HOPEX for the ArchiMate® Framework

User Guide

HOPEX Aquila 6.2

Bizzdesign

CONTENTS

INTRODUCTION

HOPEX for the ArchiMate Framework is a full-web implementation of the Open Group's ArchiMate® 3.1 Enterprise Architecture standard http://www.opengroup.org/archimate/.

☛ *ArchiMate® is a registered trademark of The Open Group.*

HOPEX for the ArchiMate Framework provides a metamodel and a notation covering all the ArchiMate® standard Enterprise Architecture layers: Motivation, Strategy, Business, Application, Technology, Physical, and Implementation & Migration.

HOPEX for the ArchiMate Framework implementation also supports the viewpoints mechanism, so that the ArchiMate® diagram contents can be filtered according to a defined perspective; additional viewpoints can be defined.

The points covered in **HOPEX for the ArchiMate Framework**:

- ✓ Using HOPEX for the ArchiMate Framework;
- ✓ HOPEX for the ArchiMate® Framework Viewpoints;
- ✓ The HOPEX implementation of ArchiMate.

For more details on the interface and functions of **HOPEX** in general, see:

- ✓ Presentation of HOPEX for the ArchiMate Framework,
- ✓ HOPEX for the ArchiMate Framework Desktop,
- ✓ About This Guide.

PRESENTATION OF HOPEX FOR THE ARCHIMATE FRAMEWORK

HOPEX for the ArchiMate Framework features Summary

HOPEX for the ArchiMate Framework provides:

- All the concepts defined by the ArchiMate® 3.1 Open Group Standard.
- A bridge between some ArchiMate® concepts and equivalent **HOPEX** concepts, enabling compatibility and continuity with other **HOPEX** products. Therefore, inventories can be shared with other **HOPEX** products and across ArchiMate® Models.
  An ArchiMate® object identified in an ArchiMate® diagram, for example an ArchiMate® Business Process, can be detailed as an **HOPEX** object in another diagram using the BPMN notation, for example a **HOPEX Business Process Analysis** Organizational Process diagram.

HOPEX for the ArchiMate Framework Implementation

The **HOPEX for the ArchiMate Framework** metamodel implementation comes with its own ontology for ArchiMate® in order to match, as closely as possible, with the ArchiMate® language superstructure, as defined in the standard.

☛ *For more details on **HOPEX for the ArchiMate Framework** implementation, see The HOPEX MetaModel for ArchiMate.*

Using HOPEX for the ArchiMate Framework in EA Solutions

Depending on the licenses you have, you can use the ArchiMate® formalism to build sketchs that represent the models of your enterprise architectures. These sketches can then be used by associating their elements with objects in your repository. For example, you can create an ArchiMate diagram from an **HOPEX** Application.

Note that the ArchiMate® diagrams thus constructed are linked to models and views in accordance with ArchiMate® standards.

☛ *For more details, see Using ArchiMate Diagrams in an Enterprise Architecture solution.*

Pre-Requisites to HOPEX for the ArchiMate Framework

If you want to use **HOPEX for the ArchiMate Framework**, you must import the **ArchiMate** module in your environment and the **PPM** module in each **HOPEX** (data) repository of the environment.

☛ *To import a module in **HOPEX**, see **Modules > Importing a Module into HOPEX** documentation.*

You must import the ArchiMate module only once even if you have several repositories.

HOPEX FOR THE ARCHIMATE FRAMEWORK DESKTOP

Connecting to the solution

To connect to **HOPEX for the ArchiMate Framework**, see **HOPEX Common Features**, "HOPEX Web Front-End Desktop".

HOPEX for the ArchiMate Framework Profiles

The menus and commands available in **HOPEX for the ArchiMate Framework** depend on the profile with which you are connected.

☛ *For more details on using the Web platform for **HOPEX** solutions, see the **HOPEX Common Features** guide.*

In **HOPEX for the ArchiMate Framework**, there are, by default, profiles with which specific activities are associated.

Profiles	Tasks
ArchiMate Functional Administrator	The ArchiMate Functional Administrator can create the working environments from Enterprises, assign the users, and define the necessary Viewpoints. For more details, see Presenting the ArchiMate Functional Administrator workspace.
ArchiMate Enterprise Architect	The ArchiMate Enterprise Architect is the end user profile, entitled to create Models and View Diagrams according to the defined viewpoints. For more details, see Presenting the ArchiMate Enterprise Architect workspace.

HOPEX for the ArchiMate Framework Desktop Presentation

HOPEX for the ArchiMate Framework has its own Working Environment Template desktop.

HOPEX for the ArchiMate Framework homepage

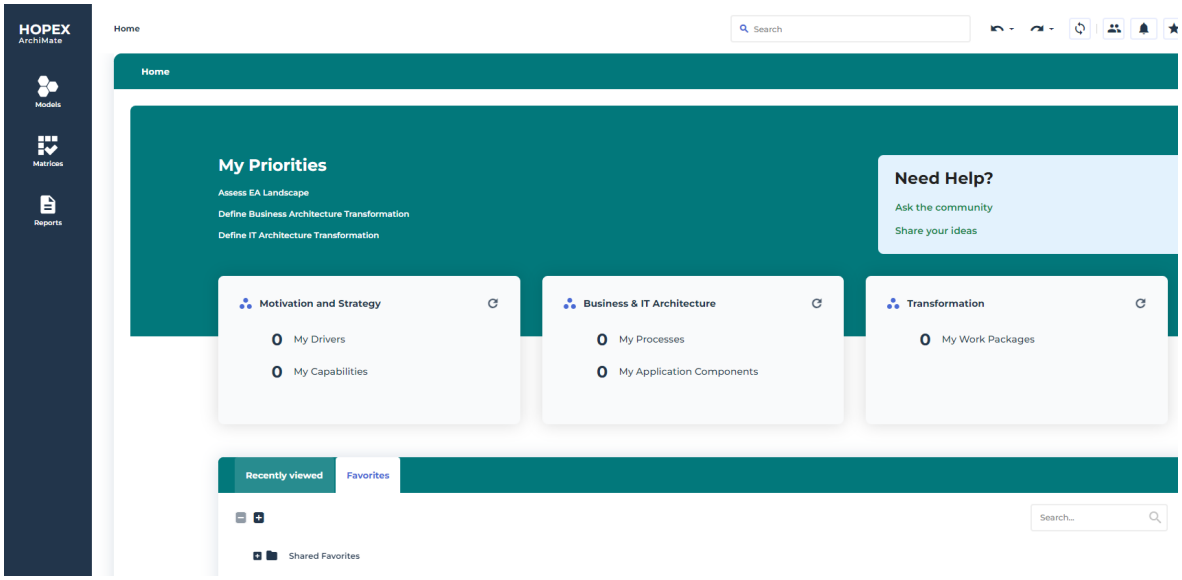
The **Home** page presents KPIs about the repository content for the model assigned to the current user.

☛ *For more details, see Assigning the default ArchiMate Model to a user.*

The homepage KPIs are:

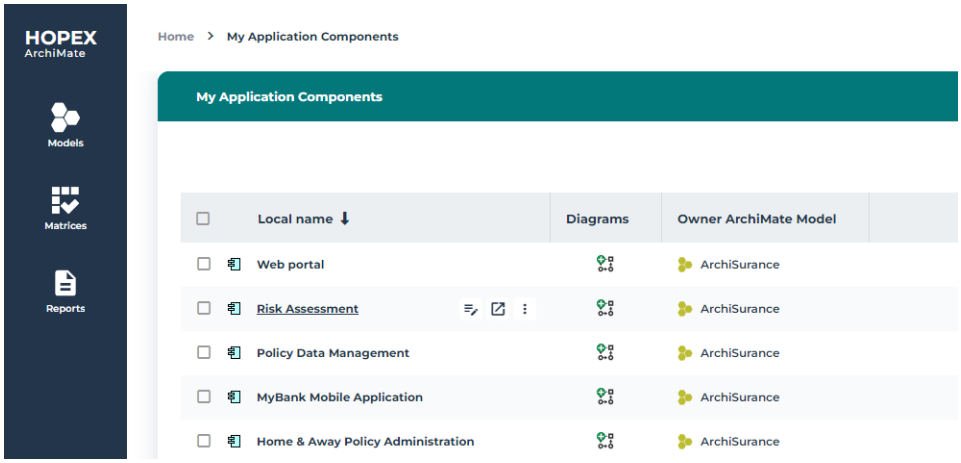
- Motivation and strategy
  - Drivers
  - Capabilities
- Business & IT Architecture
  - Processes
  - Application Components
- Transformation
  - Work Packages

> ☛ *This can be customized by an administrator according to your specific needs.*



To get the list of **Application Components** of the Model assigned to the current user:

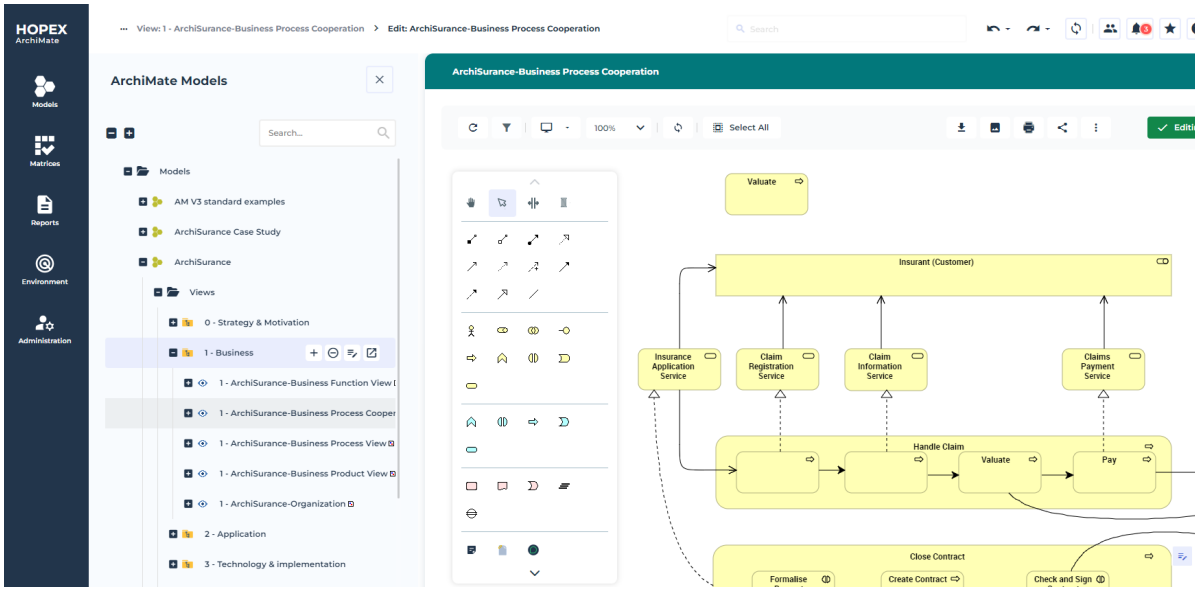
❱ In the **Business & IT Architecture** tile of the **Home** page, click **My Application Components**.
The list of application components of the model is displayed.



HOPEX for the ArchiMate Framework naviagation menu

HOPEX for the ArchiMate Framework navigation menus provide access to:

- ArchiMate® Models and their elements in tree view (see **Models** navigation menu and **Models** folder),
- Specific property pages for ArchiMate® Elements (on the right side of the screen).



HOPEX for the ArchiMate Framework Desktop

Presenting the ArchiMate Enterprise Architect workspace

The **ArchiMate Enterprise Architect** creates Enterprise Architectures Models.

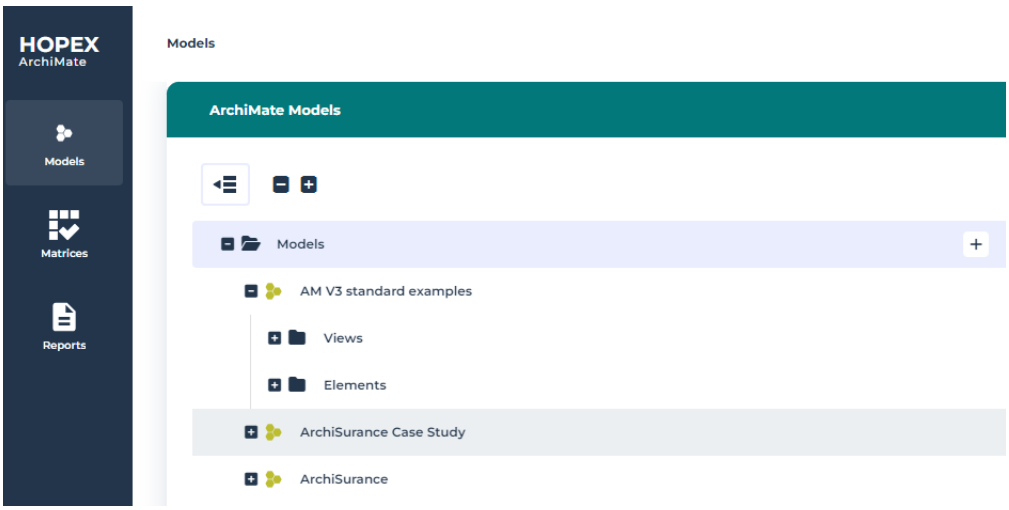
This profile has access to the following navigation menus:

- **Home** that is common to all **HOPEX** solution users;
- **Models** that provides access to ArchiMate® objects and Viewpoints, see The Models navigation menu;
- **Matrices** that provides access to ArchiMate® matrices, see Accessing HOPEX for the ArchiMate Framework Matrices;
- **Reports**: produces access to all reports, improving understanding of models, see Accessing Matrices with HOPEX for the ArchiMate Framework;

The Models navigation menu

The **Models** navigation menu provides access to the ArchiMate® model, its views and the object used.

☛ *For more information on an ArchiMate® model creation, see Starting with HOPEX for the ArchiMate Framework.*

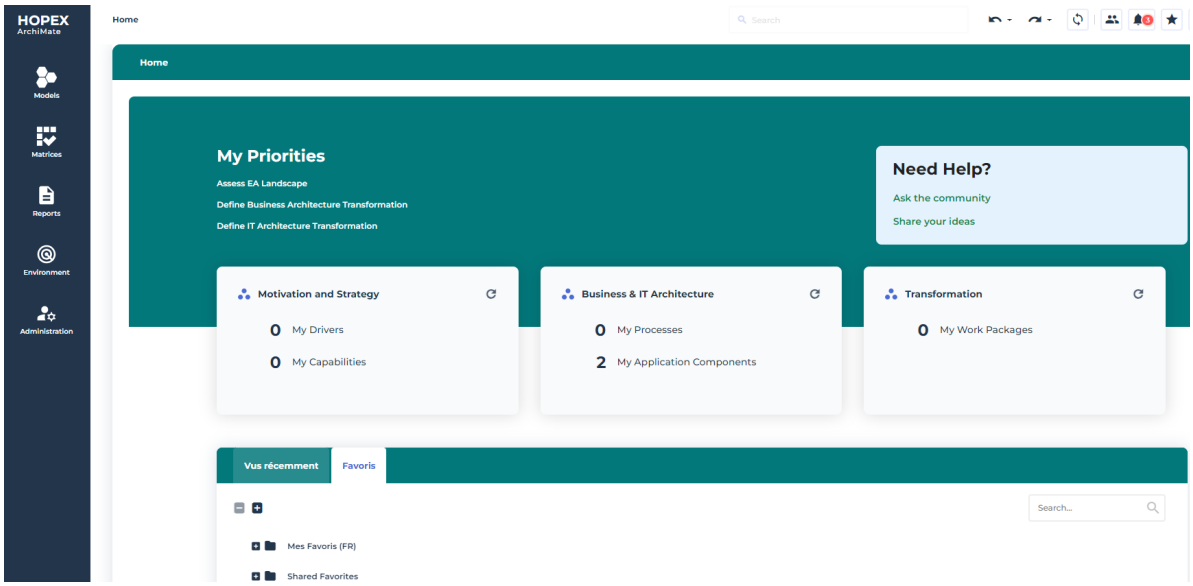


Presenting the ArchiMate Functional Administrator workspace

The **ArchiMate Functional Administrator** has rights on all objects and Architectures.

In addition, this profile prepares the work environment and creates elements required for management of projects. So, the **ArchiMate Functional Administrator** profile has access to the following navigation menus:

- **Environment**,
- **Administration**.



The Environment navigation menu

In addition, the **ArchiMate Functional Administrator** profile, he has access to the **Environment** navigation menu to create enterprises and allocate users to working environments.

The **Environment** navigation menu provides access to the following menu:

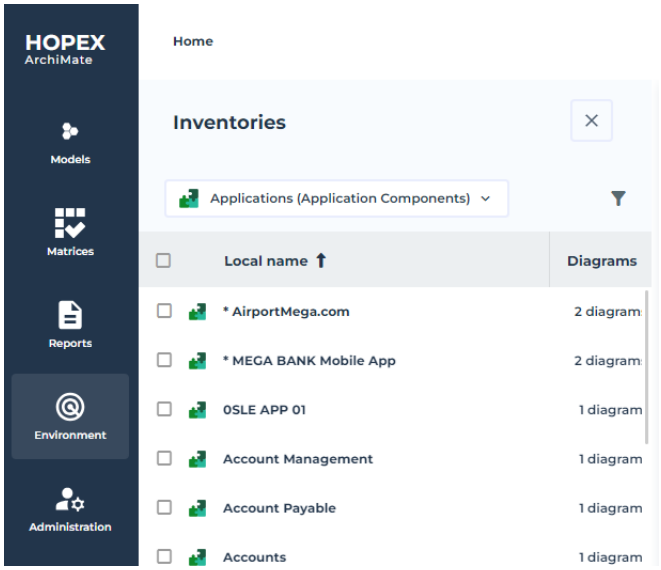
- **Standard Navigation**: to access the management functionalities for libraries and environments.

  ☛ *For more information on libraries and management, see the "Enterprise and Libraries" section in the **HOPEX Common Features** guide.*

  ☛

- **Inventories**: to access the objects that can be shared across ArchiMate® Models with other **HOPEX** products. For example, **Applications** inventory is shared with **HOPEX IT Portfolio**

Management and can be used by **Application Components** in an ArchiMate® Model.



☛ *For more details on ArchiMate® objects that can be reused, see The Characteristics properties of ArchiMate® EA Elements enable the mapping of shared inventory objects..*

- **Viewpoints**: to access the list of viewpoints used to select which Metaclasses (Concepts: Element or Relationships) are available on the viewpoint.

  ☛ *For more details on viewpoints properties, see The properties of a viewpoint.*

- **Common** sub menu enables access to:
- **Report DataSets**

  🕮 *A Report DataSet is a set of data extracted from the HOPEX repository and used as a data source in reports.*

  ☛ *For more information, see Platform - Common Features > Documentation > Generating Documentation > Managing Report DataSets.*

- **Sketches**, to access all the sketches of your repository.

  🕮 *A sketching diagram is a drawing that enables you to exchange with your coworkers without an issue of methodology or formalism.*

  ☛ *For more details on the use of sketches with **HOPEX IT Architecture**, see Creating a Sketching diagram with HOPEX IT Architecture.*

- **Tags**

  🕮 *A tag is a classifying description used to characterize objects.*

  ☛ *For more details on the use of tags, see Platform - Common Features > Collaboration Tools > Communicating in HOPEX.*

The Administration navigation menu

The **Administration** navigation menu provides access to the user management features. The rights of different users on objects of imported libraries depend on their assigned profiles.

> ☛ *For more information on creation of users and assignment of profiles, see the chapter "Managing Users" in the **HOPEX Administration** guide.*

ABOUT THIS GUIDE

This guide presents how to make best use of **HOPEX for the ArchiMate Framework** to assure efficient management of your risks.

Guide Structure

The **HOPEX for the ArchiMate Framework** guide comprises the following chapters:

- Using HOPEX for the ArchiMate Framework: describes the main principles that govern the ArchiMate® implementation of **HOPEX for the ArchiMate Framework**.
- HOPEX for the ArchiMate® Framework Viewpoints: presents the functions offered by **HOPEX for the ArchiMate Framework** to model the aspects of your enterprise architecture using the ArchiMate® formalism.
- The HOPEX implementation of ArchiMate: describes the **HOPEX** metamodel used to implement **HOPEX for the ArchiMate Framework**.

Additional Resources

This guide is supplemented by:

- The **HOPEX Common Features** guide, which describes basic functions common to **HOPEX** solutions.

  ☛ *It can be useful to consult this guide for a general presentation of the interface.*
- The administration guide **HOPEX Power Supervisor**.
- more advanced technical functions are described in the **HOPEX Power Studio** guide.

Conventions Used in the Guide

Styles and formatting

☛ *Remark on the preceding points.*

📖 *Definition of terms used.*

☺ *A tip that may simplify things.*

Compatibility with previous versions.

Things you must not do.

Very important remark to avoid errors during an operation.

Commands are presented as seen here: **File > Open**.

Names of products and technical modules are presented in bold as seen here: **HOPEX**.

USING HOPEX FOR THE ARCHIMATE FRAMEWORK

HOPEX proposes an implementation based on the ArchiMate® 3.1 specification which aims at ensuring continuity with other **HOPEX** products such as:

- ✓ **HOPEX Business Process Analysis** for the business layer,
- ✓ **HOPEX IT Architecture**, for the application, technology and implementation layers.

The aim is to present the main principles that govern this implementation and guide the user in his/her use of the **HOPEX** Modeling tool to create ArchiMate® deliverables.

- ✓ ArchiMate Layers and Relationships,
- ✓ Starting with HOPEX for the ArchiMate Framework,
- ✓ Using HOPEX for the ArchiMate Framework diagrams,
- ✓ Using HOPEX for the ArchiMate Framework reports.

ARCHIMATE LAYERS AND RELATIONSHIPS

This chapter provides definition and illustration of the generic set of concepts of ArchiMate 3.1. They provide a proper basis for visualization, analysis, tooling, and use of these concepts.

The ArchiMate language defines three main layers, based on specializations of the core concepts:

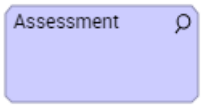
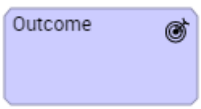
- The ***Business Layer*** offers products and services to external customers, which are realized in the organization by business processes performed by business actors. See ArchiMate Business Layer Elements.
- The ***Application Layer*** supports the business layer with application services which are realized by (software) applications. See ArchiMate Application Layer Elements.
- The ***Technology Layer*** offers infrastructure services (e.g., processing, storage, and communication services) needed to run applications, realized by computer and communication hardware and system software. See ArchiMate Technology Layer Elements.

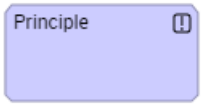
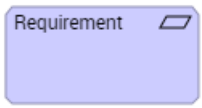
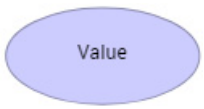
The other ArchiMate Layers are:

- The Motivation Layer, see ArchiMate Motivation Layer Elements,
- The Strategy Layer, see ArchiMate Strategy Layer Elements,
- The Physical Layer, see ArchiMate Physical Layer Elements,
- The Implementation & Migration Layer, see ArchiMate Implementation & Migration Layer Elements.

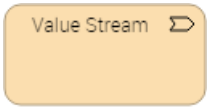
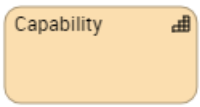
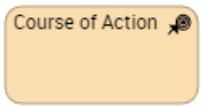
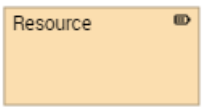
Examples of use of the elements included in each layer is described in HOPEX for the ArchiMate® Framework Viewpoints.

ArchiMate Motivation Layer Elements

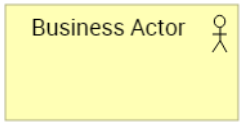
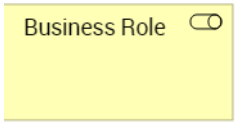
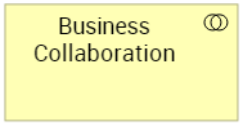
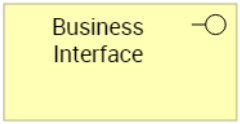
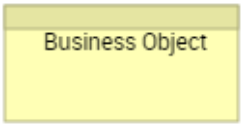
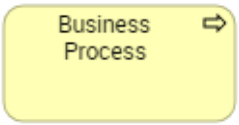
Concept Name	Notation	Comment
Assessment		An assessment represents the result of an analysis of the state of affairs of the enterprise with respect to some driver.
Constraint		A constraint represents a factor that prevents or obstructs the realization of goal.
Driver		A driver represents an external or internal condition that motivates an organization to define its goals and implement the changes necessary to achieve them.
Goal		A goal represents a high-level statement of intent, direction, or desired end state for an (organization and its stakeholders.
Meaning		Meaning represents the knowledge or expertise present in, or the interpretation given to, a core element in a particular context.
Outcome		An outcome represents an end result that has been achieved.

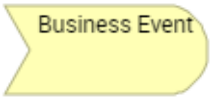
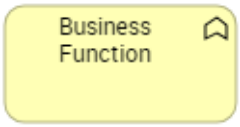
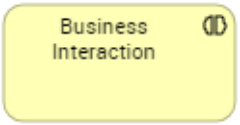
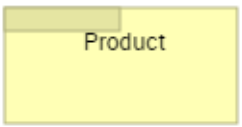
Concept Name	Notation	Comment
Principle		A principle represents a qualitative statement of intent that should be met by the architecture
Requirement		A requirement represents a statement of need that must be met by the architecture.
Stakeholder		A stakeholder is the role of an individual, team, or organization (or classes thereof) that represents their interests in the outcome of the architecture.
Value		Value represents the relative worth, utility, or importance of a core element or an outcome

ArchiMate Strategy Layer Elements

Concept Name	Notation	Comment
Value Stream		A value stream represents a sequence of activities that create an overall result for a customer, stakeholder, or end user.
Capability		A capability represents an ability that an active structure element, such as an organization, person, or system, possesses.
Course of Action		A course of action is an approach or plan for configuring some capabilities and resources of the enterprise, undertaken to achieve a goal.
Resource		A resource represents an asset owned or controlled by an individual or organization.

