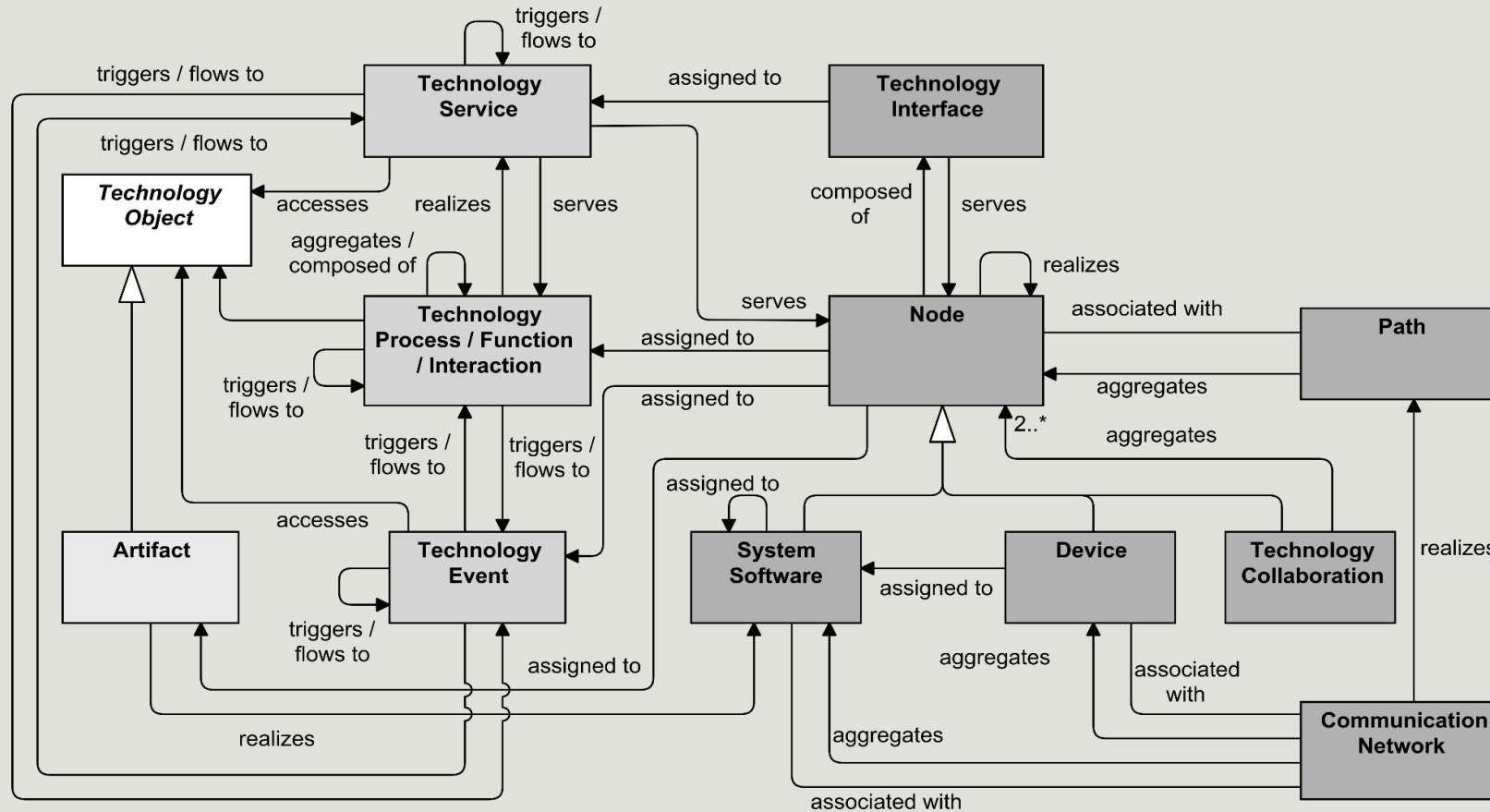
# Technology Service



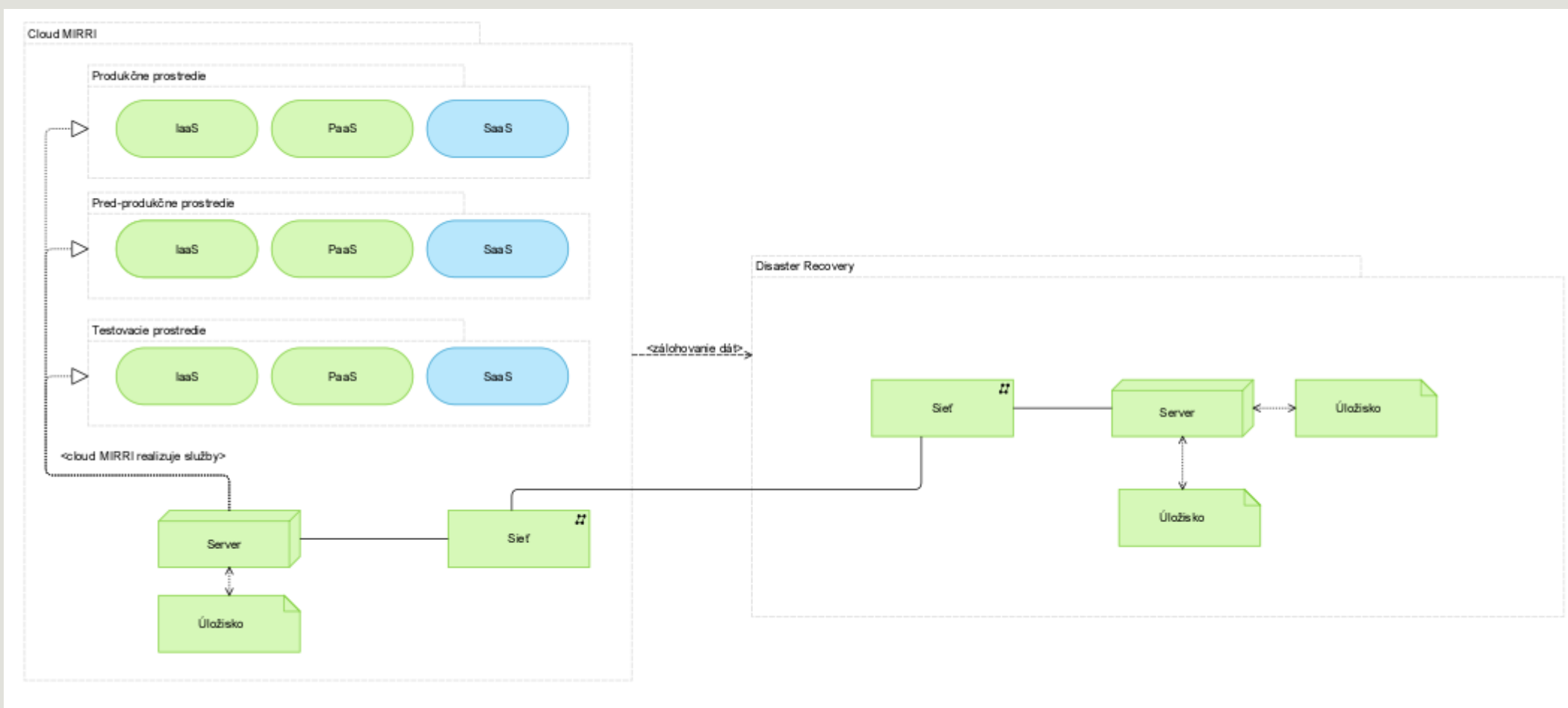
# Artifact

Passive structure	Behavior	Active structure	
A physical piece of data that is used or produced in a software development process, or by deployment and operation of an IT system.			<b>Business layer</b>
An artifact represents a tangible element in the IT world. It is typically used to model (software) products such as source files, executables, scripts, database tables, messages, documents, specifications, and model files. An artifact could be used to represent a physical data component that realizes a data object.			<b>Application layer</b>
<div>Artifact</div> <div>Artifact</div>			<b>Technology layer</b>

