EA GUI Prototyping Workshop

This workshop teaches delegates how to create GUI prototypes in Enterprise Architect. Delegates learn how to create wireframe diagrams and website designs with interface controls populated with realistic content. The workshop also teaches delegates how to create a state machine diagram to automate the interface interaction.

Location:	Webinar
Time:	1 day – see public schedule for dates and times
Prerequisites:	Delegates should have a good working knowledge of Enterprise Architect.
Equipment:	To attend this webinar delegates require a PC or laptop running Enterprise Architect (corporate edition or higher) with an Internet connection (a headset can be helpful). If you wish to test your environment join a test WebEx meeting: https://www.webex.com/test-meeting.html
	A trial version of Enterprise Architect is fine for training and can be downloaded from Sparx Systems website: www.sparxsystems.com/products/ea/trial.html. It is also helpful to have a mouse as this makes creating diagrams much easier.
Course Style:	40% theory, 60% practical This workshop comprises a set of targeted hands-on exercises to allow delegates to become confident creating GUI prototypes in Enterprise Architect.
Delegate Handouts:	Each delegate receives a booklet containing all the workshop slides and comprehensive theory notes which form excellent reference material. Booklets also contain exercises and suggested solutions. Following successful completion of the workshop each delegate receives a certificate.

Course Modules:

			Theory	EA	Notation	Exercise	Hands-on
HIPPO 00	Introduction	½ hour					
HIPPO 72	EA GUI Design	1½ hours		🌀			🖥
HIPPO W65	EA GUI Prototyping Workshop	4 hours		🌀			🖥

Modules

HIPPO 00	Introduction	
		½ hour

- Delegate background and objectives
- Timetable and course outline

HIPPO 72	EA GUI Design	
		½ hour
	EA Hands-On Exercises	1 hour

- Create wireframe diagrams in EA
- Model container frame features in EA
- Add standard interface controls in EA
- Populate controls with realistic content in EA
- Include images, toolbars and menus in EA
- Use composite elements in EA
- Learn about GUI patterns in EA
- Trace GUI to requirements in EA

HIPPO W65	EA GUI Prototyping Workshop	
		1½ hours
	EA Hands-On Exercises	2½ hours

- Create dialog boxes and add controls
- Use composition to connect dialog boxes
- Generate interactive HTML output
- Traceability from design to requirements
- Build state machine to model interface states
- Define signals that trigger state changes
- Automate interface by executing state machine

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