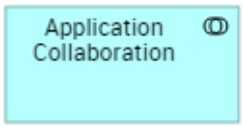
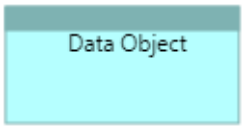
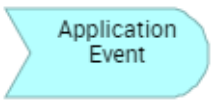
ArchiMate Business Layer Elements

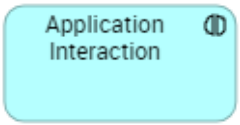
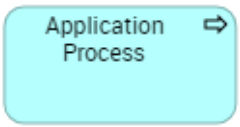
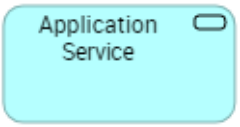
Concept Name	Notation	Comment
Business Actor		A business actor is a business entity that is capable of performing behavior.
Business Role		A business role is the responsibility for performing specific behavior, to which an actor can be assigned, or the part an actor plays in a particular action or event.
Business Collaboration		A business collaboration is an aggregate of two or more business internal active structure elements that work together to perform collective behavior.
Business Interface		A business interface is a point of access where a business service is made available to the environment.
Business Object		A business object represents a concept used within a particular business domain.
Business Process		A business process is defined as a unit of internal behavior or collection of causally related units of internal behavior intended to produce a defined set of products and services.

Concept Name	Notation	Comment
Business Event		A business event is a business behavior element that denotes an organizational state change. It may originate from and be resolved inside or outside the organization.
Business Function		A business function is a collection of business behavior based on a chosen set of criteria (typically required business resources and/or competencies), closely aligned to an organization, but not necessarily explicitly governed by the organization.
Business Interaction		Business interaction is defined as a unit of behavior performed by a collaboration of two or more business roles.
Business Service		A business service represents an explicitly defined exposed business behavior.
Product		A product represents a coherent collection of services and/or passive structure elements, accompanied by a contract/set of agreements, which is offered as a whole to (internal or external) customers.

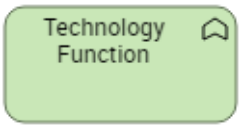
Concept Name	Notation	Comment
Representation		A representation represents a perceptible form of the information carried by a business object.
Contract		A contract represents a formal or informal specification of an agreement between a provider and a consumer that specifies the rights and obligations associated with a product and establishes functional and non-functional parameters for interaction.
Location		A location is a place or position where structure elements can be located, or behavior can be performed.

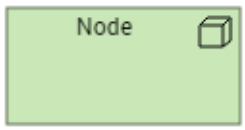
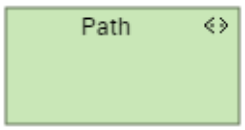
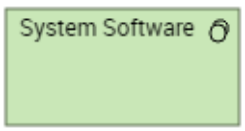
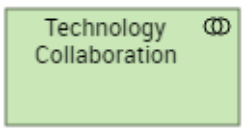
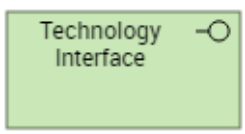
ArchiMate Application Layer Elements

Concept Name	Notation	Comment
Application Collaboration		An application collaboration represents an aggregate of two or more application components that work together to perform collective application behavior.
Application Component		An application component represents an encapsulation of application functionality aligned to implementation structure, which is modular and replaceable. It encapsulates its behavior and data, exposes services, and makes them available through interfaces.
Application Interface		An application interface represents a point of access where application services are made available to a user, another application component, or a node.
Data Object		A data object represents data structured for automated processing.
Application Event		An application event is an application behavior element that denotes a state change.
Application Function		An application function represents automated behavior that can be performed by an application component.

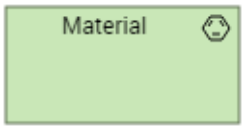
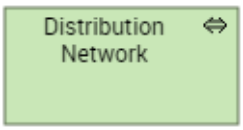
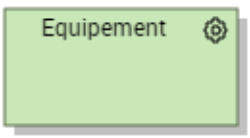
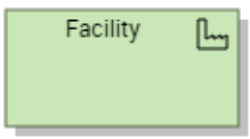
Concept Name	Notation	Comment
Application Interaction		An application interaction represents a unit of collective application behavior performed by (a collaboration of) two or more application components.
Application Process		An application process represents a sequence of application behaviors that achieves a specific outcome.
Application Service		An application service represents an explicitly defined exposed application behavior.

ArchiMate Technology Layer Elements

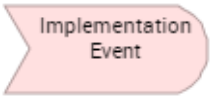
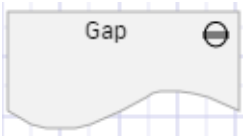
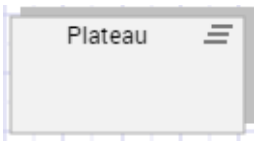
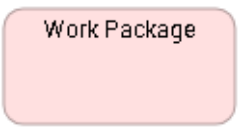
Concept Name	Notation	Comment
Artifact		An artifact represents a piece of data that is used or produced in a software development process or by deployment and operation of an IT system.
Technology Event		A technology event is a technology behavior element that denotes a state change.
Technology Function		A technology function represents a collection of technology behavior that can be performed by a node.
Technology Interaction		A technology interaction represents a unit of collective technology behavior performed by (a collaboration of) two or more nodes.
Technology Process		A technology process represents a sequence of technology behaviors that achieves a specific outcome.
Technology Service		A technology service represents an explicitly defined exposed technology behavior.

Concept Name	Notation	Comment
Communication Network		A communication network represents a set of structures that connects computer systems or other electronic devices for transmission, routing, and reception of data or data-based communications such as voice and video.
Device		A device is a physical IT resource upon which system software and artifacts may be stored or deployed for execution.
Node		A node represents a computational or physical resource that hosts, manipulates, or interacts with other computational or physical resources.
Path		A path represents a link between two or more nodes, through which these nodes can exchange data or material.
System Software		System software represents software that provides or contributes to an environment for storing, executing, and using software or data deployed within it.
Technology Collaboration		A technology collaboration represents an aggregate of two or more nodes that work together to perform collective technology behavior.
Technology Interface		A technology interface represents a point of access where technology services offered by a node can be accessed.

ArchiMate Physical Layer Elements

Concept Name	Notation	Comment
Material		A material represents tangible physical matter or physical elements.
Distribution Network		A distribution network represents a physical network used to transport materials or energy.
Equipment		An equipment represents one or more physical machines, tools, or instruments that can create, use, store, move, or transform materials.
Facility		A facility represents a physical structure or environment.

ArchiMate Implementation & Migration Layer Elements

Concept Name	Notation	Comment
Deliverable		A deliverable represents a precisely-defined outcome of a work package
Implementation Event		An implementation event is a behavior element that denotes a state change related to implementation or migration.
Gap		A gap represents a statement of difference between two plateaus.
Plateau		A plateau represents a relatively stable state of the architecture that exists during a limited period of time.
Work Package		A work package represents a series of actions identified and designed to achieve specific results within specified time and resource constraints.

Other ArchiMate Elements

Concept Name	Notation	Comment
Grouping		The grouping element aggregates or composes concepts that belong together based on some common characteristic.
Junction		A junction is used to connect relationships of the same type.

ArchiMate Relationships

ArchiMate defines eleven types of relationships sorted out into four categories. Each relationship type has its own representation.

The relationships categories are:

- Structural Relationships,
- Dependency Relationships,
- Dynamic Relationships,
- Other Relationships.

> ☛ *For more details on the use of ArchiMate Relationships in diagrams, see Creating an ArchiMate® Relationship.*

Relationships compatibility Option

The ArchiMate Standard relationships have been updated in ArchiMate 3.1.

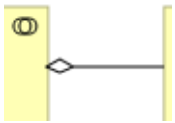
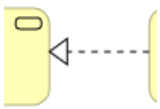
A compatibility option is provided to activate the obsolete relationships (it is deactivated by default).

To activate the obsolete relationships:

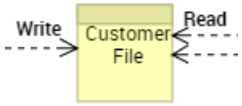
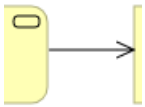
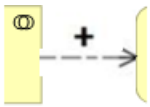
1. In the desktop, click **Main Menu > Settings > Options**.
   The options window appears.

2. In the tree on the left, click the **Architecture Framework** folder.
3. In the right navigation menu of the window, check the box **ArchiMate 3.0 Compatibilty**.
4. Click **OK**.

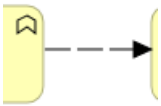
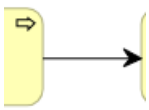
Structural Relationships

Concept Name	Notation	Comment
Composition		The composition relationship indicates that an element consists of one or more other concepts. The diamond indicates the owner element.
Assignment		The assignment expresses the allocation of responsibility, performance of behavior, or execution.
Aggregation		The aggregation relationship indicates that an element consists of one or more other concepts. The diamond indicates the main element.
Realization		The realization relationship indicates that an entity plays a critical role in the creation, achievement, sustenance, or operation of a more abstract entity. The arrow indicates the entity playing a role.

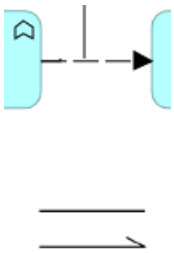
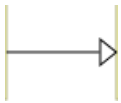
Dependency Relationships

Concept Name	Notation	Comment
Access		The access relationship models the ability of behavior and active structure elements to observe or act upon passive structure elements.
Serving		The serving relationship models that an element provides its functionality to another element. The arrow indicates the functionality user element.
Influence		The influence relationship models that an element affects the implementation or achievement of some motivation element. The arrow indicates the motivation element

Dynamic Relationships

Concept Name	Notation	Comment
Flow		The flow relationship describes the exchange or transfer of, for example, information or value between processes, function, interactions, and events
Trigger		The triggering relationship describes the temporal or causal relations between processes, functions, interactions, and events.

Other Relationships

Concept Name	Notation	Comment
Association		Association is a specific Relationship which can associate any concepts (including other Relationships. An association is undirected by default but may be directed. Directed relationships are displayed using a half arrow endpoint style.
Specialization		The specialization relationship indicates that an element is a particular kind of another element. The arrow points to the particular element.

To set an Association Directed Type, you can:

- Use right click,

or

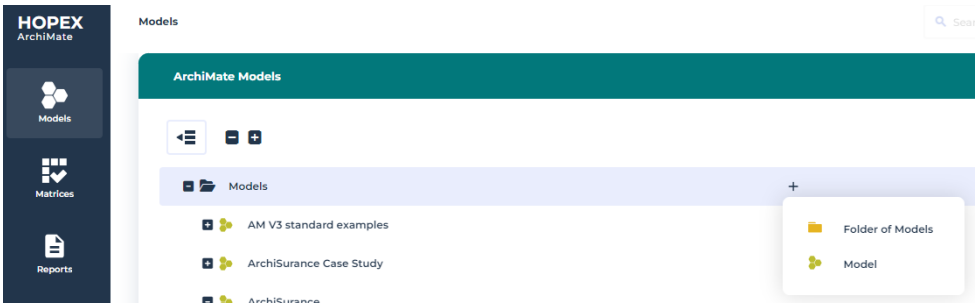
- Use **Relationship** property and set the **Directed** type to 'true'.

STARTING WITH HOPEX FOR THE ARCHIMATE FRAMEWORK

Creating an ArchiMate Model

To create an ArchiMate model:

1. In the **Models** navigation menu, select **Models** folder and click the **New** button.
2. Select **Model**.



The **Creation Model** dialog box appears.

3. In the **Name** box, enter "ArchiSurance", for example, and click **OK**.

> ☛ *The ArchiMate model is the root object in ArchiMate and defines a namespace for ArchiMate Elements.*

> ☛ *From an ArchiMate® model, you can use **ArchiMate** folders, see Using HOPEX for the ArchiMate Framework Folders.*

The **Models** are represented in a hierarchical tree and can be classified in **Folder of Model.**

Assigning the default ArchiMate Model to a user

ArchiMate

To assign a default ArchiMate model to a user:

1. From the **Environment** navigation menu, select **ArchiMate Models**. The list of models appears.
2. Open the **Characteristics** properties of the model that interests you and expand the **Persons** section.
3. Connect the user to the model.

> ☛ *If a default model is already connected to a user, the current model will replace the previous one.*

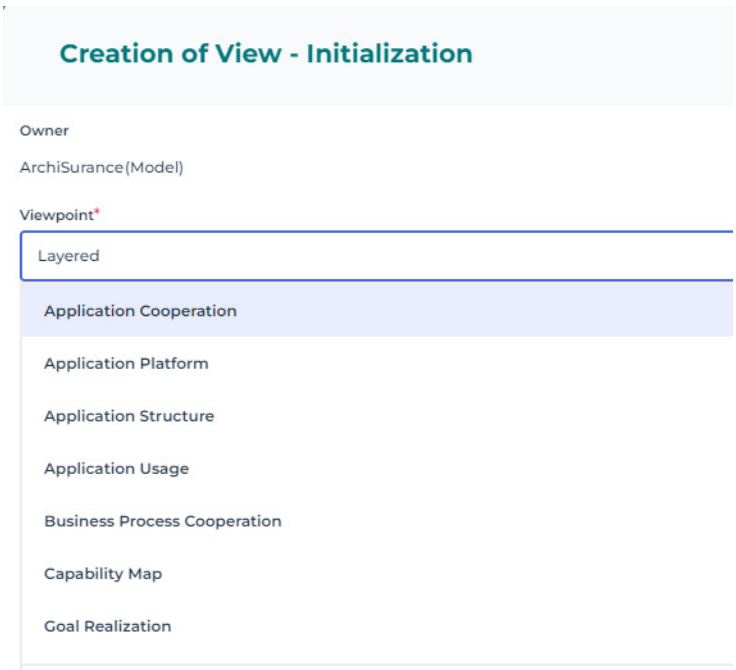
To get more information about the use of folders in **HOPEX** trees, see **HOPEX**, "Handling Trees" chapter of the **HOPEX Common Features** guide.

Creating an ArchiMate View

The ArchiMate® Views can be ordered in dedicated folders.

To create an ArchiMate® View:

1. In the **Models** navigation menu, expand the **Models** folder and the ArchiMate® Model folder that interests you.
2. Select the **View** folder and click **New > View**.
   The **Creation of View** dialog box appears.

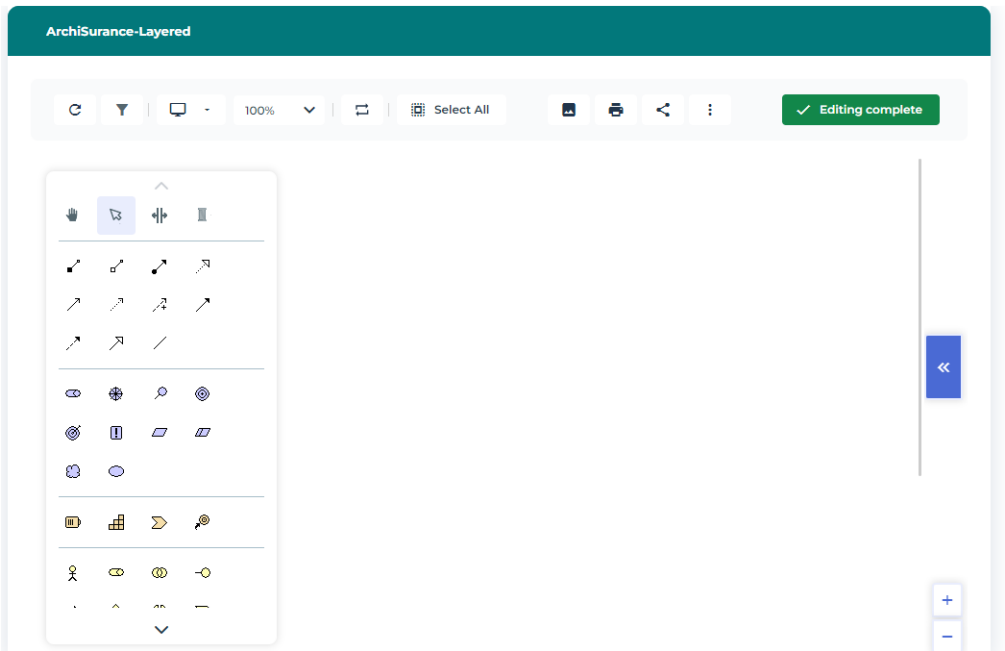


3. In the **Viewpoint** field, select the viewpoint that interest you and click **OK**.

   ☛ *the **Layered** viewpoint is selected by default.*

   The **Name** of the new view is automatically computed and can be modified.

   The view diagram opens in the edition area.

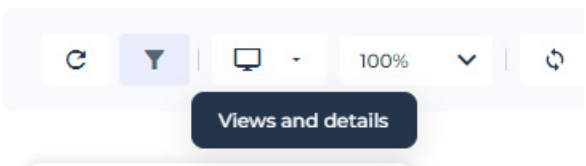


A **View** is represented by only one diagram.

The diagram of a view is activated based on the selected Viewpoint setup. Additional views can be manually activated, or default views can be deactivated.

To activate the views window:

1. In a diagram, click **Views and details** button.



   The list of object types to be displayed appears.

2. Select (or clear) the object types you wish to display (or not).

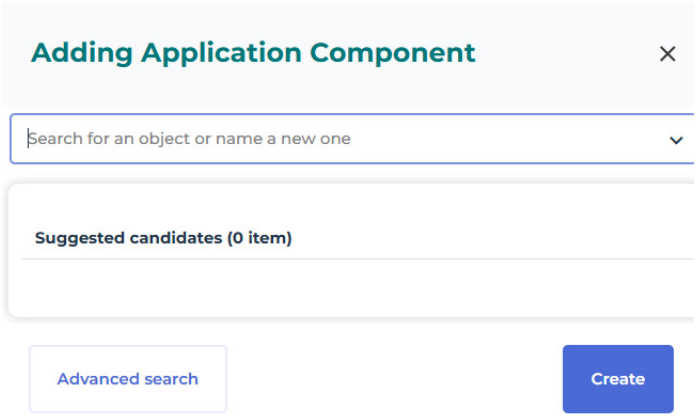
   ☛ *For more details on object types available in a viewpoint, see The properties of a viewpoint.*

Creating an ArchiMate Element in a diagram view

Creating an ArchiMate® Element

To create an **Application component**, for example:

1. In the diagram insert toolbar, click the **Application component** button.
2. Click in the diagram.
   The adding window opens.
3. Enter the name of the new element.
   A message confirms that no objects match this name.



4. Click **Create**.
   The Application component appears in the diagram with the specified name.

Creating several ArchiMate® Elements

To create several Application Functions, for example:

1. Double-click the **Application Function** button and then click in the diagram
   The new Application Function appears in the diagram.
2. Press key <Esc> to stop the **Application Functions** creation.
3. To rename the Application Functions, click the name of the Application Function, press key <F2> and enter a new name.

Reusing ArchiMate® Elements

To add an existing object to an ArchiMate diagram, you can drag and drop the object from a hierarchical view or from the insert toolbar of the diagram.

Reusing an ArchiMate® Element using the hierarchical view

You can drag and drop an existing ArchiMate® Element from the navigation tree.

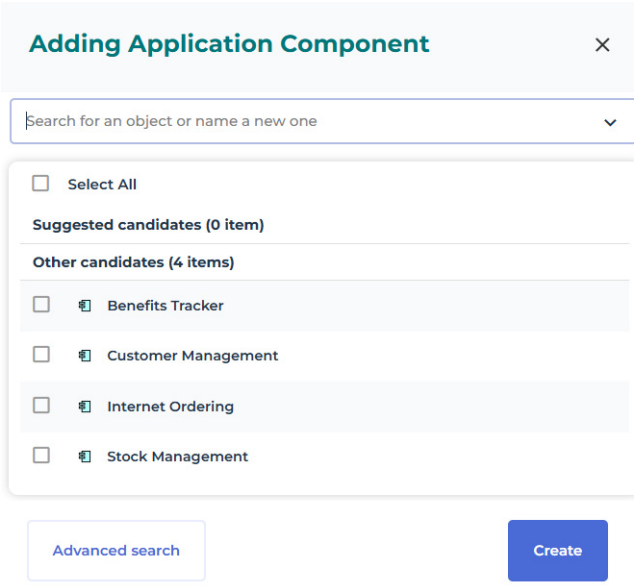
For example, to reuse an existing **Business Service**:

1. In the navigation menu **Models**, expand your ArchiMate® Model folder.
2. Expand the **Elements** folder and the **Business Service** folder.
3. Click the Business Service that interests you and, holding down the mouse button, drag the cursor to the in the diagram and release the mouse button.
   The corresponding **Business Service** appears in the diagram.

Reusing an ArchiMate® Element using the insertion toolbar of a diagram

To add an **Application component**, for example, using the insert toolbar of an ArchiMate diagram:

1. In the diagram insert toolbar, click the **Application component** button.
2. Click in the diagram.
   The adding window opens.
3. In the object name box, click the down arrow.
   The list of the model **Application components** is displayed.



4. Enter the name of the element you wish to create.
   The application component appears in the diagram with the specified name.

   ☛ *You can select several components. Each one will be added to the diagram.*

Creating an ArchiMate® Relationship

ArchiMate® relationships can be created using a **Link** button available in the toolbar of any diagram view or using the nesting mechanism.

When creating a relationship, a dialog box displays the list of possible relationship types available between the two elements in the current viewpoint.

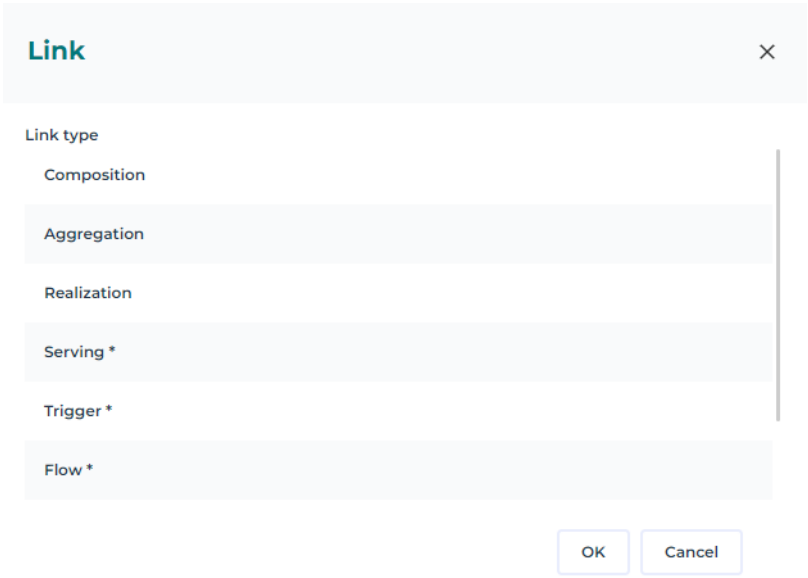
☛ *For more details on the possible ArchiMate® Relationship types, see ArchiMate Relationships.*

Creating an ArchiMate® Relationship using the toolbar

To create an ArchiMate® Relationship using a diagram toolbar, you can click the button corresponding a relationship type or click the **Link** button.

To create an ArchiMate® Relationship using the **Link** button:

1. In the insert toolbar, click the **Link** button .
2. Click an ArchiMate® Element and, holding down the mouse button, drag the cursor to the ArchiMate® Element to be connected and release the mouse button.
   The two ArchiMate® Elements are highlighted, and a dotted line indicates the path that will be taken by the graphic link.
3. In the **Link** a dialog box, select the relationship type you want to create.



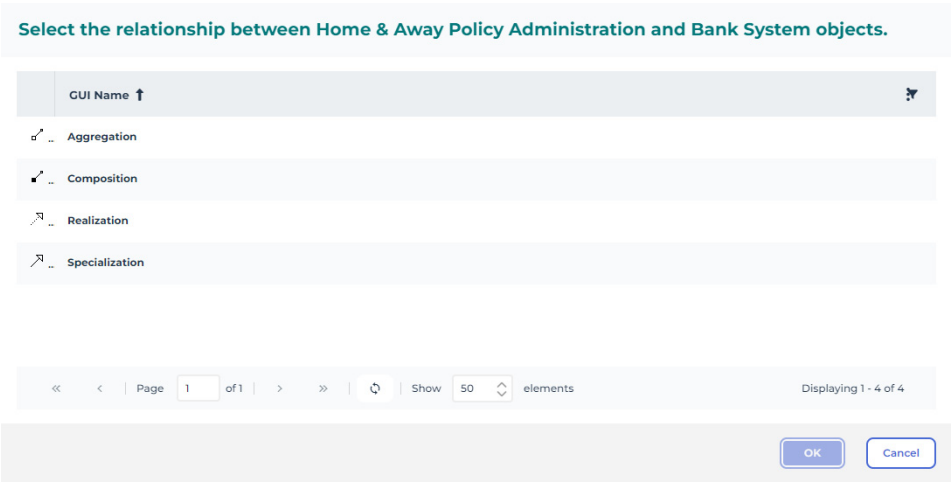
☛ *Indirect relationships appear with a star suffix: **Serving ***, for example, and are displayed in grey in the diagram. For more details on Indirect Relationship, see ArchiMate Relationships MetaModel.*

Creating an ArchiMate® Relationship using the nesting mechanism

To use the **HOPEX for the ArchiMate Framework** nesting mechanism:

1. Select an ArchiMate® Element in the diagram and move in within the frame of the ArchiMate® Element to be connected.

2. In the **Link** a dialog box, select the relationship type you want to create.



3. Click **OK**.
The first ArchiMate® Element appears in the second ArchiMate® Element frame and the relationship is created.