# Metamodel technologickej vrstvy



# Príklad

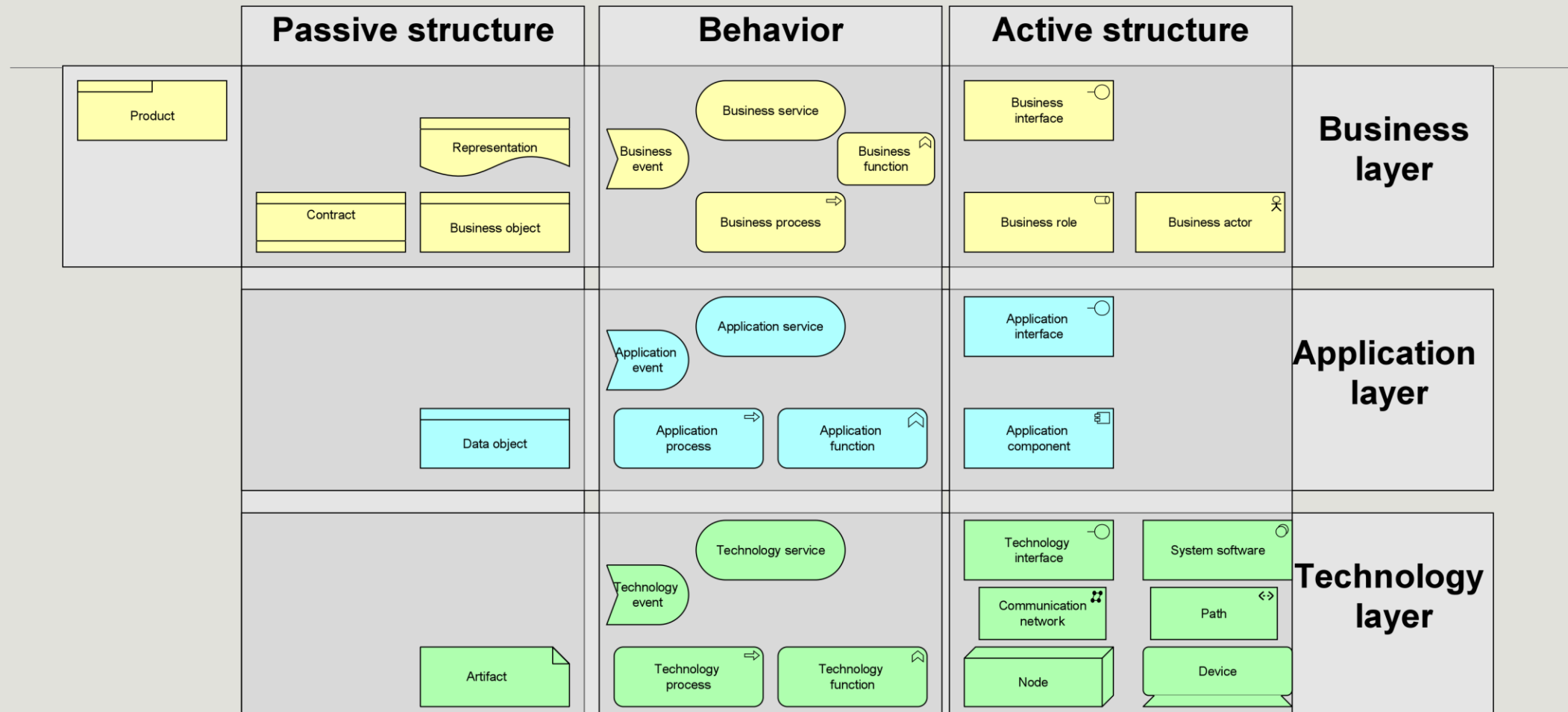


# Cvičenie

---

## Cvičenie 1.3

# Koncepty jadra



Pozn.: okrem kolaborácie a interakcie