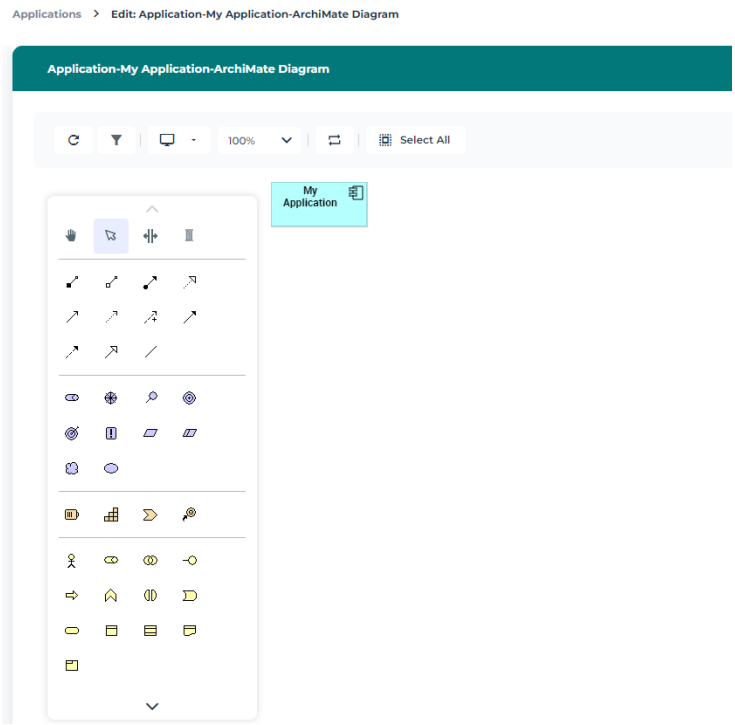
Creating a diagram from an ArchiMate Element

With **HOPEX for the ArchiMate Framework**, you can create a diagram from any ArchiMate Element. The corresponding view is automatically created in the context of the ArchiMate Element Model.

For example, to create an *ArchiMate Diagram* from an **Application Component**:

1. From the **Model** navigation menu, select the **Application Component** that interests you and click **Create a diagram**.

2. In the selection window, click **ArchiMate Diagram**.
The diagram opens in the edit area. The **Application Component** is inserted in the diagram.



Synchronizing an ArchiMate Diagram Elements

ArchiMate® concepts are mapped with **HOPEX** EA building blocks enabling compatibility and continuity with other models. Thus, an ArchiMate Business Process can reference a Process which can be described in a BPMN diagram, so that the user can navigate from an overview ArchiMate diagram putting a process into its EA context, to a more detailed BPMN description.

☛ *For more details on **HOPEX for the ArchiMate Framework** implementation, see The HOPEX MetaModel for ArchiMate.*

The synchronization consists in mapping an ArchiMate element created in the context of an ArchiMate diagram with an EA building block.

The **HOPEX for the ArchiMate Framework** solution provides two types of element:

- The ***ArchiMate® EA Elements*** which can be associated to a repository object.

  ☛ *For more details, see Creating an ArchiMate Element in a diagram view.*

- The ***Flow*** type ***Relationships*** whose sender and receiver are synchronized with the ITPM "flows" between applications.

  ☛ *For more details, see ArchiMate Relationships.*

Two possibilities are provided to synchronize an ArchiMate element:

- In a unitary manner by opening the **Characteristics** properties of an ArchiMate Element, see Using Properties for Synchronization.
- Generally using the **Synchronize** button of an ArchiMate diagram, see Synchronizing Elements from an ArchiMate diagram using the synchronization wizard.

Using Properties for Synchronization

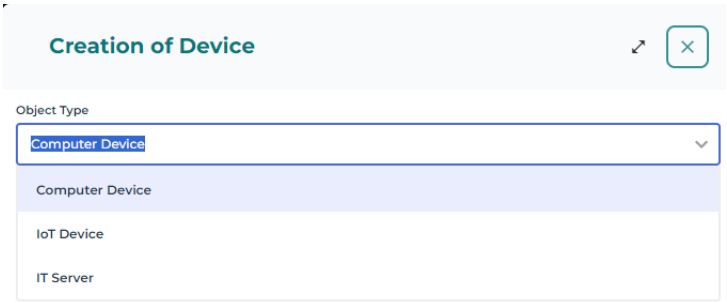
The **Characteristics** properties of **ArchiMate® EA Elements** enable the mapping of shared inventory objects.

☛ *For more details on ArchiMate® EA Elements implementation in **HOPEX**, see ArchiMate Elements.*

☛ *For more details on the ArchiMate® Elements in **HOPEX**, see Concepts mapping.*

To map an ***ArchiMate®*** **Device** to an **HOPEX IT Architecture Device**, for example:

1. Open the **Characteristics** properties of the **Device** element.
2. From the **EA building block** field, select **Connect**.
   The **Connecting** dialog box opens.



3. Select the type of Device.
4. Enter the **Name** of the New Device.
5. Click **OK**.
   The device appears in the diagram.

☛ *For simple mapping EA Elements, you must enter the new **Name** and click **Next** to create a new inventory object.*

Synchronizing Elements from an ArchiMate diagram using the synchronization wizard

From an ArchiMate diagram, you can synchronize all the elements of the diagram which have a possible mapping to **HOPEX** objects, or create new corresponding HOPEX objects of the relevant type.

This enables to reference existing Building Blocks in HOPEX inventories used by other solutions (e.g., Processes from HOPEX Business Process Analysis or Applications form HOPEX IT Business Management).

To synchronize the elements of a diagram:

1. Open the diagram in edit mode.
2. Click the **Synchronize** button.
   A window opens and shows a table of all the elements of the diagram that can be synchronized.

3. Click the **Building Block** box of the element that interests you.

   ☛ *In a case of a "multiple" mapping, you may choose the type of the associated repository object. For more details, see Mapping an ArchiMate® EA Element to an HOPEX object in properties.*

   - If the item is already mapped or synchronized, "Mapping already exists" or "Element synchronized" message appears in the **Synchronization status** cell.
   - If no item of the default type with the element name is found, then "No match" is displayed in the **Synchronization status** cell.
   - If one item of the default type with the element name is found, then then "one match" is displayed in the **Synchronization status** cell.
   - If many items are found, click on the **Building Block** cell to select the appropriate one (the context is given by the owner / long name).
   - When you want to create a new building block of a different type than the default one, check the "**Create new building block**" box and select the desired type in the **Type** cell.
4. Click **Next**.
5. The list of ***Flow*** type ***Relationships*** with synchronized sender and receiver is displayed.
6. An EA flow is created between the repository EA objects if the box in the **ArchiMate Relationships Synchronization** column is checked.

7. Click **OK**.

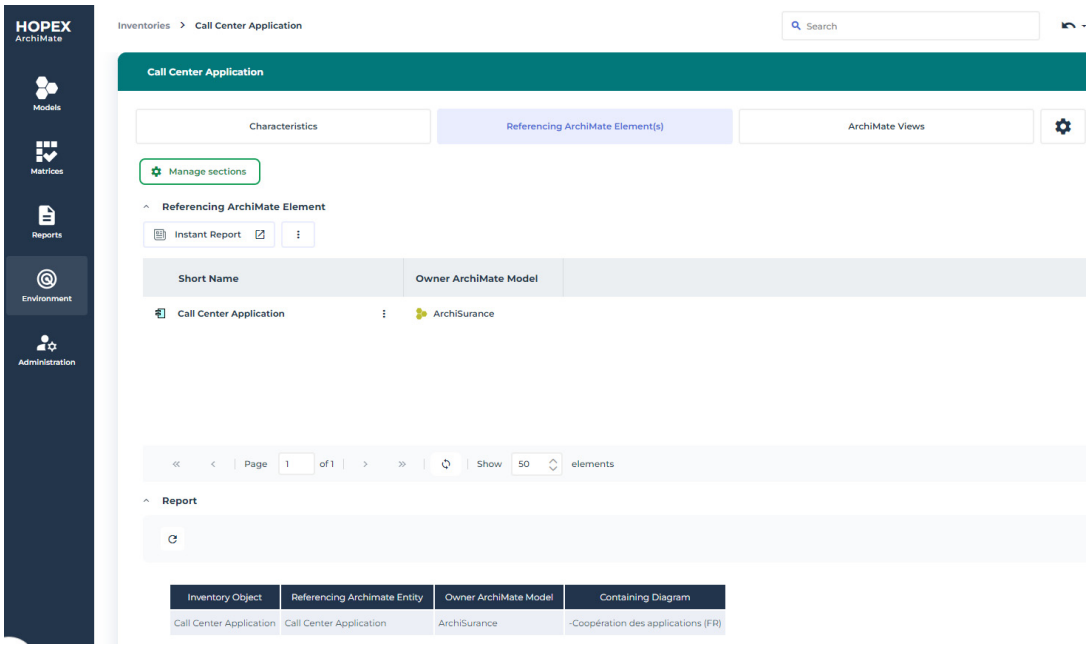
Once ***ArchiMate® EA Elements*** are mapped to **HOPEX** Building Blocks, the navigation to these objects is possible via the ***ArchiMate® EA Elements*** properties.

Reaching these objects describing diagrams can be achieved:

- through the **Diagrams** properties of the referenced objects,
- Using **Diagrams containing objects** feature from:
  - the ***ArchiMate® EA Element* Diagrams** properties
  - using the object pie menu in a diagram preview.

Access to Referencing ArchiMate® Element(s) Report

The **Referencing ArchiMate Element(s)** report, enabling a view of the use of a component across the various ArchiMate® models.



To access to this report:

1. Select the navigation menu **Environment > Inventories**.
2. Select a type of objects.

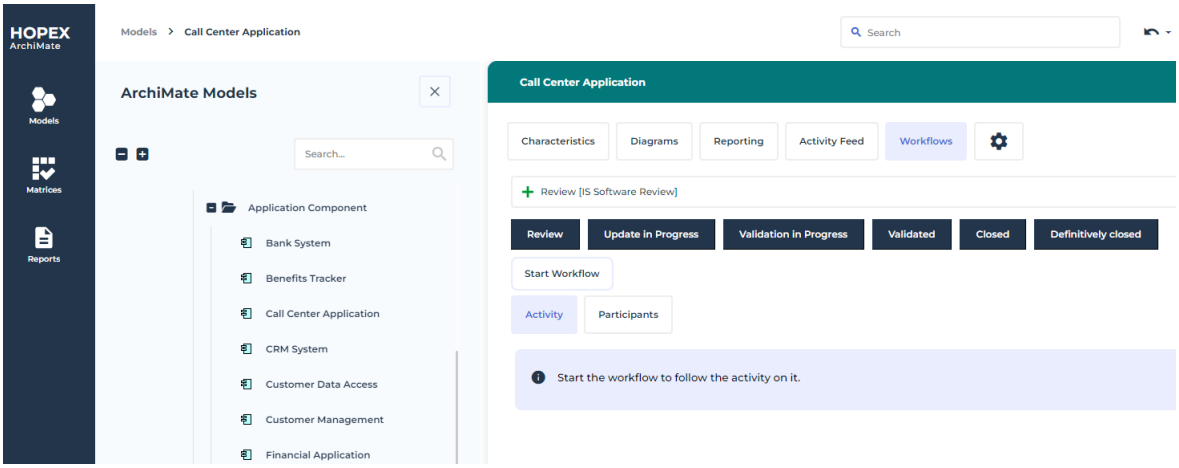
   `Application (Application Component)``, for example.`
3. Select an object and open the **Referencing ArchiMate Element(s)** property page.
   The report is computed and displayed.

Using Workflows with HOPEX for the ArchiMate Framework

With **HOPEX for the ArchiMate Framework** you can use workflow from the **collaboration** button.

☛ *For more details on Review requests workflows, see "Using Workflow" in **HOPEX Common Features** guide.*

- For ***ArchiMate® EA Elements*** pointing to **HOPEX** inventory objects (**ArchiMate Application Component** pointing on **Application**, for example) the collaborative features of the referenced inventory object (e.g. **Application**) are available and shared with other **HOPEX** solutions requests;
- For ***ArchiMate® Standalone Elements***, **ArchiMate Driver** for example, an ad-hoc review workflow is made available.



USING HOPEX FOR THE ARCHIMATE FRAMEWORK FOLDERS

HOPEX for the ArchiMate Framework supports the ArchiMate® standard organization in folders.

From the **Models** navigation menu, you can use generic folders or specialized folders.

HOPEX for the ArchiMate Framework ***generic folders***

Generic folders can contain any kind of item: views, elements and folders.

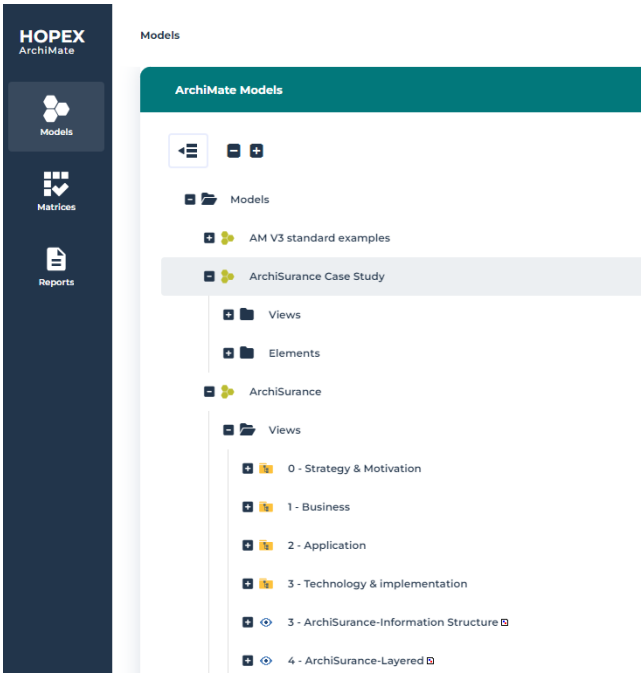
To create a generic folder from the **Models** navigation menu:

1. Click **Models** navigation menu.
2. Right-click your ArchiMate® Model and select **New > Generic Folder**. The new generic folder appears.

HOPEX for the ArchiMate Framework ***Specialized folders***

Specialized folders are provided, on views or elements, to enable narrow sorting of items.

When creating a new ArchiMate® Model, elements folders by layers are also automatically created (for example: **Motivation**, **Business**, **Application** or **Technology**.



☛ *New elements created in views diagrams are automatically sorted into the appropriate element folder.*

Classification of objects into folders

For existing models, you can automatically classify the elements into appropriate folders.

To classify elements into folders from the **Models** navigation menu:

1. Right-click your ArchiMate® Model and select **Classify Elements into Folders**.

   ☛ *You can use this command when a model is imported to auto-sort the elements into appropriate folders. For more details, see ArchiMate Model import - Export.*

Duplicating elements using folders

From the **Models** navigation menu, you can duplicate an existing element from an ArchiMate® Model to another using folder.

To duplicate an **Application Component**, for example:

1. In the navigation menu **Models**, expand the origin ArchiMate® Model folder.
2. Expand the **Elements >Application > Application Component** folder.

3. Click the **Application Component** that interests you, drag and drop the element you want to duplicate into the **Elements >Applicatio** folder of the destination ArchiMate® Model.
The duplicated **Application Component** appears in the navigation tree of the destination ArchiMate® Model.

   ☛ *The shared inventory object is reused but a new **EA Element** is created.*

USING HOPEX FOR THE ARCHIMATE FRAMEWORK DIAGRAMS

Using Libraries

📖 *Libraries are collections of objects used to split HOPEX repository content into several independent parts. They allow creation of virtual partitions of the repository. Two objects owned by different libraries can have the same name.*

☛ *For more details on managing libraries, see "Enterprises and Libraries" in the **HOPEX Common Features** guide.*

You access the list of libraries from the **Environment > Standard Navigation** navigation menu.

Models, Views and Viewpoints

HOPEX for the ArchiMate Framework supports the viewpoints mechanism defined by the ArchiMate® standard:

- Viewpoints define which concepts (elements or relationships) are useful in a particular type of view,
- Views can be created after a given viewpoint within an ArchiMate® Model.

The diagram views of the diagram describing a view are initialized according to the viewpoint definition; it is then possible for the user to restrict / extend this selection to hide or add necessary additional concepts.

The diagram views are defined based on the generic metamodel and layers (e.g. Business Layer Active Structures activates 'Business Actor', 'Business Collaboration', 'Business Role' and 'Business Interface' concepts).

☛ *The number of diagram views being limited in **HOPEX**, the additional layers (motivation, implementation & migration, strategy) diagrams views are more limited so that requiring one concept (e.g. outcome) in one viewpoint will activate the whole view (e.g. motivation), so that additional concepts are also made available (e.g. value, meaning)*

One diagram, several views

HOPEX for the ArchiMate Framework implementation provides a single diagram type containing all the possible elements and relationships defined in ArchiMate® 3.1.

The 'layered' viewpoint provides access to all the concepts.

- Direct relationships appear in black,
- Indirect relationships appear in dark grey.

Customizing viewpoints

Viewpoints can be defined by the **ArchiMate Functional Administrator** by selecting the MetaClasses (concepts) which are included in the viewpoint. The MetaClasses (concepts) can be Elements and Relationships.

Note that abstractions can be used in this definition to ease the setup:

- e.g. the 'layered' viewpoint only contains 'ArchiMate® Concept' root abstract MetaClass, thus enabling access to all concepts
- 'ArchiMate® Flow Relationship' generic relationship can be selected to add all kind of flow relationships in the viewpoint's views diagram.

☛ *For more details on viewpoints access, see Creating or Modifying a Viewpoint.*

Consulting HOPEX for the ArchiMate Framework Property pages

HOPEX for the ArchiMate Framework provides information about each object in the **property pages** associated to the object.

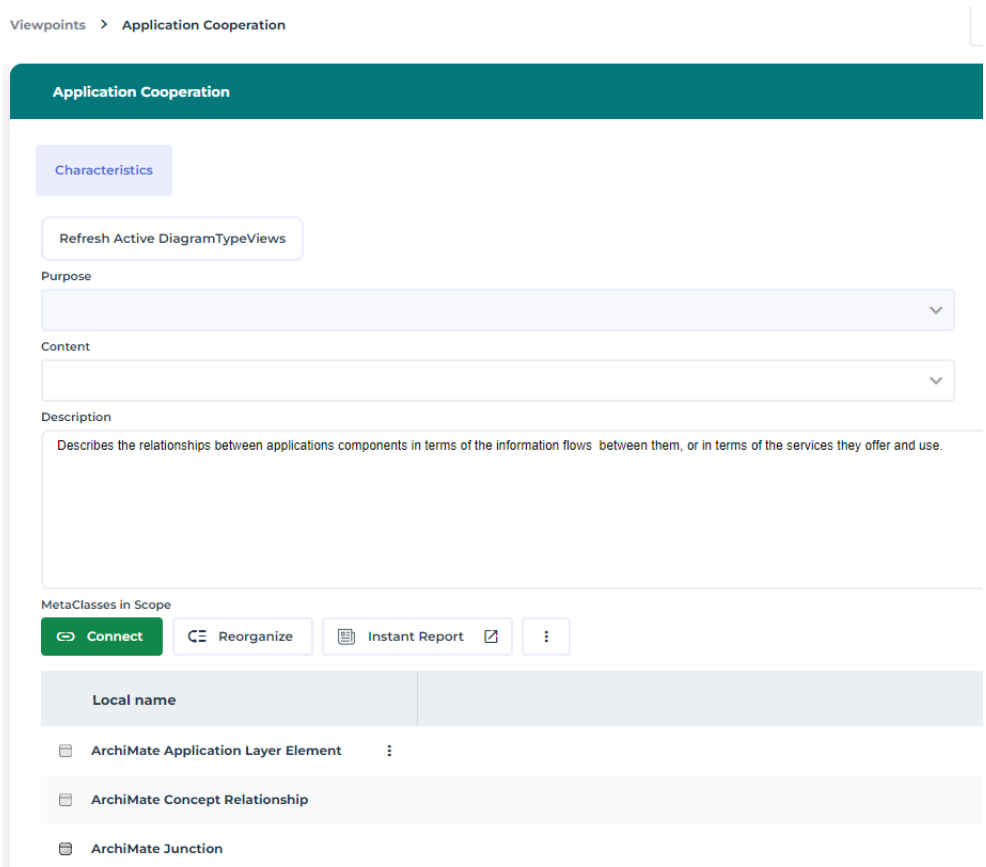
The properties of a viewpoint

The **ArchiMate Functional Administrator** can define viewpoints selecting which MetaClasses (Concepts: Element or Relationships) are available on the viewpoint.

☛ *For more details on **HOPEX for the ArchiMate Framework** viewpoints customization, see Creating or Modifying a Viewpoint.*

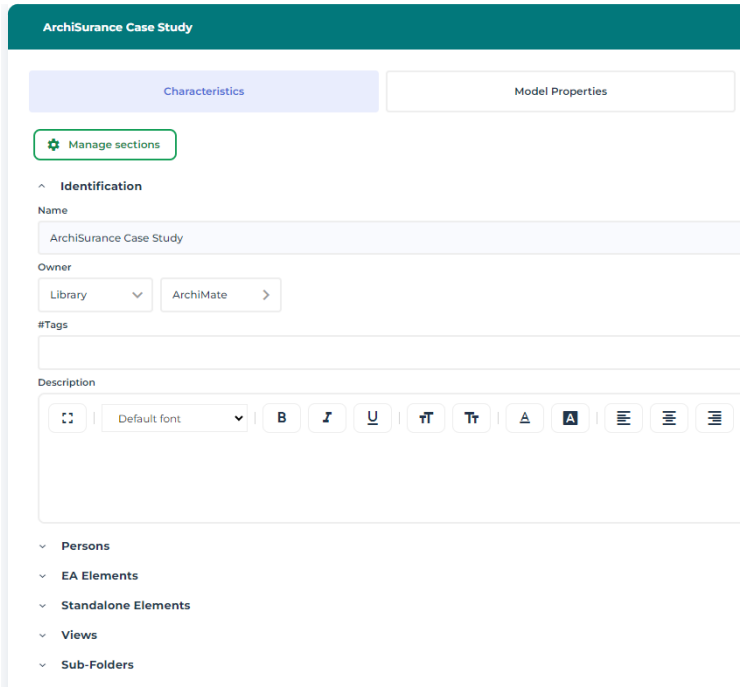
The viewpoint property page provides access to the basic characteristics and contained elements:

- its **Name**,
- its **Purpose**, the possible values are:
  - Deciding
  - Designing
  - Informing
- its **Content**, the possible values are:
  - Coherence
  - Details
  - Overview
- the text of the viewpoint **Description**.
- the list of MetaClasses defining the type of ArchiMate® objects available for the viewpoint,
- the list of **Specified Views**.



The properties of a model

The model property page provides access to the basic characteristics and contained elements:



- its **Name**,
- its **Owner**, by default on creation of the model, the current Library or Enterprise.
- the **Persons** sections provides the list of persons (System) using this model as the default one.

  ☛ *For more details, see "Defining the default ArchiMate Model for a user".chapter in the **HOPEX IT Business Management** guide.*
- The **EA Elements** section providing the list of EA Elements owned by the model. See The Characteristics properties of ArchiMate® EA Elements enable the mapping of shared inventory objects..
- The **Standalone Elements** section providing the list of standalone Element owned by the model. See The Characteristics properties of ArchiMate® EA Elements enable the mapping of shared inventory objects..
- The **Views** section providing the list of Views owned by the model.
- The **Sub-Folders** section providing the list of Sub-Folders owned by the model. See Using HOPEX for the ArchiMate Framework Folders.

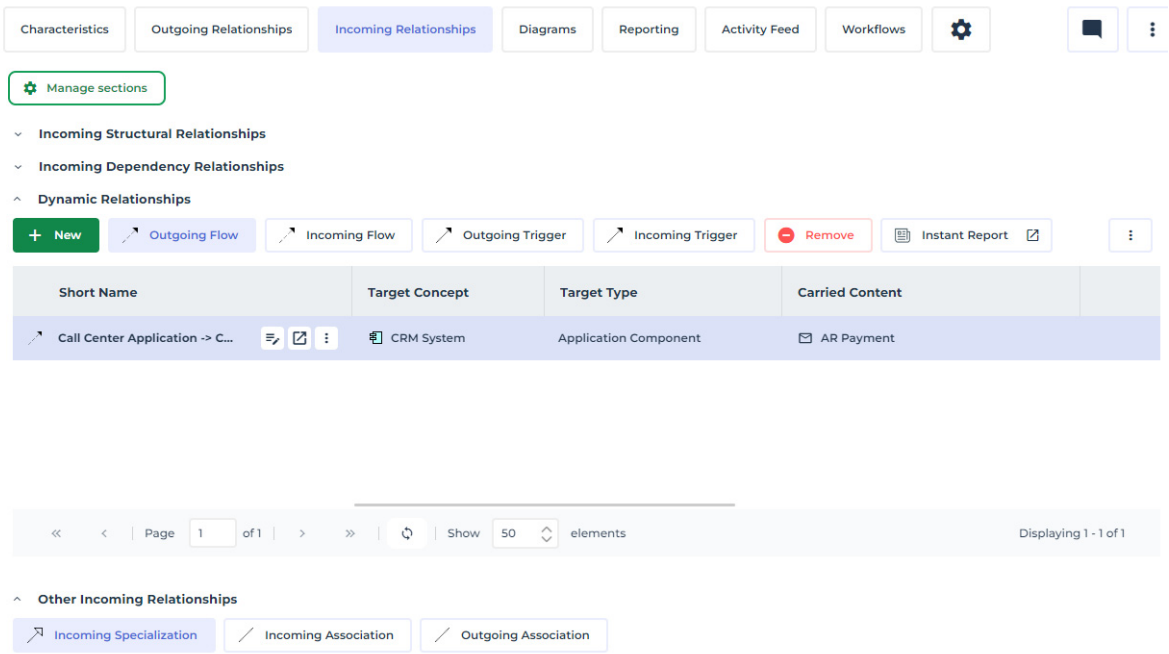
The properties of ArchiMate® Elements

The **Characteristics** property page of an ArchiMate® Element provides access to:

- its **Name**,
- its **Owner**, by default on creation of the ArchiMate® Element, the current model.
- the text of its **Description**.

With **HOPEX for the ArchiMate Framework**, an ArchiMate® Element is described by the following pages:

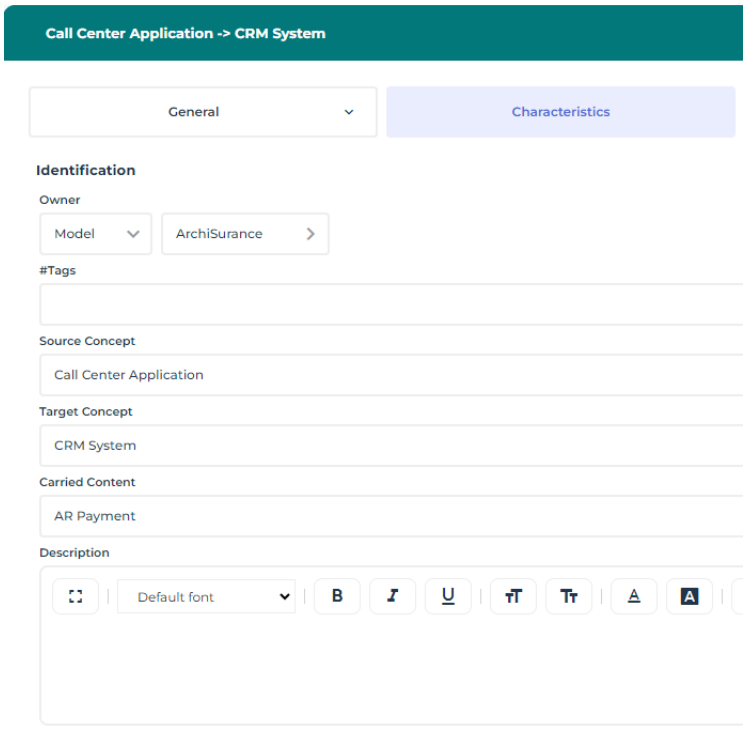
- the **Outgoing Relationships** property page provides access to outgoing relationships of the various types presented in separate sections
  - Structural relationships,
  - Dependency relationships,
  - Dynamic relationships,
  - Other relationships.
- **Incoming Relationships** property page provides access to incoming relationships, same as for outgoing.



The properties of Relationships

The property page of an ArchiMate® relationships provides access to:

- its **Source Concept** or **Element**,
- its **Target Concept** or **Element**,
- an attribute or additional object link, if any
  - influence type
  - access type
  - flow **Carried Contents**.
- the text of its **Description**.



The properties of Junction

The property page of an ArchiMate® junction provides access to:

- its **Name**,
- its **Owner**, by default on creation of the junction, the current model.
- the text of its **Description**,

With **HOPEX for the ArchiMate Framework**, an ArchiMate® junction is described by the following pages:

- the **Outgoing Relationships** property page provides access to outgoing relationships of the various types presented in separate sections
  - Structural relationships,
  - Dependency relationships,
  - Dynamic relationships,
  - Other relationships.
- **Incoming Relationships** property page provides access to incoming relationships, same as for outgoing.

USING HOPEX FOR THE ARCHIMATE FRAMEWORK REPORTS

HOPEX provides some reports specifically designed for ArchiMate®.

Accessing HOPEX for the ArchiMate Framework Reports

Several report templates are provided with **HOPEX for the ArchiMate Framework**:

- ArchiMate® - TOGAF® / ArchiMate® Stakeholder Map - Stakeholders Influence Matrix, see Stakeholder Map Matrix.
- ArchiMate® - TOGAF® / ArchiMate® Stakeholder Map - Stakeholders Associated Motivation Element Matrix, see Stakeholder Map Matrix.
- ArchiMate® - TOGAF® / Capability x Active Structure Matrix (via Resources), see Business Service / Function Catalog.
- ArchiMate® - TOGAF® / Capability x Active Structure Matrix (via Services),see Business Service / Function Catalog.
- ArchiMate® - TOGAF® / Service x Information, see Business Service / Information Diagram.
- ArchiMate® - TOGAF® / Stakeholder / Driver / Goal / Requirement Catalog, see Driver / Goal / Objective Catalog.
- ArchiMate Element Graph, see ArchiMate Element Graph.
- ArchiMate® Application Component Catalog,
- ArchiMate® Capability X Active Structure Matrix (via Resources),
- ArchiMate® Capability X Active Structure Matrix (via Services),
- ArchiMate® Stakeholder Map - Stakeholder X Associated Motivation Element Matrix,
- ArchiMate® Stakeholder Map - Stakeholder Influence Matrix,
- Capability & Application Components, this enables to perform capability map analysis as in other **HOPEX Solutions**.

To access to **HOPEX for the ArchiMate Framework** reports:

1. Click the **Reports** navigation menu.
2. Click **My Reports** tile.
   The list of existing reports is displayed.

> ☛ *For more details on operation of reports, see "Generating Reports" chapter in guide **HOPEX Common Features**.*

Example of HOPEX for the ArchiMate Framework Reports outputs

To use the Report Template "ArchiMate - TOGAF® / ArchiMate Capability X Active Structure Matrix (via Services)" provided with **HOPEX for the ArchiMate Framework** reports:

1. Click the navigation menu and select **Reports**.
2. Click **Create a Report** button.
3. Select the Report Template "ArchiMate - TOGAF® / ArchiMate Capability X Active Structure Matrix (via Services)".
4. Click **Next**.
5. In the **ArchiMate Capability List**, select the capabilities that interest you and click **Connect**.
   The report is displayed in the edition area.

Presentation of HOPEX for the ArchiMate Framework Report Templates

The report templates provided with **HOPEX for the ArchiMate Framework** are coming from the reports provided by TOGAF® Standard.

The **HOPEX for the ArchiMate Framework** report templates are presented below depending on the corresponding TOGAF® artifact

Stakeholder Map Matrix

The purpose of the **Stakeholder Map matrix** is to identify the stakeholders for the architecture engagement, their influence over the engagement, and their key questions, issues, or concerns that must be addressed by the architecture framework.

- ***Supported TOGAF® ADM Phase***: Phase A - Architecture Vision
- ***Topic***: Motivation
- **HOPEX for the ArchiMate Framework** report templates:
  - ArchiMate - TOGAF® / ArchiMate Stakeholder Map - Stakeholders Influence Matrix
  - ArchiMate - TOGAF® / ArchiMate Stakeholder Map - Stakeholders Associated Motivation Element Matrix

Business Service / Function Catalog

The purpose of the **Business Service/Function catalog** is to provide a functional decomposition in a form that can be filtered, reported on, and queried, as a supplement to graphical Functional Decomposition diagrams.

The **Business Service/Function catalog** can be used to identify capabilities of an organization and to understand the level that governance is applied to the functions of an organization. This functional decomposition can be used to identify new capabilities required to support business change or may be used to determine the scope of change initiatives, applications, or technology components

- ***Supported TOGAF® ADM Phase***: Phase B: Business Architecture
- ***Topic***: Strategy /Architecture
- **HOPEX for the ArchiMate Framework** report templates:
  - ArchiMate - TOGAF® / Capability x Active Structure Matrix (via Resources)
  - ArchiMate - TOGAF® / Capability x Active Structure Matrix (via Services)

Business Service / Information Diagram

During the Business Architecture phase, a **Business Service/Information diagram** was created showing the key data entities required by the main business services. This is a prerequisite to successful Data Architecture activities.

- ***Supported TOGAF® ADM Phase***: Phase B: Business Architecture
- ***Topic***: Application and Data
- **HOPEX for the ArchiMate Framework** report template:
  - ArchiMate - TOGAF® / Service x Information

Driver / Goal / Objective Catalog

The purpose of the **Driver/Goal/Objective catalog** is to provide a cross organizational reference of how an organization meets its drivers in practical terms through goals, objectives, and (optionally) measures.

- ***Supported TOGAF® ADM Phase***: Phase B: Business Architecture
- ***Topic***: Application and Data
- **HOPEX for the ArchiMate Framework** report template:
  - ArchiMate - TOGAF® / Stakeholder / Driver / Goal / Requirement Catalog.

Data Entity / Business Function Matrix

During the Business Architecture phase, a **Business Service/Information diagram** was created showing the key data entities required by the main business services. This is a prerequisite to successful Data Architecture activities.

- ***Supported TOGAF® ADM Phase***: Phase C: Data Architecture
- ***Topic***: Active Structure and Data
- **HOPEX for the ArchiMate Framework** report template:
  - ArchiMate - TOGAF® / Service x Information

Application/Technology Matrix

The **Application/Technology matrix** documents the mapping of applications to technology platform.

- ***Supported TOGAF® ADM Phase***: Phase D: Technology Architecture
- ***Topic***: Application & infrastructure
- **HOPEX for the ArchiMate Framework** report template:
  - ArchiMate - TOGAF® / Application Components x Technology Nodes Matrix

Requirements Catalog

The **Requirements catalog** captures things that the enterprise needs to do to meet its objectives. Requirements can also be used as a quality assurance tool to ensure that a particular architecture is fit-for-purpose (i.e., can the architecture meet all identified requirements).

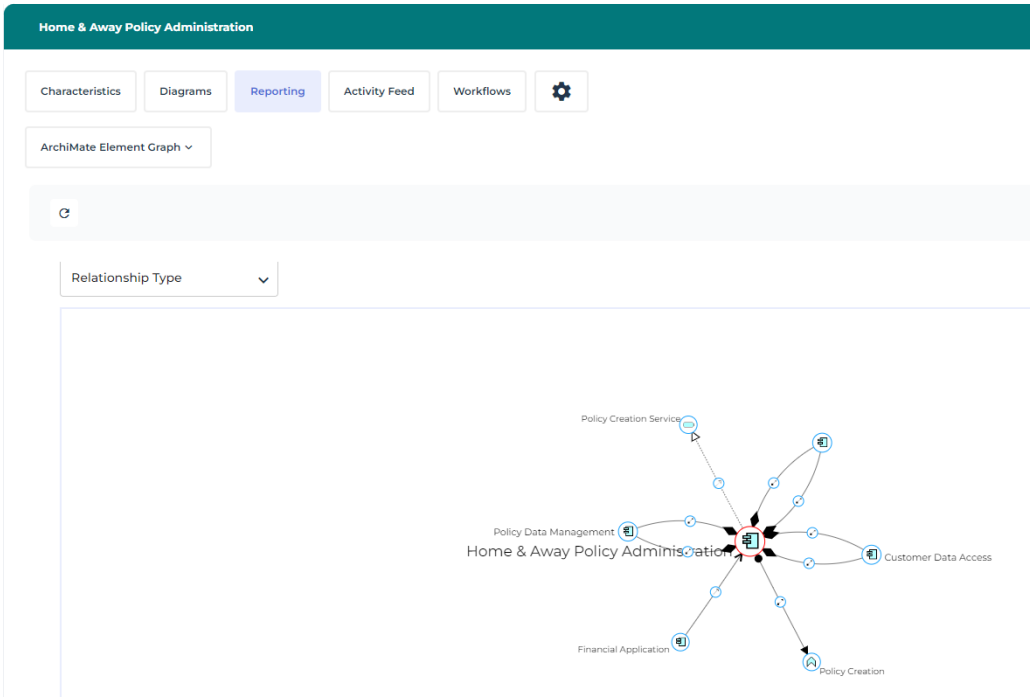
- ***Supported TOGAF® ADM Phase***: Phase E: Opportunities and Solutions
- ***Topic***: Requirements Analysis
- **HOPEX for the ArchiMate Framework** report template:
  - ArchiMate - TOGAF® / Requirements Catalog

ArchiMate Element Graph

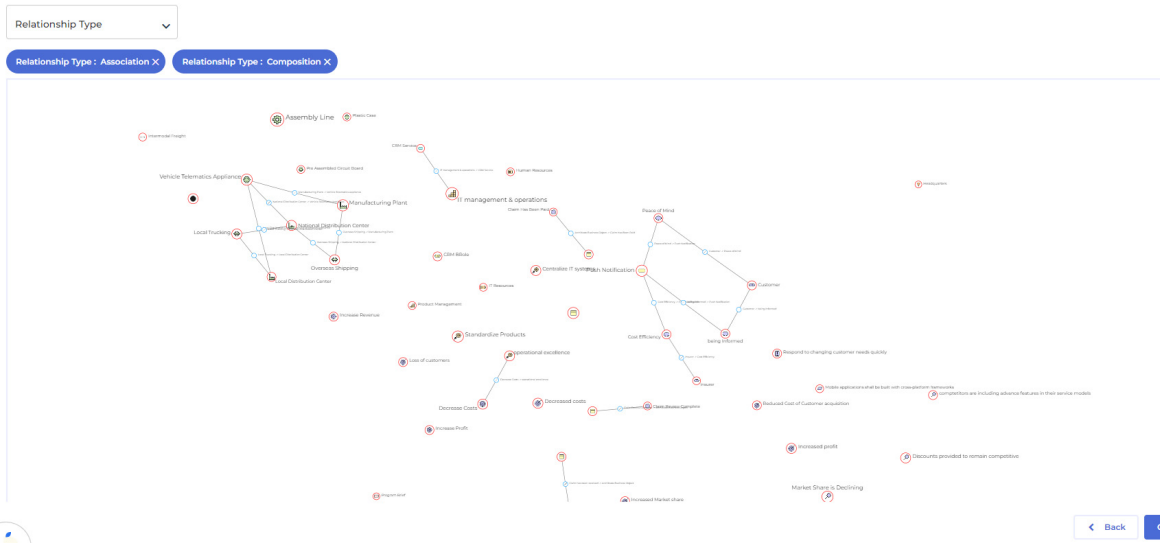
This graph report shows the elements in the model and their relationships.

Two graph report templates are available with **HOPEX for the ArchiMate Framework**:

- An embedded report can be accessed from the **Reporting** property page of an element. All in/out relationships of the element can be browsed and filtered by relationships type.



- A user report that can be created using the **Reports** navigation menu and selecting **ArchiMate Model** report template.



Accessing HOPEX for the ArchiMate Framework Matrices

HOPEX for the ArchiMate Framework matrices allow you to view the relationships between objects in the repository. Several matrix templates are proposed depending on the type of relationship.

☛ *For more details on matrices, see ArchiMate Relationships.*

☛ *For more details on matrices, see "Matrices" chapter in guide **HOPEX Common Features**.*

Accessing Matrices with HOPEX for the ArchiMate Framework

To access to **HOPEX for the ArchiMate Framework** matrices:

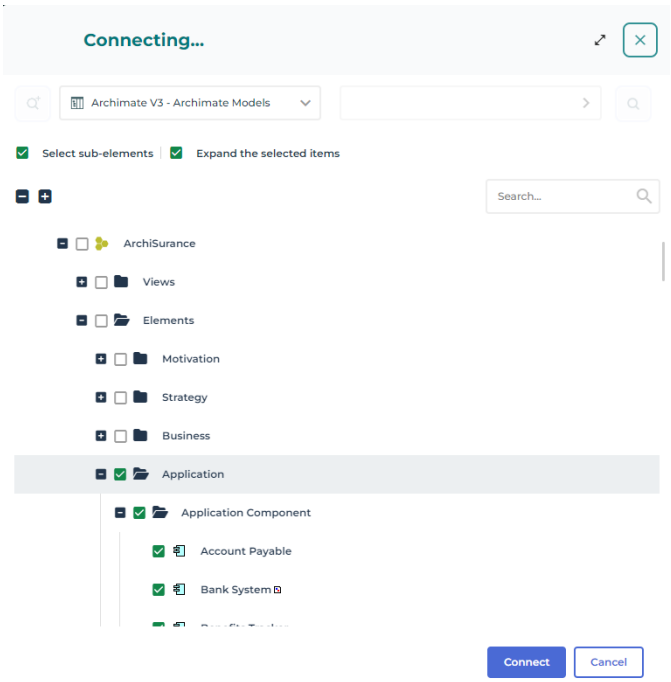
1. Click the navigation menu and select **Reports > Matrices**.
2. Click **New** button.
3. Select a **Matrix Template** and click **OK**.
   The new matrix appears in the list.

Specify the content of a matrix with HOPEX for the ArchiMate Framework

To specify the content (called rows and columns) of a matrix:

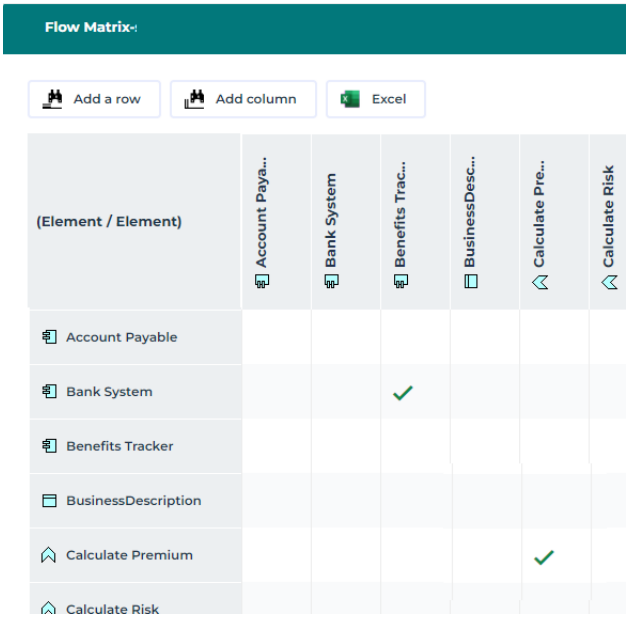
1. Access to the list of Matrices.
2. Double-click the matrix that interests you.
   The matrix content is displayed.

3. Select **Add Row**.
   The **Connecting** dialog box opens for selection of a target object.



4. Use the **Select sub-elements** and **Expand the selected items** boxes to display elements.
5. Select all the objets that interest you and click **Connect**.
   The rows of the matrix are entered.
6. Repeat the procedure for columns (**Add Column**).
   The titles of rows and columns are defined in the matrix.

7. Use the matrix check boxes to create or remove relationships.



☛ *To export your matrix content to Excel, click the **Excel** button.*

HOPEX FOR THE ARCHIMATE® FRAMEWORK VIEWPOINTS

ArchiMate is composed of a set of viewpoints, which address different parts of an enterprise architecture. This chapter presents the functions offered by **HOPEX for the ArchiMate® Framework** to model your enterprise through the diagrams proposed by ArchiMate.

This presentation is based on the example of a fictional Insurance company which is used in the "ArchiMate Specification", "ArchiMate Language Primer" and "ArchiSurance business case" documents.

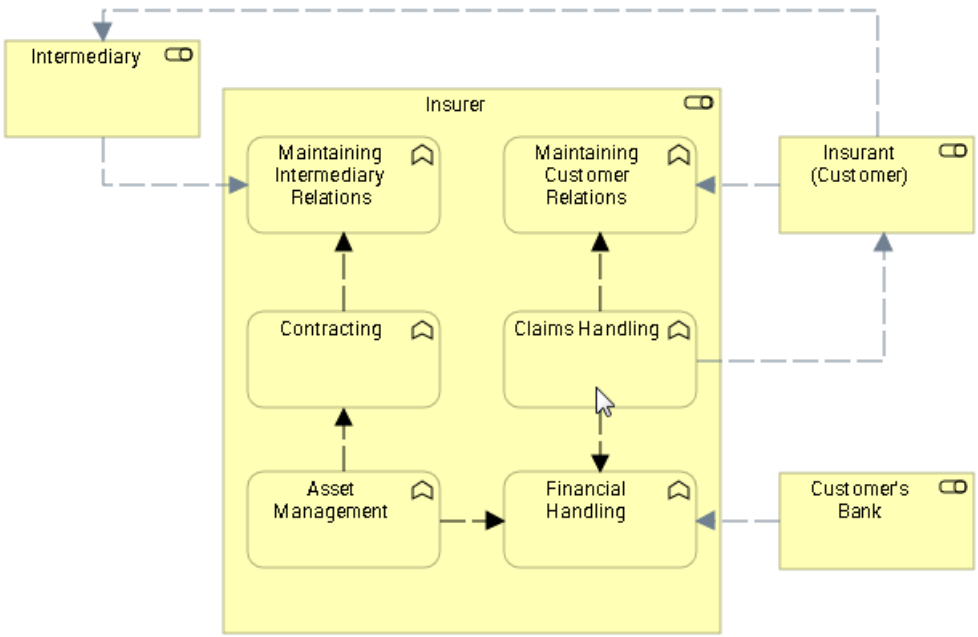
Below is the description of some of these viewpoints as outlined in the ArchiMate Specification documents. The Organization Viewpoint paragraph will help you to use **HOPEX for the ArchiMate® Framework**.

- ✓ Organization Viewpoint
- ✓ Business Process cooperation
- ✓ Product Viewpoint
- ✓ Application Cooperation Viewpoint
- ✓ Information Structure Viewpoint
- ✓ Implementation and deployment Viewpoint
- ✓ Technology Viewpoint
- ✓ Motivation Viewpoint
- ✓ Service Realization Viewpoint

ARCHIMATE EXAMPLE CONTEXT PRESENTATION

"ArchiSurance" is a company that provides home and travel insurance services. The main business functions are:

- Maintaining Customer Relations and Intermediary Relations: these business functions are responsible for the contacts of the company with its customers and the intermediaries that sell its products. It handles customer questions and incoming claims and performs marketing and sales.
- Contracting: this function handles the 'back-office' processing of contracts. It performs risk analysis and ensures legally and financially correct contracts.
- Claims Handling: this function is responsible for handling insurance claims.
- Financial Handling: this function performs the regular premium collection, according to the insurance policies with customers as produced by contracting and handles the payment of insurance claims.
- Asset Management: this function manages the financial assets of ArchiSurance, e.g. by investing in stocks and bonds.



Example of Business Function viewpoint diagram

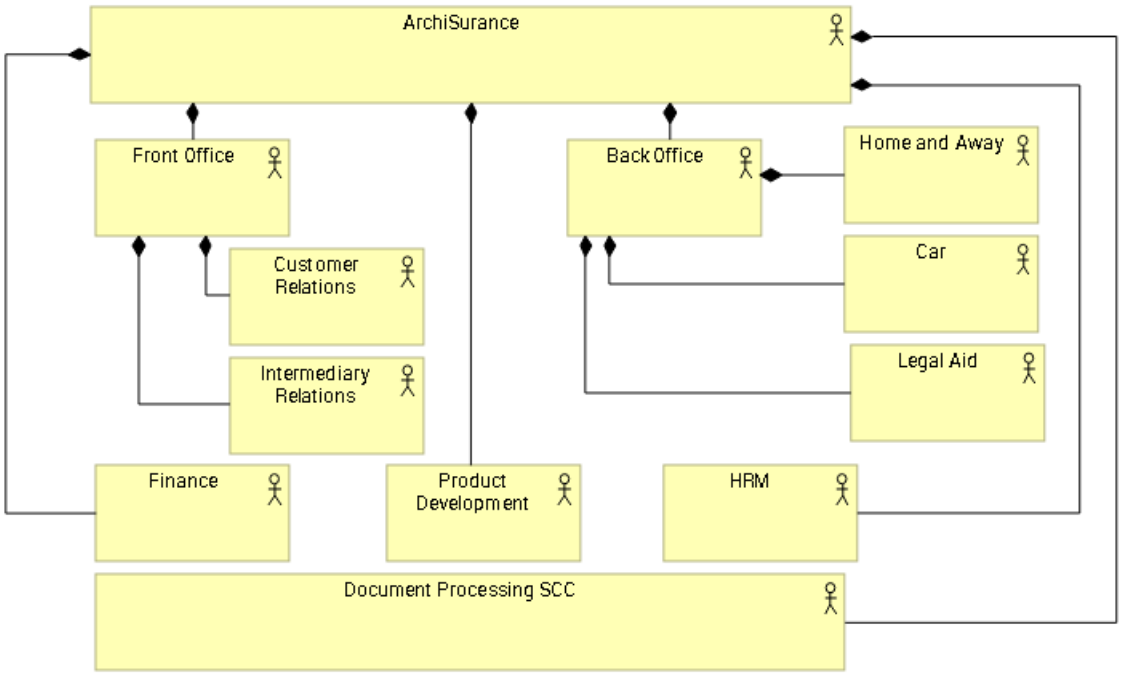
ORGANIZATION VIEWPOINT

The Organization viewpoint focuses on the (internal) organization of a company, a department, a network of companies, or of another organizational entity (i.e. a Business Actor). It is possible to present models in this viewpoint as organizational charts. The Organization viewpoint is very useful in identifying competencies, authority, and responsibilities in an organization.

With this viewpoint, you will learn how to describe your first viewpoint diagram.

Example Presentation

The diagram below describes the "ArchiSurance" organization.



Organization viewpoint diagram

"ArchiSurance" is a business actor composed by:

- A front office, comprising departments for managing relations with customers on the one hand, and intermediaries on the other hand.

Three separate back offices:

Home & Away: this department was the original pre-merger ArchiSurance, responsible for home and travel insurance.

Legal Aid: this is the old Legally Yours, responsible for legal aid and liability insurance.

Car: this department is the core of the old PRO-FIT and handles car insurance, including some legal aid.

Furthermore, ArchiSurance is in the process of setting up a Shared Service Center for document processing, which will handle all document streams and performs scanning, printing, and archiving job.

Creating an Organizational Viewpoint Diagram

In **HOPEX for the ArchiMate® Framework**, the "organizational viewpoint" is a materialized by diagram describing a Business Actor.

Creating an organizational View and its diagram

To create the organizational view:

1. In the **Models** navigation bar, expand the **ArchiMate Models** folder.
2. Right click your ArchiMate Model, "ArchiSurance" for example, and select **New > View**.
   The **Creation of View** dialog box appears.
3. In the **Viewpoint** field, select **Organizational** and click **OK**.
   The new view appears in the **Views** folder. Its **Name** is automatically computed, but it can be modified.
   The organizational view diagram opens in the edition area.

Creating Business Actors

You will define the Business Actors of the "ArchiSurance" organization structure.

To create a **Business Actor** in the organizational view diagram:

1. In the insert toolbar, click the **Business Actor** button.
2. Click in the diagram.
   The **Creation of Business Actor** dialog box appears.
3. Select the **Name** of the Business Actor, "ArchiSurance" for example.
4. Click **OK**.
   The Business Actor appears in the diagram.

Assigning Sub-Actors to a Business Actor

To assign a Business Actor to another Business Actor, for example "Front Office" to "ArchiSurance" actor:

1. Click the **Link** button 
2. Click the parent business actor and, holding down the mouse button, drag the cursor to the child business actor to be connected and release the mouse button.
   The two Business Actors are highlighted, and a dotted line indicates the path that will be taken by the graphic link.
3. Select the **Composition** relationship type.
   The **Composition** link appears in the diagram.

Saving a Diagram

To save your drawing, click the **Save** button  .

BUSINESS PROCESS COOPERATION

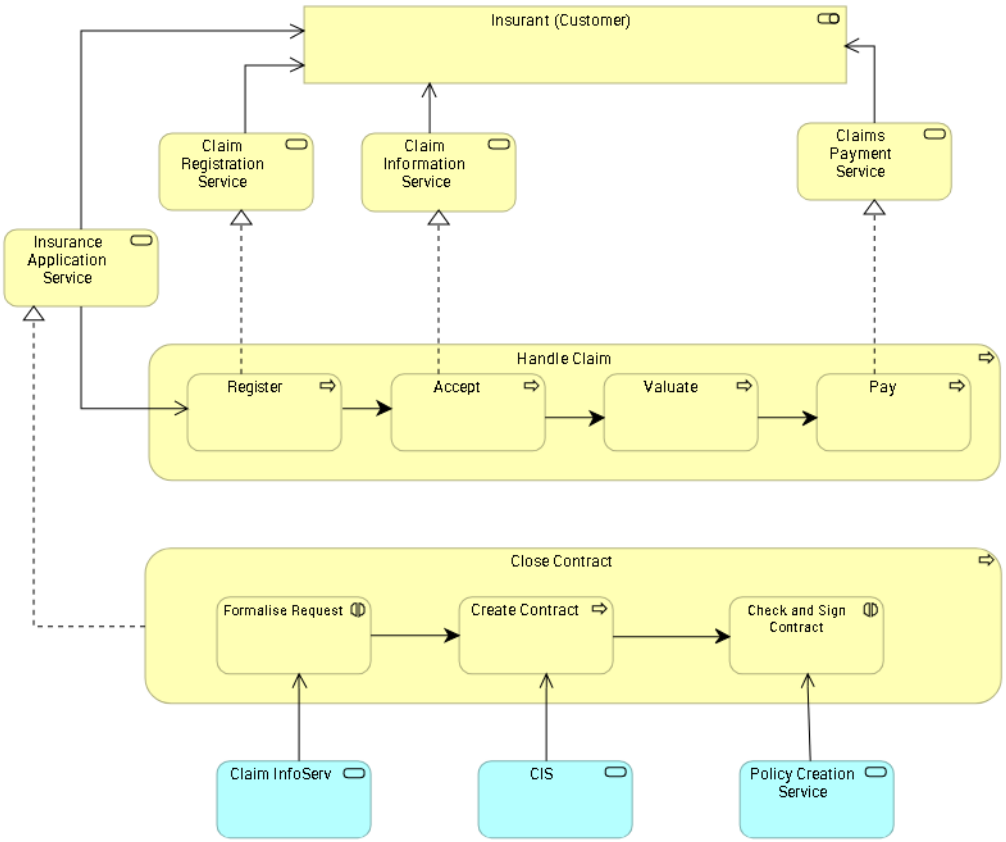
The business process cooperation viewpoint is used to show the relationships of one or more business processes with each other and/or with their environment. It can be used both to create a high-level design of business processes within their context and to provide an operational manager responsible for one or more such processes with insight into their dependencies. Important aspects of business process cooperation are:

- Causal relationships between the main business processes of the enterprise,
- Mapping of business processes onto business functions,
- Realization of services by business processes,
- Use of shared data.

Each of these can be regarded as a "sub-viewpoint" of the business process cooperation viewpoint.

Example Presentation

The diagram below represents the functional description of "Damage Claiming process".



Example of Business Process Cooperation viewpoint diagram

Managing a Business Process Cooperation Viewpoint Diagram

You will create Business Services and connect each of these to the Business Role responsible for their execution.

Creating Business Services

To create a Business Service:

1. In the insert toolbar, click the **Business Service** button.
2. Click in the diagram.
   The **Creation of Business Service** dialog box appears.

3. Enter the **Name** of the Business Service, "Claim Registration Service" for example.
4. Click **OK**.
   The business service appears in the diagram.

Creating several Business Services

To create the other Business Services:

1. Double-click the **Business Service** button and then click in the diagram.
   A new business service appears in the diagram.
2. Click again in the diagram.
   Other new business service appears in the diagram.
3. Press key <Esc> to stop the **Business Services** creation.
4. To rename the business service, click the name of the business service, press key <F2> and enter a new name.

Creating Business Roles

To create a Business Role:

1. In the insert toolbar, click the **Business Role** button.
2. Click in the diagram.
   The **Creation of Business Role** dialog box appears.
3. Enter the **Name** of the Business Role, "Insurant (Customer)" for example.
4. Click **OK**.
   The business role appears in the diagram.

To connect a **Business Service** to a **Business Role**, for example "Claim Registration Service" to "Insurant (Customer)":

1. Click the **Link** button 
2. Click the business Service and, holding down the mouse button, drag the cursor to the business role to be connected and release the mouse button.
   A dotted line indicates the path that will be taken by the graphic link.
   The **Serving** link appears in the diagram.

   ☛ *You could also connect a **Business Role** to another **Business Role**, using a **Specialization** relationship. For example, "Car Insurant" as a specialization of "Insurant (Customer)".*

Creating Business Processes

Similarly create the **Business Process** "Register".

To specify that "Register" **Business Process** is realized by the "Claim Registration Service" **Business Service**:

1. Click the **Link** button 
2. Click the "Register" business process and, holding down the mouse button, drag the cursor to the business service to be connected and release the mouse button.

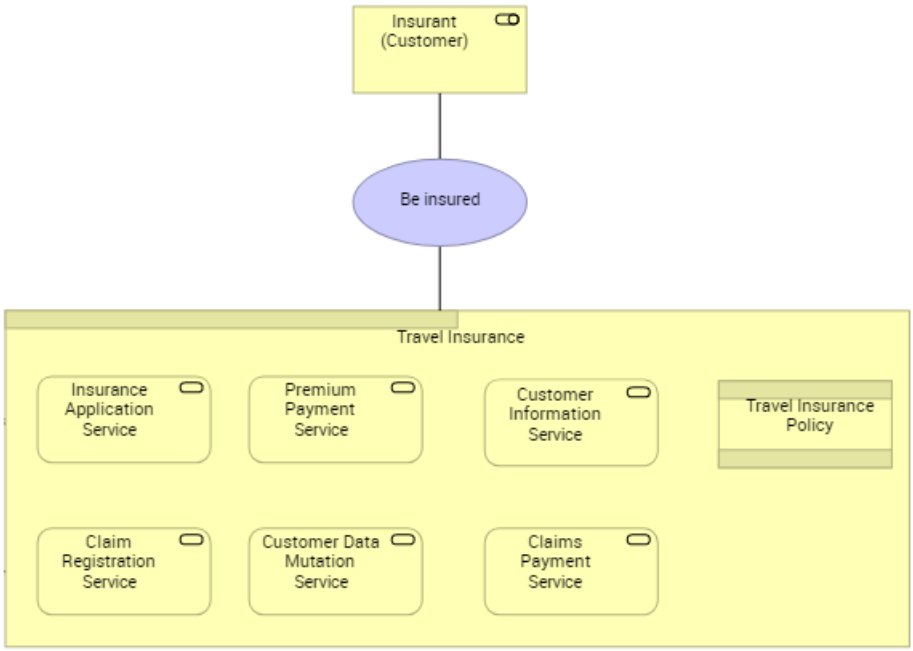
3. Select the **Realization** relationship type.
The **Realization** link appears in the diagram.

☛ *The Realization link appears in grey because it is an indirect relationship.*

PRODUCT VIEWPOINT

The product viewpoint depicts the value that these products offer to the customers or other external parties involved and shows the composition of one or more products in terms of the constituting (business, application, or technology) services, and the associated contract(s) or other agreements. It may also be used to show the interfaces (channels) through which this product is offered, and the events associated with the product. A product viewpoint is typically used in product development to design a product by composing existing services or by identifying which new services must be created for this product, given the value a customer expects from it. It may then serve as input for business process architects and others that need to design the processes and ICT realizing these products.

The diagram below shows how Business Services are used to describe the "Travel Insurance" product.

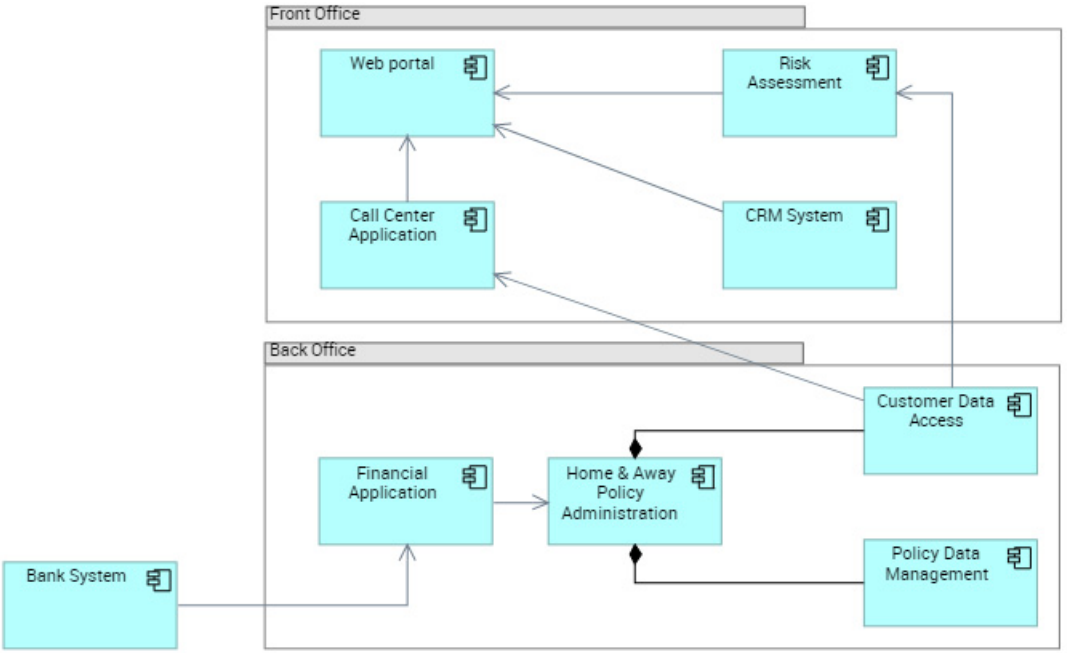


Example of Product viewpoint diagram

APPLICATION COOPERATION VIEWPOINT

The application cooperation viewpoint describes the relationships between applications components in terms of the information flows between them, or in terms of the services they offer and use. This viewpoint is typically used to create an overview of the application landscape of an organization. This viewpoint is also used to express the (internal) cooperation or orchestration of services that together support the execution of a business process.

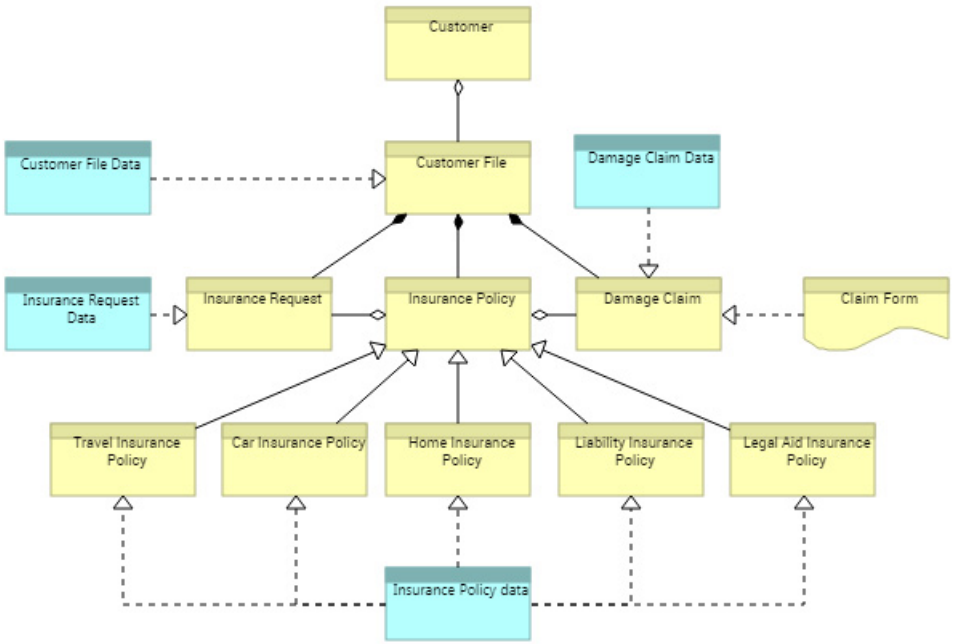
The diagram below details how the involved Application Components interacts with each other to provide the Application Services.



Example of Application Cooperation viewpoint diagram

INFORMATION STRUCTURE VIEWPOINT

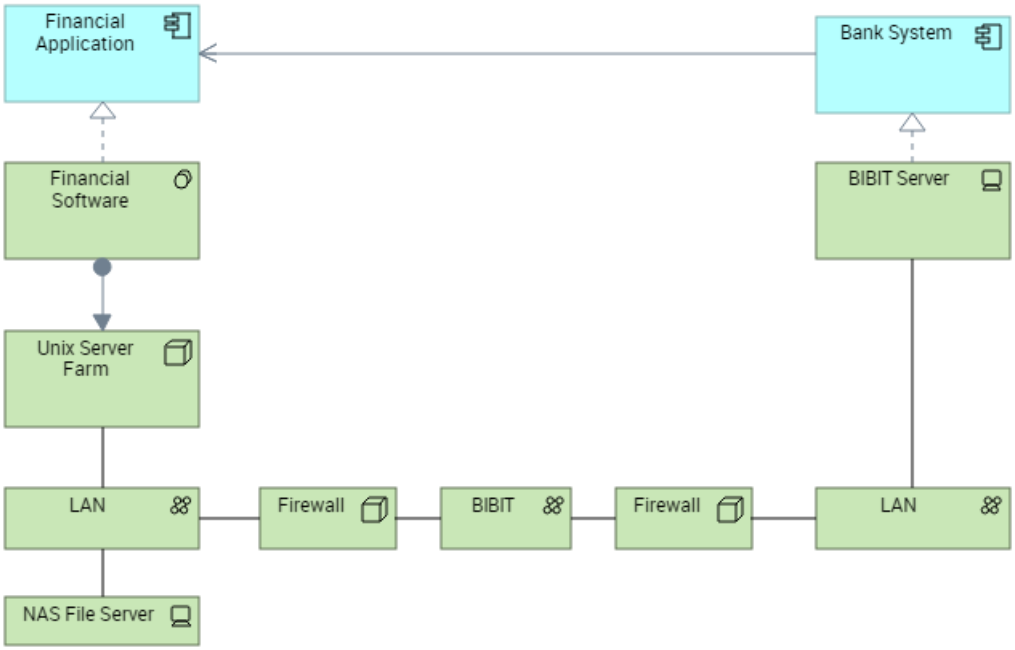
The information structure viewpoint is comparable to the traditional information models created in the development of almost any information system. It shows the structure of the information used in the enterprise or in a specific business process or application, in terms of data types or (object-oriented) class structures. Furthermore, it may show how the information at the business level is represented at the application level in the form of the data structures used there, and how these are then mapped onto the underlying technology infrastructure; e.g., by means of a database schema.



Example of Information Structure viewpoint diagram

IMPLEMENTATION AND DEPLOYMENT VIEWPOINT

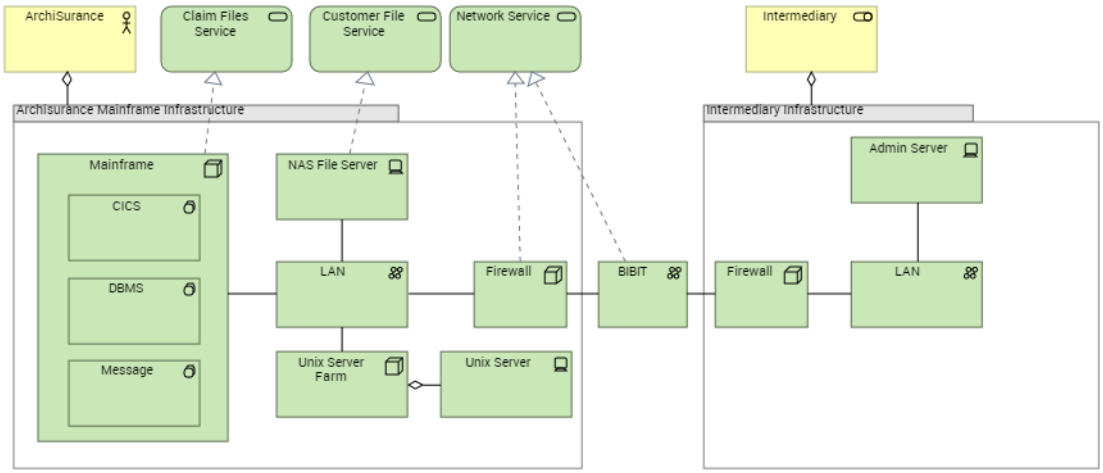
The implementation and deployment viewpoint show how one or more applications are realized on the infrastructure. This comprises the mapping of applications and components onto artifacts, and the mapping of the information used by these applications and components onto the underlying storage infrastructure.



Example of implementation and deployment viewpoint diagram

TECHNOLOGY VIEWPOINT

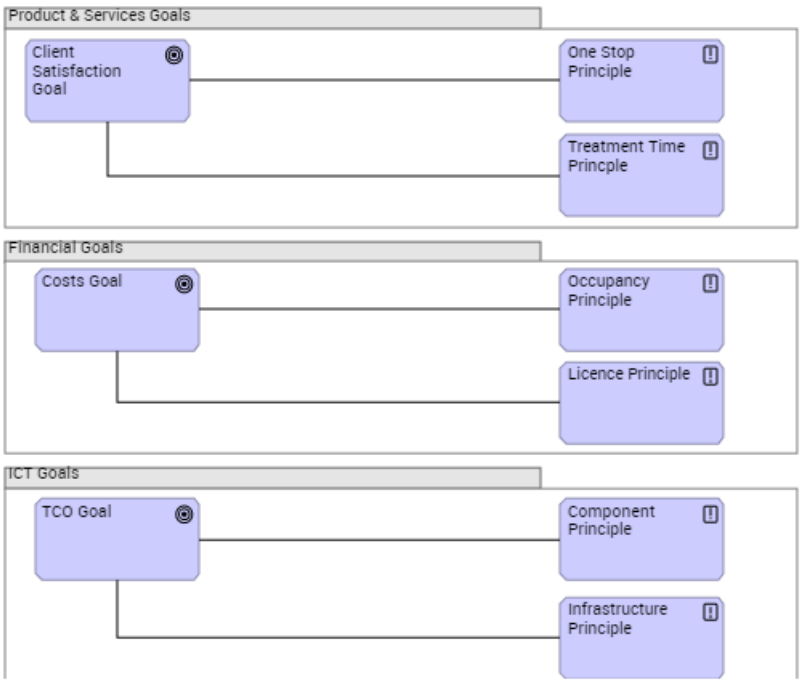
The technology viewpoint contains the software and hardware technology elements supporting the Application Layer, such as physical devices, networks, or system software (e.g., operating systems, databases, and middleware).



Example of Technology viewpoint diagram

MOTIVATION VIEWPOINT

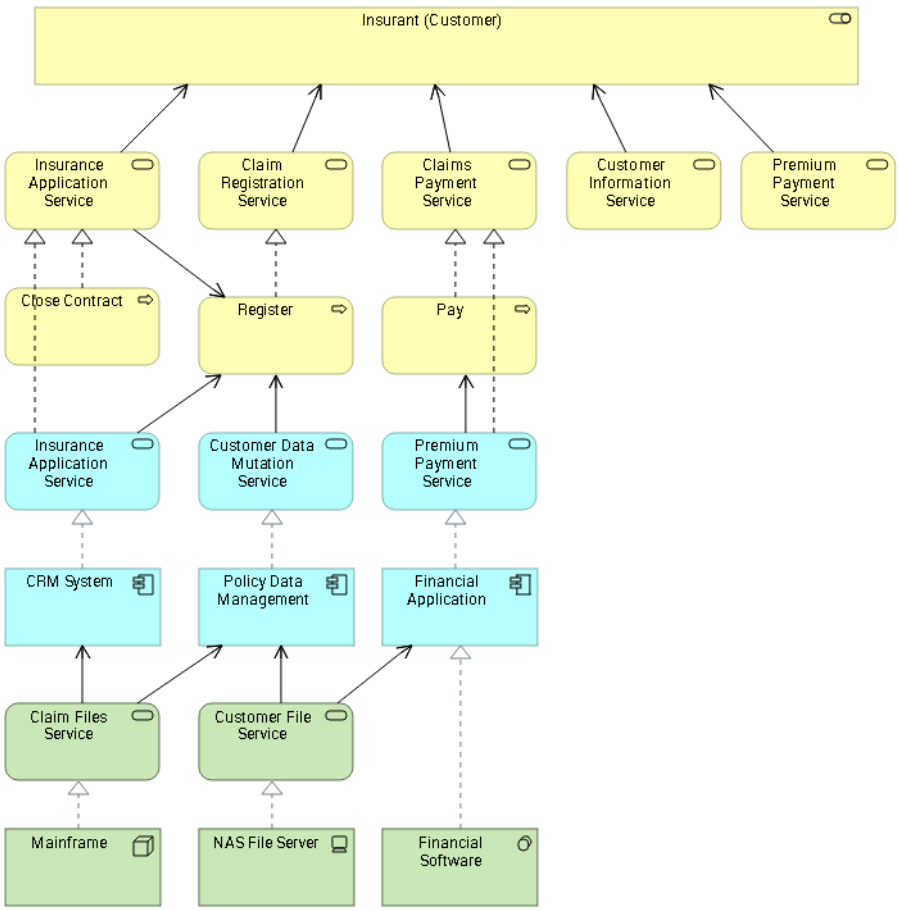
The motivation viewpoint allows the designer or analyst to model the motivation aspect, without focusing on certain elements within this aspect. For example, this viewpoint can be used to present a complete or partial overview of the motivation aspect by relating stakeholders, their primary goals, the principles that are applied, and the main requirements on services, processes, applications, and objects.



Example of Motivation viewpoint diagram

SERVICE REALIZATION VIEWPOINT

The service realization viewpoint is used to show how one or more business services are realized by the underlying processes (and sometimes by application components). Thus, it forms the bridge between the business products viewpoint and the business process view. It provides a "view from the outside" on one or more business processes.



Example of Service Realization viewpoint diagram

3

THE HOPEX IMPLEMENTATION OF ARCHIMATE

This chapter presents the **HOPEX** MetaModel used to implement the ArchiMate® Framework. It presents also the customization possibilities.

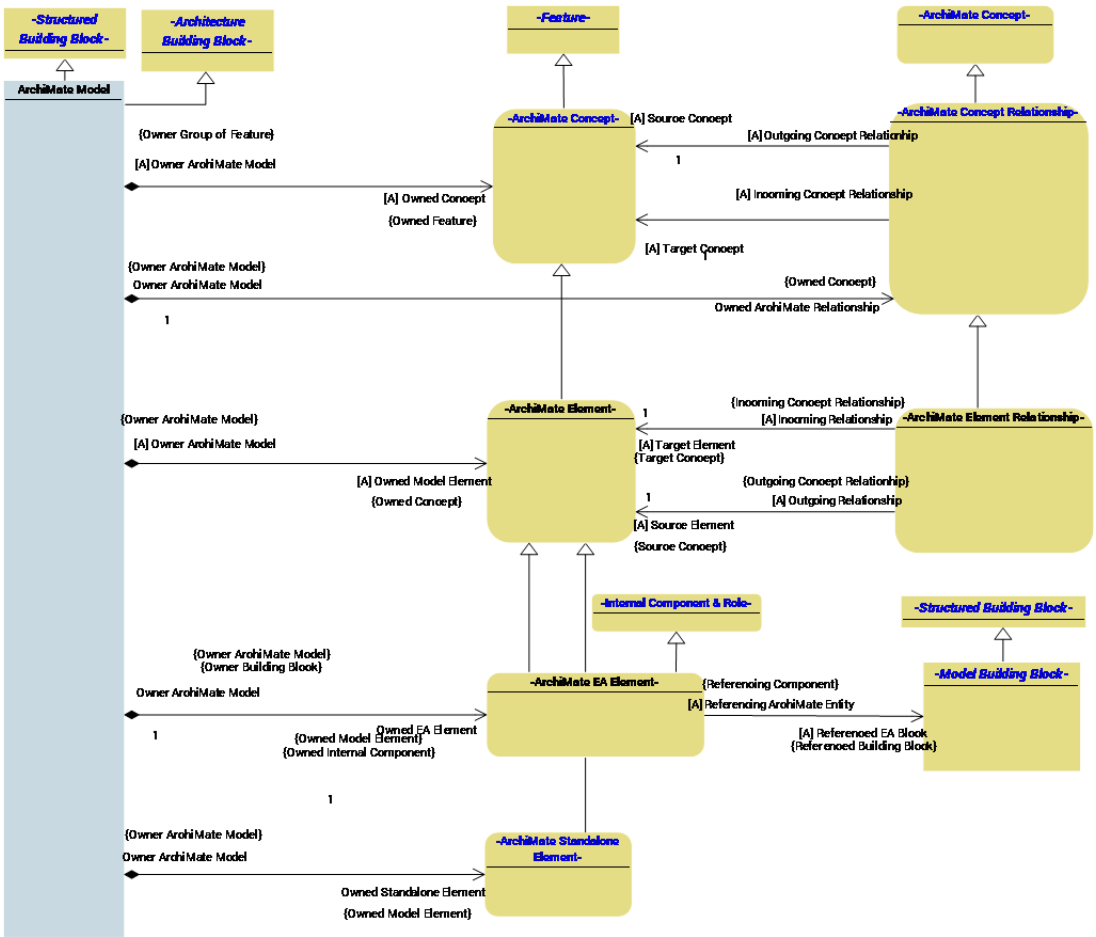
☛ *To extend **HOPEX for the ArchiMate Framework** to meet specific needs, we must use **HOPEX Power Studio** product.*

- ✓ The HOPEX MetaModel for ArchiMate,
- ✓ HOPEX for the ArchiMate Framework Customization,
- ✓ ArchiMate Model import - Export,
- ✓ Appendix.

THE HOPEX METAMODEL FOR ARCHIMATE

Upper ArchiMate Ontology

The upper level ArchiMate abstract MetaModel provides a framework for the implementation of ArchiMate® formalism in **HOPEX**.



ArchiMate Upper Ontology abstract MetaModel

ArchiMate Model (on the left side of the figure) is the container which owns the concepts. The main concepts are: **ArchiMate Concept** and **ArchiMate Elements**.

ArchiMate Concept is the root abstract MetaClass of the MetaModel.

ArchiMate Concept has two sub MetaClasses:

- **ArchiMate Elements**, see "ArchiMate Elements", page 61,
- **ArchiMate Concept Relationships**, see "ArchiMate Concept Relationships", page 61.

ArchiMate Elements

ArchiMate Elements MetaClass gathering all the ArchiMate® elements implemented to get **HOPEX for the ArchiMate Framework.** To manage the bridge with **HOPEX for the ArchiMate Framework** and other **HOPEX** products and concepts, **ArchiMate Elements** MetaClass is divided into sub-MetaClasses:

- **ArchiMate Standalone Elements** for the concepts which are ArchiMate® specific. For more details, see "Creating ArchiMate Standalone Elements", page 31.
- **ArchiMate EA Elements** for the concepts which can refer to existing **HOPEX** Building Blocks used in other **HOPEX** solutions. For example:
  - **Application Component** refers to an **HOPEX Application** (available in **HOPEX Business Process Analysis** or **HOPEX IT Architecture**)
  - **ArchiMate Work Package** refers to an **HOPEX Enterprise Project** (available in **HOPEX Project Portfolio Management**)

  These **EA Elements** have a specific behavior for creation and deletion. For more details, see "Creating an ArchiMate EA Element", page 32.

ArchiMate Concept Relationships

ArchiMate Concept Relationships MetaClass is divided into sub-MetaClasses:

- **ArchiMate Association**: a specific Relationship which can associate any concepts (including other Relationships),
- **ArchiMate Element Relationship**: gathering all ArchiMate Relationships, sorted by subtypes, for example: **ArchiMate Composition** or **ArchiMate Aggregation**.

ArchiMate Generic MetaModel

The generic MetaModel serves as a pattern for all the Core Layers MetaModels. It helps identifying the Passive / Behavior / Active elements and provides abstractions for the relationships defined as part of the ArchiMate® generic MetaModel.

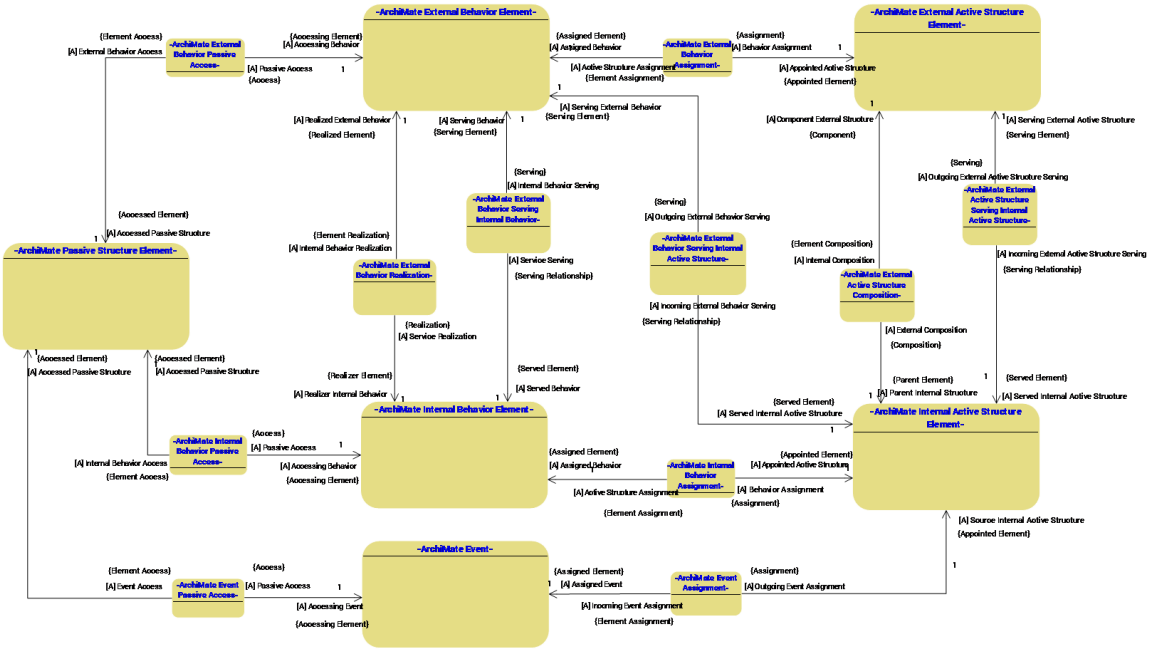
The language consists of **active** structure elements, **behavioral** elements and **passive** structure elements.

These three aspects - active structure, behavior, and passive structure - have been inspired by natural language, where a sentence has a subject (active structure), a verb (behavior), and an object (passive structure).

- The **passive** structure elements are the objects on which behavior is performed. In the domain of information-intensive organizations, which

is the main focus of the language, these are usually information or data objects, but they may also be used to represent physical objects.

- The **behavioral** corresponds to the dynamic aspect. The active structure concepts are assigned to behavioral concepts, to show who or what performs the behavior.
- The **active** structure elements are the business actors, application components and devices that display actual behavior, i.e., the 'subjects' of activity.

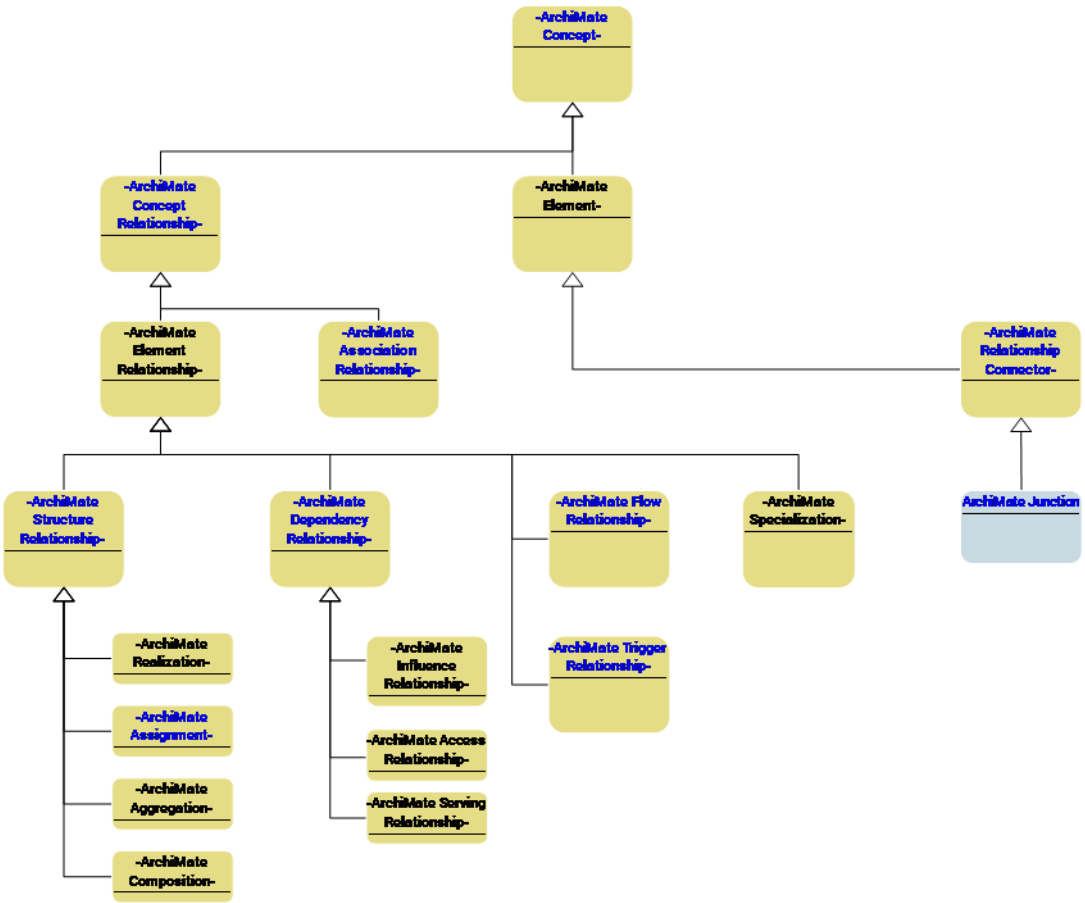


ArchiMate® 'Generic MetaModel' implementation

ArchiMate Relationships MetaModel

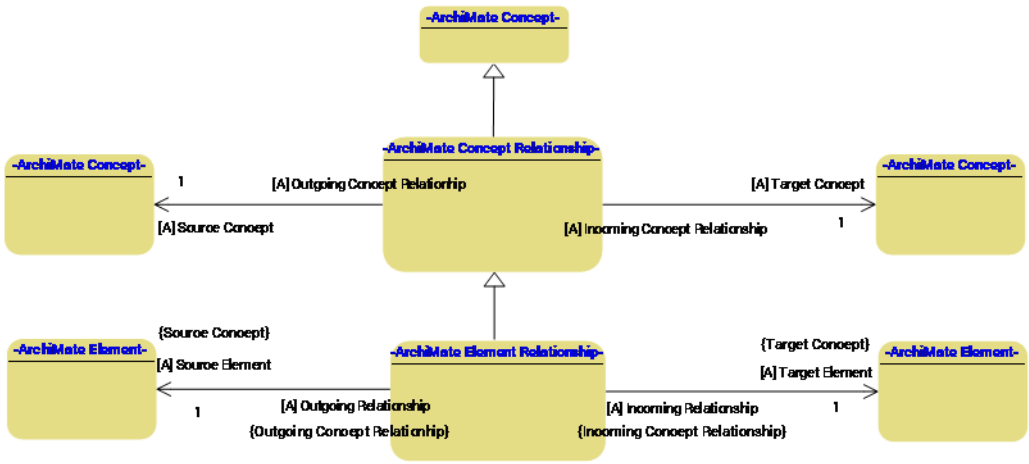
ArchiMate relationships are all sub-MetaClasses of the **ArchiMate Concept Relationship** MetaClass.

- **ArchiMate Association** can link any ArchiMate concepts (elements or relationships), as can structural relationships to or from **Groupings**.
- **ArchiMate Element Relationships** can be used to link two **ArchiMate Elements**. The Relationship subtypes are then available for each relationship type defined in ArchiMate®



ArchiMate Relationships

As a rule, relationships are oriented and follow a source / target generic pattern. They are presented accordingly in properties as outgoing / incoming relationships.



ArchiMate Relationships pattern

☛ *For more details on the use of ArchiMate Relationships in diagrams, see "Create an ArchiMate Relationship", page 33.*

Direct relationships

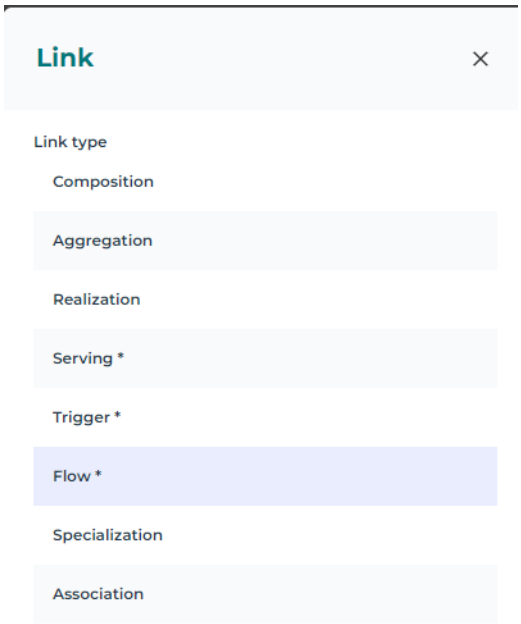
In ArchiMate®, some relationships are ***direct*** and form the core structure of the language; they are typically contained in the MetaModel diagrams throughout the ArchiMate standard specification.

Indirect relationships

Indirect relationships are also available; these are obtained by applying derivation rules to the direct relationships. They are defined in the tables in appendix to the ArchiMate® standard.

Indirect relationships are available as relationships in **HOPEX for the ArchiMate Framework**, they are identified in the interface

- By a star '*' symbol following the relationship type name in the relationship creation box,



- By a dark grey color in the diagrams

Indirect relationships can be identified through an **ArchiMate Indirect Relationship** abstract MetaClass and are activated, and desactivated, in the diagram thanks to the ***Indirect relationships*** diagram view.

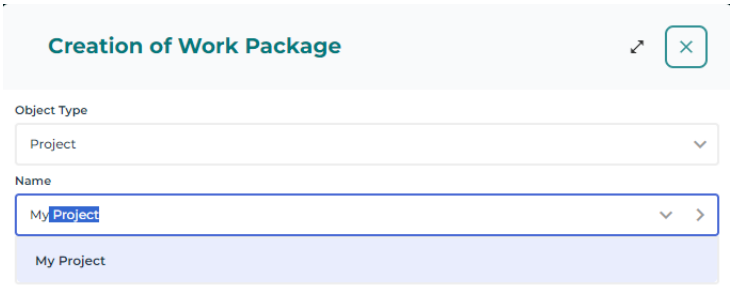
> ☛ ***HOPEX for the ArchiMate Framework*** *does NOT provide the means to infer the derived relationships based on the model occurrences (objects), which is the other use case mentioned in the ArchiMate® standard.*

ArchiMate Elements

In **HOPEX for the ArchiMate Framework**, the **ArchiMate Elements** can be used to enable bridging with other **HOPEX** EA products and solutions.

These objects come with a specific creation wizard enabling to reuse **HOPEX** inventory objects or to add new objects to the inventory.

In some cases, the creation wizard will also require additional information that goes beyond the sole ArchiMate® universe purpose. For example, when creating a **Work Package**, the 'project type' (demand, candidate project, ongoing project) is requested, in accordance to **HOPEX Project Portfolio Management** requirements.



This information is required to enable integration in the **HOPEX** product universe.

☛ *The right-click menu shows the **HOPEX** object name instead of the ArchiMate object name. For more details, see "Concepts mapping", page 72.*

To be able to create work packages, the HOPEX Project Portfolio Management module must be imported; since the Work packages are mapped to the Enterprise Project MetaClass from the HOPEX Project Portfolio Management feature, the module is required.

ArchiMate Standalone

The **ArchiMate Standalone** abstract MetaClass gathers the **ArchiMate Elements** which are only available as part of an **ArchiMate Model**.

To add a new ArchiMate specific object, you only need to create a new MetaClass and to define it as a subtype of the **ArchiMate Standalone** MetaClass.

☛ *You may also define it as a subtype of the appropriate ArchiMate Generic MetaModel.*

☛ *For more details, see "Add an ArchiMate Standalone Element", page 68.*

ArchiMate EA Element

The **ArchiMate EA Element** abstract MetaClass gathers the ArchiMate element which are also available as a shared inventory both across ArchiMate models and in other **HOPEX** products, such as **Risks**, for example.

☛ *For more details on the ArchiMate Elements in **HOPEX**, see "Concepts mapping", page 72.*

☛ *For more details on the creation of an ArchiMate EA Element Type, see "Add an ArchiMate EA Element", page 68.*

ArchiMate Element relationship

To add a new relationship, you must:

- Create a new relationship MetaClass as a subtype of **ArchiMate Concept Relationship**, using the appropriate subtypes to defines its relationship category.
- Define the outgoing **MetaAssociations** as subtypes of the relevant Source / Target relationships.

☛ *For more details on the creation of an ArchiMate Element Relationship Type, see "Add an ArchiMate Relationship", page 69.*

Querying the ArchiMate MetaModel

HOPEX for the ArchiMate Framework defines a high number of relationships to be compliant with the ArchiMate® standard.

A typical recommendation is to use the provided abstractions when building reports and querying the MetaModel, instead of looking directly at the concrete (lower) level implementation, which may be difficult to read.

To activate the abstract MetaModel:

1. In the desktop, click **Main Menu > Settings > Options**.
   The options window appears.
2. In the tree on the left, click the **Repository > Metamodel** folder.
3. In the right navigation menu of the window, check the box **Display abstract MetaClasses**.
4. Click **OK**.

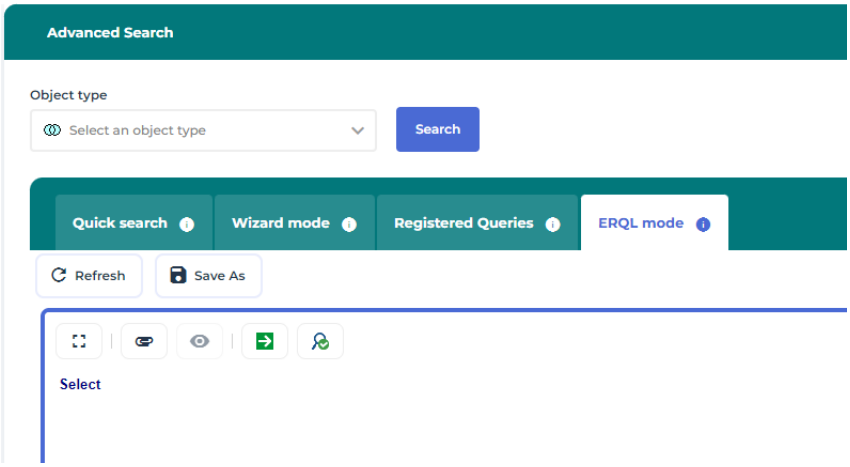
Using the Advanced Search tool

A set of useful queries can be found in the **Registered Queries** section of the **Advanced Search** tool, in the selecting the **Element** target, for example.

☛ *For more information on Query Tools, see the "Presentation of the Advanced Query Tool" section.*

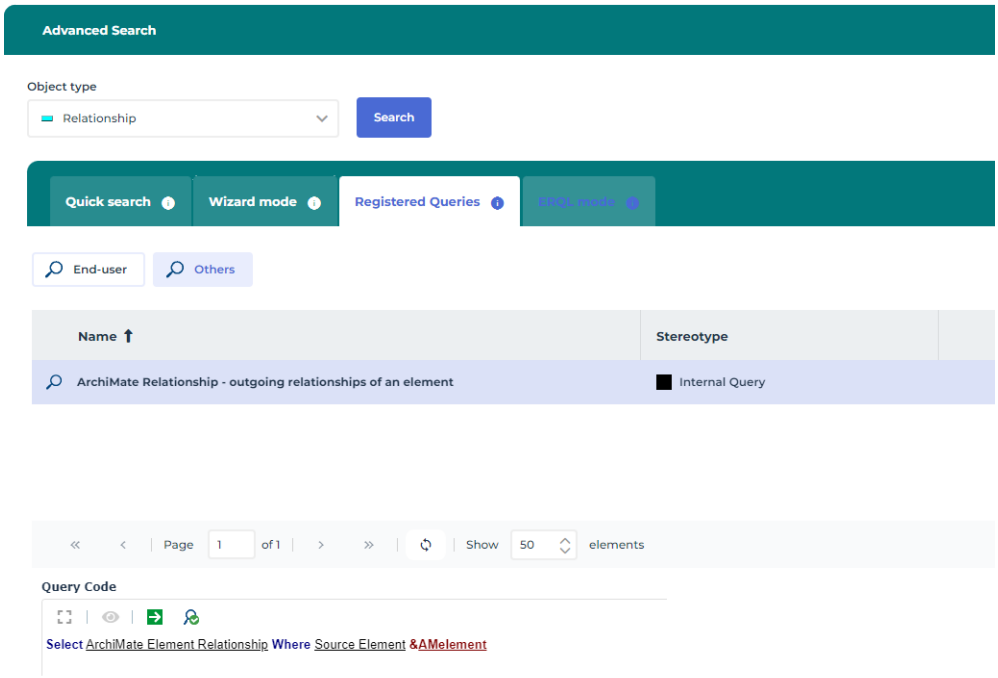
☛

To be able to select abstract MetaClasses, you must select **View all the objects types** in the advanced query **Display** options.



Querying using Relationship Target

Several typical queries can be used to access the relationships from an object according to the relationships super types.



To get all the outgoing relationships the following query can be used:

Select [ArchiMate Element Relationship] Where [Source Element] &AMelement

For example, to get all realization relationships, which are relationships of the realization types 'from' the object, defining which object are realized by the object),

~)G8QI7d7Qz57[ArchiMate - outgoing realization relationships]

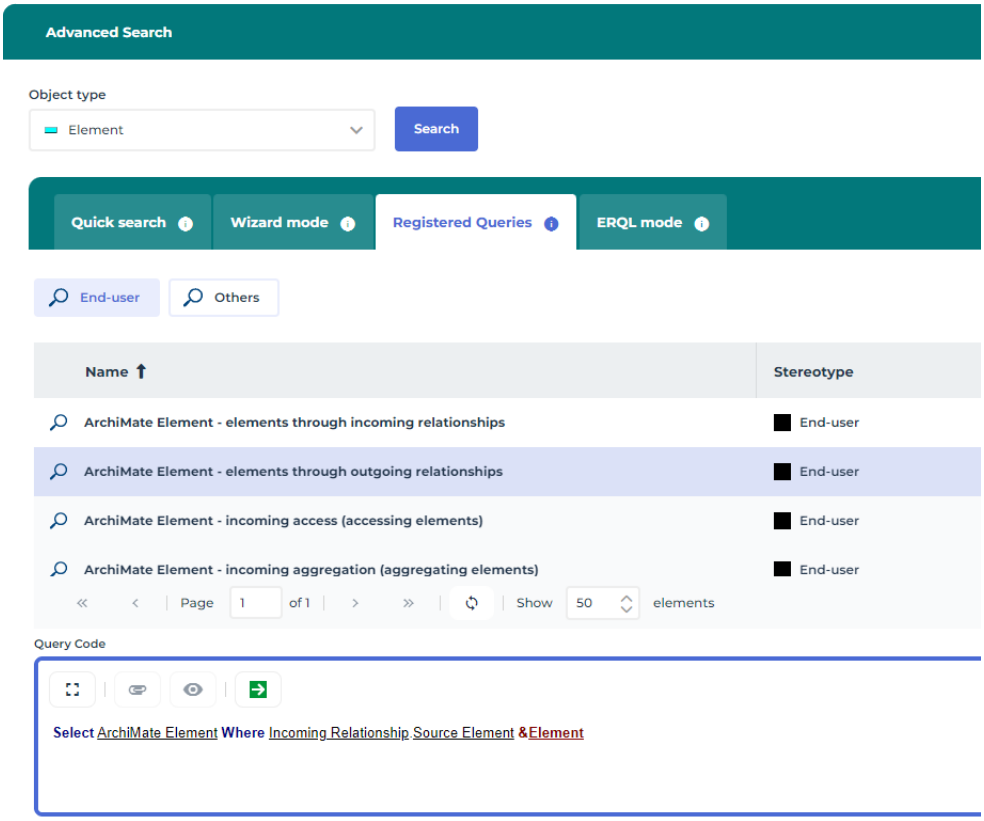
For example:

```
Select [ArchiMate Realization] Where [Source Element]
&"AMelement"
```

Querying using Element Target

Similarly, to browse a relationship and to reach the target object through the relationship:

1. In the **Advanced Search** tool, select the **Element** target,
2. Open the **Registered Queries** section to get the typical useful queries.



The following syntax can be used:

```
Select [ArchiMate Element] where [incoming
Relationship].[Source Element] &AMelement
```

Or, conversely, to select the source elements:

```
Select [ArchiMate Element] where [outgoing
Relationship].[Target Element] &AMelement
```

to get, for example, all the realizer elements of an element:

```
Select [ArchiMate Element] Where [outgoing
Relationship]:[ArchiMate Realization].[Realized Element]
&AMelement.
```

Querying using other target types

Some relationships, like **Association**, are specific. In this case the direction does not matter, so if you want to get the associated elements looking both ways; this can be done using the following: **~qRT7gJ2VQv)7[ArchiMate Element - neighboring elements through incoming or outgoing associations]**

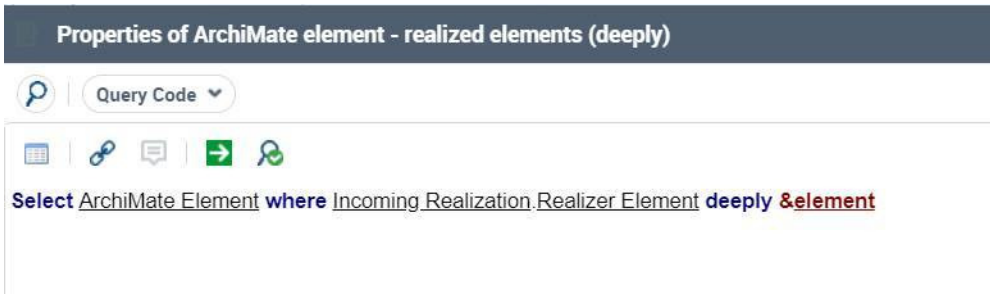
```
Select [ArchiMate Concept] Into @in Where [Incoming
Association].[Associated Source Concept] &"concept"

Select [ArchiMate Concept] Into @out Where [Outgoing
Association].[Associated Target Concept] &"concept"

Select [ArchiMate Element] From @in Or @out
```

Using the deeply ERQL clause

The ***deeply ERQL*** clause can be used with the ArchiMate metamodel, for instance to retrieve the objects through a type of relationship, and recursively the rank "n" objects links to this rank 1 neighboring objects, through the same relationship type.

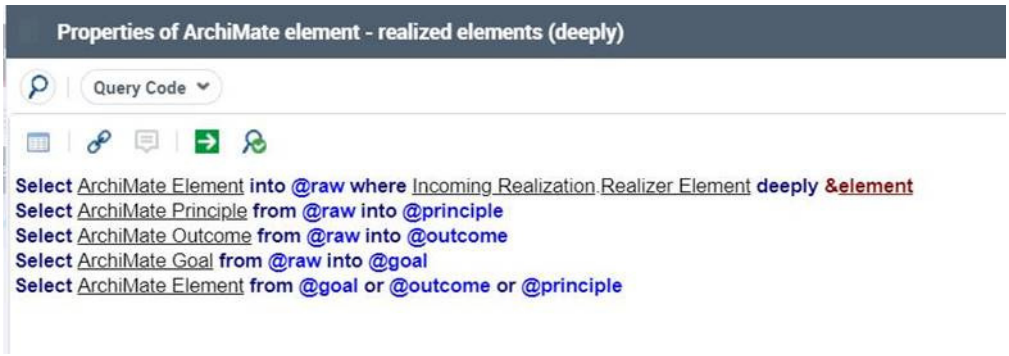
For instance, to retrieve the realized items of an object (a requirement, for example) and the realized object of these realized objects, the following query can be used:

```
Select [ArchiMate Element] Where [Incoming
Realization].[Realizer Element] deeply &element
```



Sets can also be used to narrow down the list of resulting objects, for instance, to retrieve the **Goals**, **Outcomes** and **Principles** realized by a given **Requirement**,

but filtering the intermediate junction objects, for instance, the following query can be used:



Using the Environment Report (dendrogram) report template

The dendrogram report template can be used to visualize the relationships to and from an object, at a defined depth.

> ☛ *For more details on dendrogram reports, see "Handling dendrogram" chapter in guide **HOPEX Common Features**.*

This can be achieved by using the appropriate query to browse the neighboring objects, in a recursive manner.

> ☛ *For more details on the usage of deeply clause which gives similar results, see Using the deeply ERQL clause.*

You can, for example, use the "ArchiMate - element through outgoing relationships" query to retrieve all the elements which are target of an outgoing relationship from the object set as parameter:

1. Create a new report, using the **Environment Report** report template.
2. Select the **Subject** of the report, for example an **Application**.
3. Specify the **Deepness** and the **Number of displayed levels**.
4. Define the "ArchiMate - element through outgoing relationships" query as the **Query** to be used.

5. Generate the report.

HOPEX FOR THE ARCHIMATE FRAMEWORK CUSTOMIZATION

Creating or Modifying a Viewpoint

Viewpoints can be added or modified by the **ArchiMate Functional Administrator**.

The modification of viewpoints is available for any ArchiMate Model.

To access to the list of existing viewpoints:

- In the **Inventory** navigation menu, select the **Viewpoints** tile.
  The list of existing viewpoints is displayed.

To modify an existing viewpoint you must be authorized to modify HOPEX Data.

> ☛ *In the options window, select **Repository** and, in the field **Authorized HOPEX Data Modification**, select **Authorize**.*

Creating a Viewpoint

To create a new Viewpoint:

1. In the **Inventories** navigation menu, select the **Viewpoints** tile.
   The list of existing viewpoints is displayed.
2. Click the **New** button.
   The creation of Viewpoint window opens.
3. Select the **Purpose** and **Content** values.

   > ☛ ***Purpose** and **Content** values can be defined for information,*
4. Enter the **Comment** which describes the intent of the viewpoint.
5. Connect the **MetaClasses in the scope** and click **OK**.

Defining the scope of the Viewpoint

The scope of a Viewpoint is specified by the list of the MetaClasses which are available in the corresponding diagram.

To specify the scope of a Viewpoint:

1. In the **Inventories** navigation menu, select the **Viewpoints** tile.
   The list of existing viewpoints is displayed.
2. Open the property page of the viewpoint that interests you.
3. In the **MetaClasses in the scope** section, click **Connect**.
   The **Connecting** window opens.

4. Select the concepts to add to the scope and click **Content**. The concepts can be:
   - Elements or
   - Relationships : by default, use the generic (abstract metaclasses) to easily define which relationship types are included in the viewpoint definition.

Finalizing Viewpoint creation

To finalize the setup, either when creating a new viewpoint or when modifying an existing one:

❱ Click on the **Refresh Active DiagramTypeViews** button.
A popup menu notifies when the setup is ready.

☛ *The finalization of the viewpoint speeds up the viewpoint diagrams creations and the model Export.*

Adding properties on ArchiMate concepts

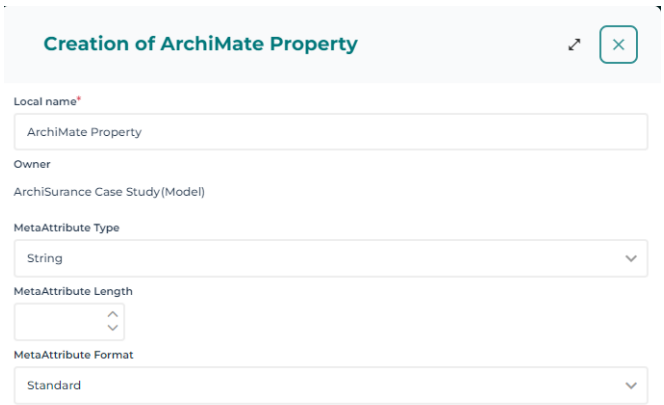
ArchiMate properties can be defined by the **ArchiMate Functional Administrator** for an ArchiMate Model. The new property is available for a set of ArchiMate Concepts (elements or relationships) or for all of them.

Defining properties for an ArchiMate Model

Create a new property

To create a new ArchiMate Property:

1. Open the **Model Properties** property page of your ArchiMate Model.
2. In the **Properties Definition** section, click on **New**.
   A creation wizard opens.

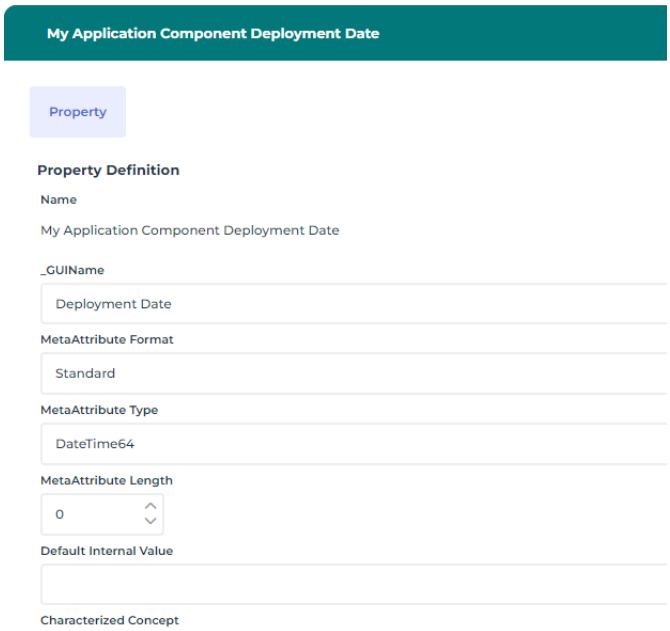


3. Enter the technical **Local name** of the Model Property, for example "My Application Component Deployment Date".
4. Enter information about the type of the new property:
   - **MetaAttribute Type**,
   - **MetaAttribute Format** (set "Standard", excepted for "Currency" MetaAttribute Type),
   - **MetaAttribute Length** (required only for "Strings" MetaAttribute Type).

     ☛ *For more details on these MetaAttributes, see Specifying the ArchiMate Property MetaAttributes.*
5. Click **OK**.

To specify the name that will appear in the ArchiMate Concepts property page:

1. Open the Characteristic property page of the ArchiMate property.
2. Enter the **GUIName**, for example "Deployment Date".



Specifying the ArchiMate Property MetaAttributes

A new ArchiMate Property must be compliant with the **ArchiMate Standard**.

Only the types mentioned in the table below are available with the **HOPEX for the ArchiMate Framework** standard. The other possible types, available in **HOPEX**, are not compliant with the **ArchiMate Standard**.

ArchiMate®	MetaAttribute Type	MetaAttribute Length	MetaAttribute Format
String	String	e.g.; 63 (short) or 255 (long)	Standard
Boolean	Boolean	n/a	Standard
Currency	Currency	n/a	- Standard (single currency) / - Currency (multi-currency)
Date / Time	AbsoluteDateTime64	n/a	Standard
Number	Short/Long/Float	n/a	Standard

☛ *The import only considers properties as strings (e.g. the expected serialization format for Boolean or dates is not defined in the ArchiMate® standard). For more details, see ArchiMate Export Overview.*

Defining the concepts characterized by the property

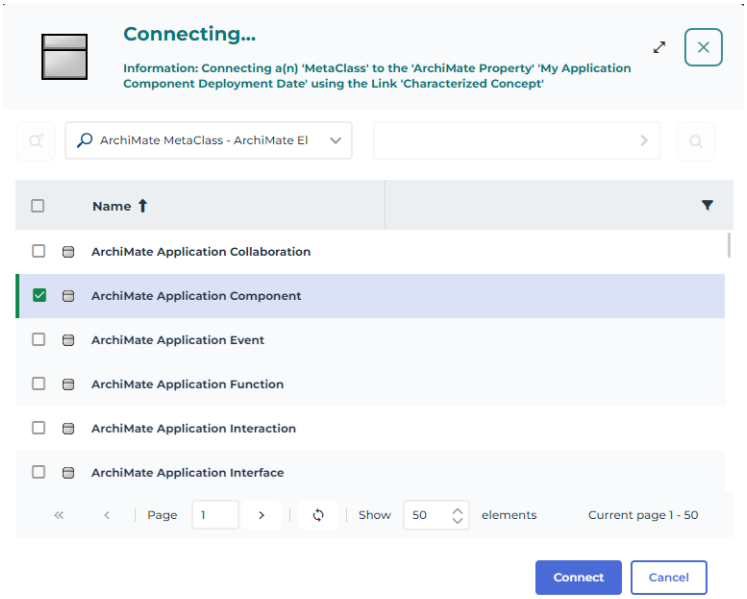
By default, the new property is available for all concepts used in **HOPEX for the ArchiMate Framework**. It is possible to restrict the ArchiMate Property to a limited set of concepts: ArchiMate Elements or Relationships.

```
For example, the "Deployment Date" Property can be used only
for Application Component instances.
```

To specify the applicable concepts:

1. Open the **Property** page of your new property.
2. In the **Characterized Concept** section, click on **Connect**.
   A connection window opens.

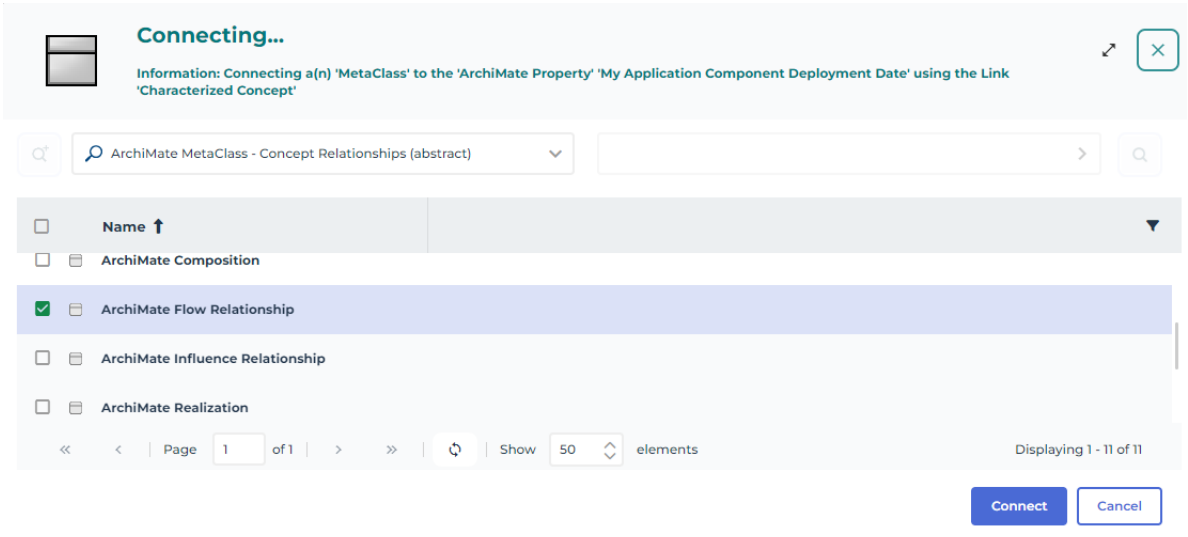
3. Select the **ArchiMate Element** tab and select the Metaclasses for which the Property applies.



To specify the characterized Concept Relationships:

1. Open the **Property** property page.
2. In the **Characterized Concept** section, click **Connect**.
   A connection window opens.
3. Select the **Concept Relationships (abstract)** tab and select the Concept relationships concerned by the Model Property.

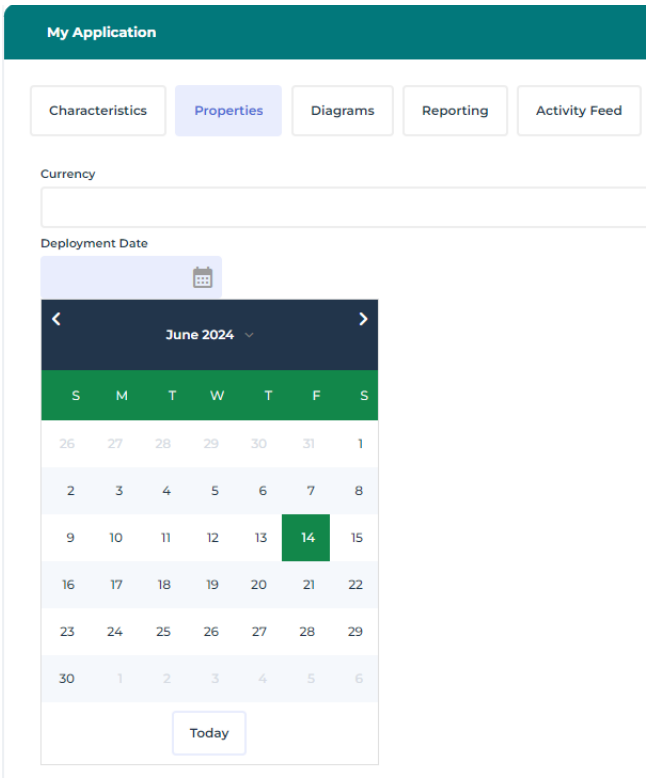
   `For example, ArchiMate Flow Relationships.`



☛ *Abstractions are managed by the mechanism, so that a property can be defined for all 'internal active structures', or instances, using the abstract metaclasses of the ArchiMate generic metamodel. The property will therefore be inherited by the subtype's instances.*

Setting properties values for a specific ArchiMate Concept

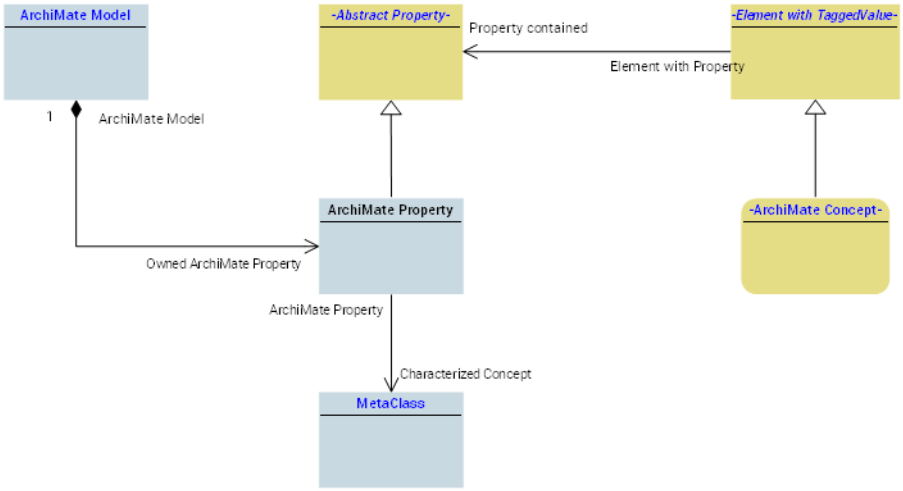
The **Model Properties** are automatically displayed in the **Properties** tab of the characterized concepts instances. Values can be set in the field using the appropriate control (e.g. date picker for dates).



Using Properties in query and reporting

ArchiMate Properties MetaModel

HOPEX for the ArchiMate Framework standard Metamodel is presented below. The ArchiMate properties MetaModel instantiates the **Abstract Property** MetaClass.



☛ *Values are stored as link attributes between the object instance of **ArchiMate Concept** (**Element with Property** subtype) and the property.*

Query properties

The query syntax to select objects based on the property values is:

- To get an object whose property **Property Name** is "This Name":
  Select [*ArchiMate Concept Name*] Where [Property contained].[Name] = "*ThisName*"
- To get an object whose "This Name" **Property Name** has a given value noted "This Value":
  Select [*ArchiMate Concept Name*] Where [Property contained].[Name] Like "*ThisName*" and [Refers-To] = "*ThisValue*")

  For instance:

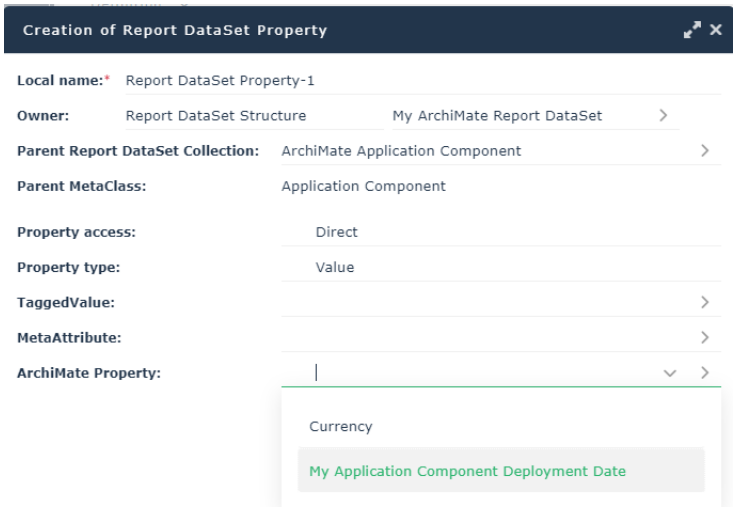
  ```
  Select [ArchiMate Application Component] where [Property contained].([Name] like "#DeploymentVersion#" And [Refers-To] = "1.0")
  ```

Using properties in Report Datasets

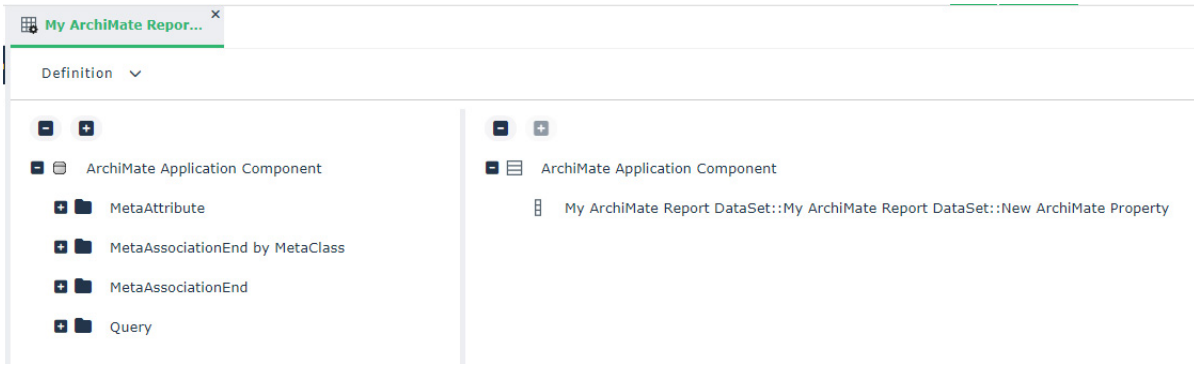
To use the **Model properties** in Report Datasets, you need to:

1. Create a new **Report DataSet property**.

2. In the creation dialog box, select the **ArchiMate Property** you want to use.

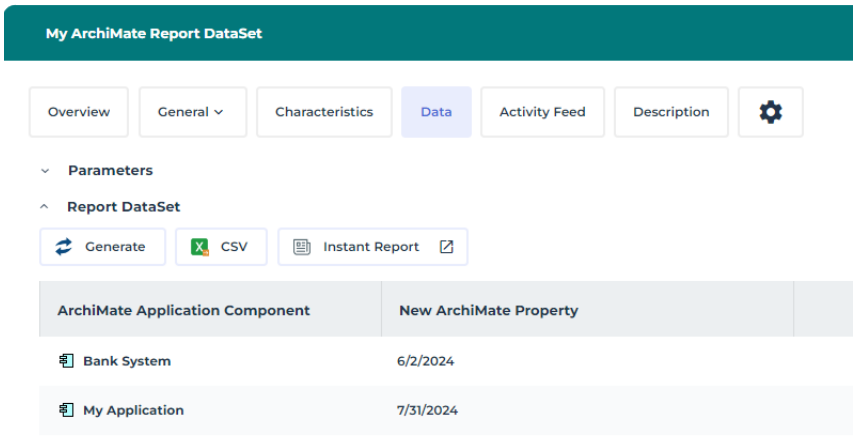


3. Click **OK**.
The selected **Model Property** appears in the list of report **Definition** property page.



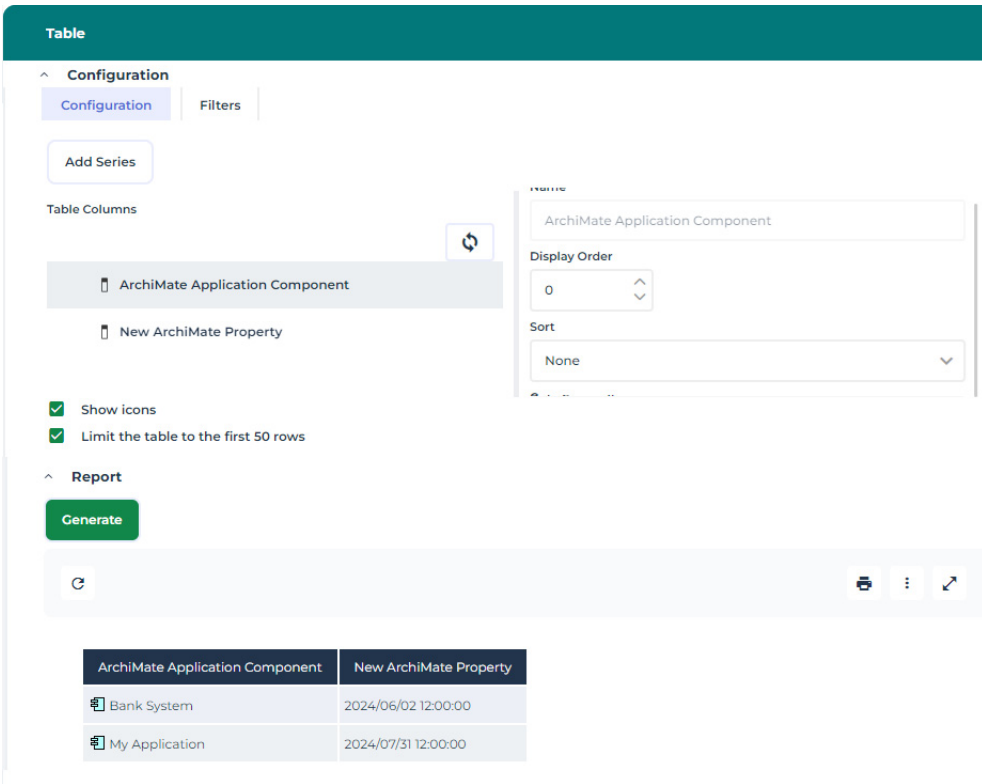
The corresponding Report DataSet presents all the properties of the selected objects:

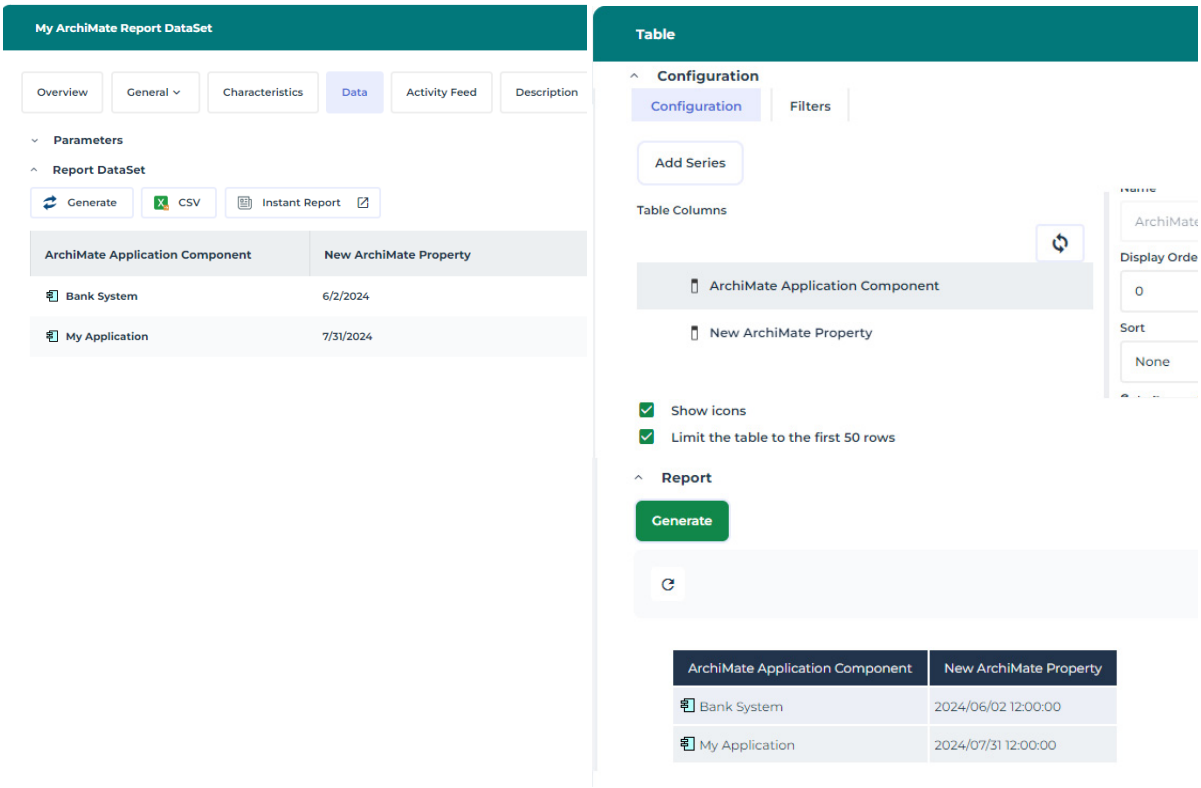
☛ *A query will be used to isolate one of the properties to display it as a separate column in the report data set structure.*



An instant report can be created using **Table** rendering.

With the corresponding configuration parameters enables to get the report DataSet below.




My ArchiMate Report DataSet
Overview
General
Characteristics
Data
Activity Feed
Description
Parameters
Report DataSet
Generate
CSV
Instant Report
ArchiMate Application Component
New ArchiMate Property
Bank System
6/2/2024
My Application
7/31/2024
Table
Configuration
Configuration
Filters
Add Series
Table Columns
ArchiMate Application Component
New ArchiMate Property
Display Orde
0
Sort
None
Show icons
Limit the table to the first 50 rows
Report
Generate
ArchiMate Application Component
New ArchiMate Property
Bank System
2024/06/02 12:00:00
My Application
2024/07/31 12:00:00

ARCHIMATE MODEL IMPORT - EXPORT

The Standard for exchange of ArchiMate® 3.0/3.1 models can be obtained from the Open Group publications catalog at https://www.opengroup.org/bookstore/catalog/C174/.

A dedicated information site with resources including examples is available at https://www.opengroup.org/xsd/archimate/.

ArchiMate Import Overview

ArchiMate® design can be serialized into an xml file that supports the standard objects and diagrams. The **HOPEX for the ArchiMate Framework** import aims at importing ArchiMate® Models from files so that architectures modeled in other ArchiMate® modeling tools can be reused by **HOPEX**.

Pre-Requisites

The ArchiMate import feature is available with **HOPEX for the ArchiMate Framework** and supports ArchiMate® 3.0/3.1 models.

Necessary modules should have been imported.

☛ *For more details about modules, see Pre-Requisites to HOPEX for the ArchiMate Framework.*

The root target container (enterprise or library) should be selected when triggering the import.

☛ *For more details about target container, see Container management.*

Scope of ArchiMate® Import

The import covers the requirements of the ArchiMate® Exchange format:

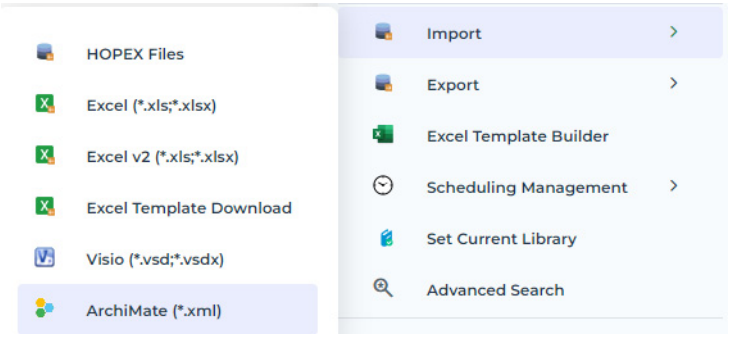
- ArchiMate Elements,
- Relationships,
- Views and diagrams,
- Folders,
- Properties.

For more details on the list of supported mappings, see *Imported objects mapping*.

Importing an ArchiMate File

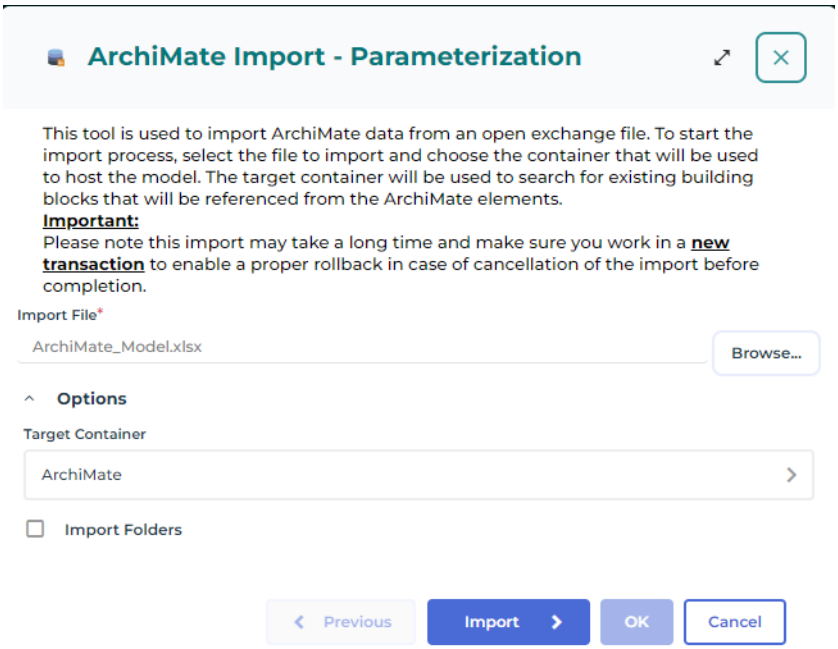
To import an ArchiMate Model file in **HOPEX for the ArchiMate Framework**:

1. From **Main Menu**, select **Import > ArchiMate (*.xml)**.

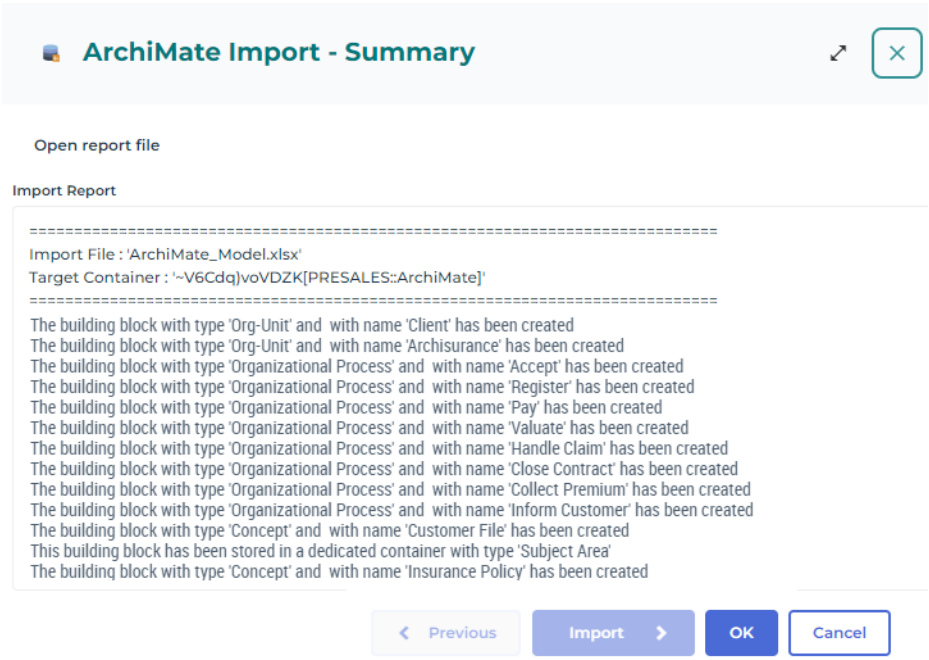


2. In the **Import File** of the **ArchiMate Import - Parameterization** dialog box, specify the path of the file to be imported.
3. (Optional) In the **Option** section, select a **Target Container**.

   ☛ *For more details about target container, see Container management.*



4. Click **Next**.
   The file is uploaded, and a summary is edited.



   An import report file is displayed.
5. Click **Close**.
   The ArchiMate model, views, elements, relationships, properties and views' diagrams are created in the **HOPEX for the ArchiMate Framework** repository

Imported objects mapping

Container management

The objects imported may be stored in a specific container, for example: an enterprise or a library. This container is set in the **Target container** field during the ArchiMate file import.

☛ *For more details about the **Target container** specification, see Importing an ArchiMate File.*

ArchiMate Elements import

The **ArchiMate standalone elements** are imported as new standalone elements in the ArchiMate model.

☛ *For more details **ArchiMate standalone elements**, see ArchiMate Standalone.*

The **ArchiMate EA elements** import is divided into two steps:

> ☛ *For more details **ArchiMate EA elements**, see ArchiMate EA Element.*

1. The **ArchiMate EA element** creation.
2. A specific processing regarding the **HOPEX Building Block** referenced by the new **ArchiMate EA element**:
   - If an **HOPEX Building Block** (with the same name) is defined in the target scope (container or imported container), it is retrieved and linked as referenced building block.
   - If no **HOPEX Building Block** is available, or if ***many*** are available with this name in the defined scope, then a new object is created in the defined target container, and a warning is added to the import report

> ☛ *Depending on the referenced **HOPEX Building Block**, a specific creation wizard is activated. For more details, see Specific Creation Behavior.*

ArchiMate Relationships

> ☛ *For more details **ArchiMate Element relationship**, see ArchiMate Element relationship.*

The processing of **ArchiMate Concept Relationships** consists in considering the **type (metaclass)** of the source element of the relationship, to get the outgoing relationships (concrete path) of the suitable relationship type towards the suitable target concept.

- If no such relationship is available, then a new relationship of the 'association' type is created (*association from 'source_object' to 'target_object' created instead of the required 'relationship_type') and a* warning is added to the import report file.
- If the source (or target) object type does not exist, an error message is added to the import report file *(non-existing source / target object: relationship of 'relationship_type' from source_object to target_object could not be created)*.
- Otherwise, the relationship is created.

The processing of **Relationships with attributes** consists in importing the attributes as attribute or object.

- **Flow**: the flow relationship name attribute is defined by the carried content name:
  - If no name is defined for the flow relationship, then no content is associated with the flow relationship,
  - If a content, with the same name, exists in the scope (in target container or target container imported containers), the content is reused,
  - otherwise a new content is created within the target container.
- **Access**: Access Type
  - Access type is stored as a closed enumeration attribute (read, write or read/write).
- **Influence**: Impact Type

  ☛ *In **HOPEX**, the impact type (or strength) is an enumeration, so an opened list **+++** / **++** / **+** / **-** / **--** / **---***
  - If the value fits with this list, the corresponding attribute value of **HOPEX** is used,
  - Otherwise, the imported value is set outside of the other predefined values (e.g. low, middle, high).

Specific Creation Behavior

The processing of **ArchiMate EA elements** import depends on the referenced **HOPEX Building Block**.

☛ *For more details on **ArchiMate EA elements** import, see ArchiMate Elements import.*

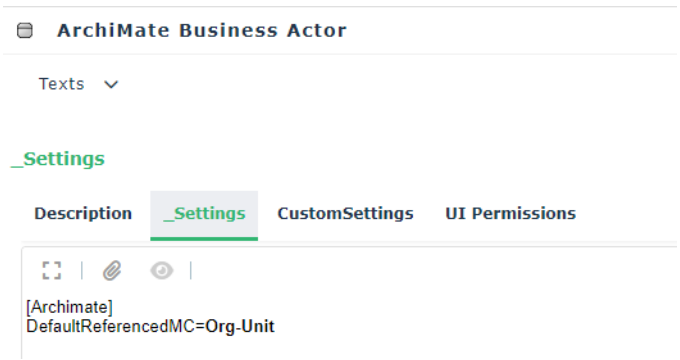
The table below present the cases where a specific creation wizard is activated when the **ArchiMate EA elements** is imported.

☛ *For specific wizards, a simple creation is done. For example, an ArchiMate Project is created without workflow and status.*

Layer	ArchiMate EA Elements	HOPEX MetaClass	Specific creation wizard
Strategy	Capability	Business Capability	Simple case
	Value Stream	Value Stream	Simple case
Strategy	Capability	Business Capability	Simple case
	Business Process	Organizational Process	Simple case
	Business Actor	Org-Unit, Position Type	Complex case: the appropriate concept must be selected
Application	Data Object	Class, Entity	Complex case: the appropriate concept must be selected

Layer	ArchiMate EA Elements	HOPEX MetaClass	Specific creation wizard
	Application Process	System Process	Simple case
	Application Component	Application	Simple case
Technology	Technology Process	System Process	Simple case
	Device	IT Device, IT Server, IoT Device	Complex case: the appropriate concept must be selected
	System Software	Software Technology	Simple case
	Communication	IT Network	Simple case
	Network	Facility	Simple case
	Facility	Hardware	Simple case
Implementation & migration	Work Package	Enterprise Project	Specific enterprise project creation wizard
Other	Location	Site	Simple case

In ***complex cases***, the default MetaClass used by the wizard is defined by a specific setting on the source ArchiMate concept MetaClass; this can be customized if necessary. For example, a Business Actor references an Org-Unit by default.



Views and Diagrams

All views, of any suitable viewpoint type, are created.

> ☛ *In the ArchiMate® format, views are diagrams while, in **HOPEX**, one view object is described by a diagram object (of the ArchiMate diagram type)*

In the view's diagrams, the imported file object coordinates are used to position the object in the diagram

If an object is added to the diagram while the viewpoint definition doesn't allow the element (or relationship), then the diagram view is activated, and a warning added to the import report file.

ArchiMate Export Overview

Scope of ArchiMate® Export

The export covers the requirements of the ArchiMate® Exchange format:

- ArchiMate Elements,
- Relationships,
- Views and diagrams,
- Folders,
- Properties.

For more details on the list of supported mappings, see *Imported objects mapping*.

Exporting an ArchiMate® File

To export an ArchiMate Model file from **HOPEX for the ArchiMate Framework**:

1. From **Main Menu**, select **Export > ArchiMate (*.xml)**.
2. In the **ArchiMate Export - Parameterization** dialog box, specify the name of the **Model** to be imported.
3. Click **Export** button.
   The export file is generated.

Properties management

ArchiMate properties can be defined for an ArchiMate Model. The new property is available for a set of ArchiMate Concepts (elements or relationships) or for all of them.

> ☛ *For more details on standard properties management with **HOPEX for the ArchiMate Framework**, see Adding properties on ArchiMate concepts.*

Though in **HOPEX** the various properties formats are available, properties are imported in **HOPEX for the ArchiMate Framework** in string format only.

In **HOPEX**, a property can be linked to a specific target MetaClass. This is not the case in the standard ArchiMate format. So, with **HOPEX for the ArchiMate Framework**, a property can be allocated to the desired MetaClass after import.

Language management

To manage multiple language, **HOPEX** allows you to enter data in several languages. You can switch from one language to another to enter or consult data or to generate documents.

If your ArchiMate import file has been generated with a language available with **HOPEX**, you can set the appropriate **HOPEX** data language before importing your file.

If the language of the source file doesn't exist in **HOPEX**, the corresponding language specific data is not imported.

To modify the **HOPEX** data language:

- On your **HOPEX** desktop, select **Main Menu > <current language> > <new language>**.
  The data (translated) appears directly in the selected language.

  ☛ *When you change the data language, this language is kept for your next connection.*

APPENDIX

Concepts mapping

The list of ArchiMate concepts with their **HOPEX** equivalents is presented in the table below.

Layer	ArchiMate EA Element	HOPEX MetaClass	Specific creation wizard
Strategy	Capability	Business Capability	Simple Case
	Value Stream	Value Stream	Simple Case
Business	Business Object	Concept	***Specific concept creation wizard***
	Business Process	Organizational Process	Simple Case
	Business Actor	Org-Unit, Position Type	***Complex case: the appropriate concept must be selected***
Application	Data Object	Class, Entity	***Complex case: the appropriate concept must be selected***
	Application Process	System Process	Simple Case
	Application Component	Application, IT Service, Microservice.	***Complex case: the appropriate concept must be selected***
Technology	Technology Process	System Process	Simple Case
	Device	IT Device, IT Server, IoT Device	***Complex case: the appropriate concept must be selected***
	System Software	Software Technology	Simple Case
	Communication Network	IT Network	Simple Case
Physical	Facility	Facility	Simple Case

Layer	ArchiMate EA Element	HOPEX MetaClass	Specific creation wizard
	Equipment	Hardware	Simple Case
Implementation & Migration	Work Package	EA Project Project	***Specific Enterprise project creation wizard***
Other	Location	Site	Simple Case

Sample Viewpoints Table

The table below present the list of ArchiMate Elements available in each Viewpoint in the standard **HOPEX for the ArchiMate Framework** Solution.

Viewpoint	Defined MetaClass	Available ArchiMate Elements
Application Cooperation	Application Layer Element Junction Concept Relationship	Data Object Application Component Application Collaboration Application Interface Application Event Application Service Application Function Application Process Application Interaction Junction
Application usage and Business Process Cooperation	Application Layer Element Business Layer Element Junction Concept Relationship	Business Role Business Actor Business Collaboration Business Service Business Interface Business Event Business Process Business Function Business Interaction Business Object Contract Representation Data Object Application Component Application Collaboration Application Interface Application Event Application Service Application Function Application Process Application Interaction Junction
Capability Map	Capability Outcome Resource Concept Relationship	Capability Outcome Resource
Goal Realization	Goal Outcome Principle Requirement Pattern Concept Relationship	Goal Outcome Principle Requirement Constraint

Viewpoint	Defined MetaClass	Available ArchiMate Elements
Implementation & Deployment	Application Layer Element Technology Layer Element Junction Concept Relationship	Data Object Application Component Application Collaboration Application Interface Application Event Application Service Application Function Application Process Application Interaction Junction Artifact Technology Interface Node System Software Device Technology Collaboration Path Communication Network Technology Event Technology Service Technology Function Technology Process Technology Interaction Equipment Facility

Viewpoint	Defined MetaClass	Available ArchiMate Elements
Implementation & Migration	Business Actor Business Role Core Layer Element Deliverable Gap Goal Implementation Event Location Plateau Requirement Pattern Work Package Concept Relationship	Business Role Business Actor Business Collaboration Goal Requirement Constraint Business Service Business Interface Business Event Business Process Business Function Business Interaction Business Object Contract Representation Location Data Object Application Component Application Collaboration Application Interface Application Event Application Service Application Function Application Process Application Interaction Junction Artifact Technology Interface Node System Software Device Technology Collaboration Path Communication Network Technology Event Technology Service Technology Function Technology Process Technology Interaction Material Equipment Facility Distribution Network Implementation Event Plateau Gap Deliverable Work Package

Viewpoint	Defined MetaClass	Available ArchiMate Elements
Information Structure	Artifact Business Object Data Object Meaning Representation Association Specialization Structure Relationship	Meaning Business Object Representation Data Object Artifact
Migration	Gap Plateau	Gap Plateau
Motivation	Assessment Driver Goal Stakeholder Meaning Outcome Principle Specialization Value Structure Relationship Dependency Relationship Association	Stakeholder Meaning Value Driver Assessment Goal Outcome Principle
Organization	Business Actor Business Collaboration Business Interface Business Role Junction Location Specialization Structure Relationship Association	Business Role Business Actor Business Collaboration Business Interface Location Junction
Physical	Communication Network Device Junction Node Path Concept Relationship	Junction Node Device Path Communication Network

Viewpoint	Defined MetaClass	Available ArchiMate Elements
Product	Application Layer Element Business Layer Element Product Technology Service Value Structure Relationship	Business Role Business Actor Business Collaboration Value Business Service Business Interface Business Event Business Process Business Function Business Interaction Business Object Contract Representation Product Data Object Application Component Application Collaboration Application Interface Application Event Application Service Application Function Application Process Application Interaction Technology Service
Project	Business Actor Business Role Deliverable Goal Implementation Event Work Package Concept Relationship	Business Role Business Actor Goal Implementation Event Deliverable Work Package
Resource Map	Capability Resource Work Package Concept Relationship	Capability Resource Work Package

Viewpoint	**Defined MetaClass**	**Available ArchiMate Elements**
Service Realization	Application Layer Element Business Layer Element Specialization Structure Relationship Association	Business Role Business Actor Business Collaboration Business Service Business Interface Business Event Business Process Business Function Business Interaction Business Object Contract Representation Data Object Application Component Application Collaboration Application Interface Application Event Application Service Application Function Application Process Application Interaction
Strategy	Course of Action Capability Resource Outcome Concept Relationship	Capability Course of Action Resource Outcome

Viewpoint	Defined MetaClass	Available ArchiMate Elements
Value Stream	Value Stream Capability Outcome Stakeholder Concept Relationship	Value Stream Capability Outcome Stakeholder
Technology	Composite Element Junction Technology Layer Element Concept Relationship	Location Grouping Junction Artifact Technology Interface Node System Software Device Technology Collaboration Path Communication Network Technology Event Technology Service Technology Function Technology Process Technology Interaction Equipment Facility Plateau
Technology Usage	Application Layer Element Junction Technology Layer Element Concept Relationship	Data Object Application Component Application Collaboration Application Interface Application Event Application Service Application Function Application Process Application Interaction Junction Artifact Technology Interface Node System Software Device Technology Collaboration Path Communication Network Technology Event Technology Service Technology Function Technology Process Technology Interaction Equipment