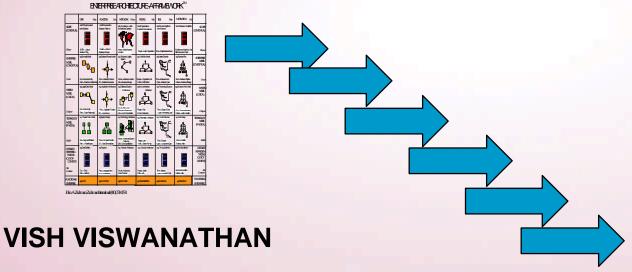
WHERETO FROM ZACHMAN

Architecture Practitioners' conference

April 2004

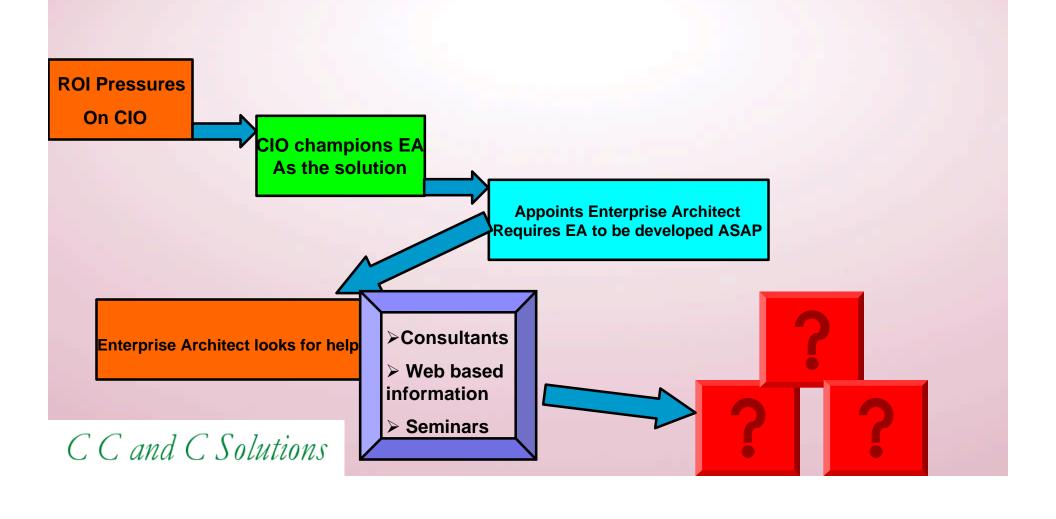


Managing Consultant- CCANDC Solutions

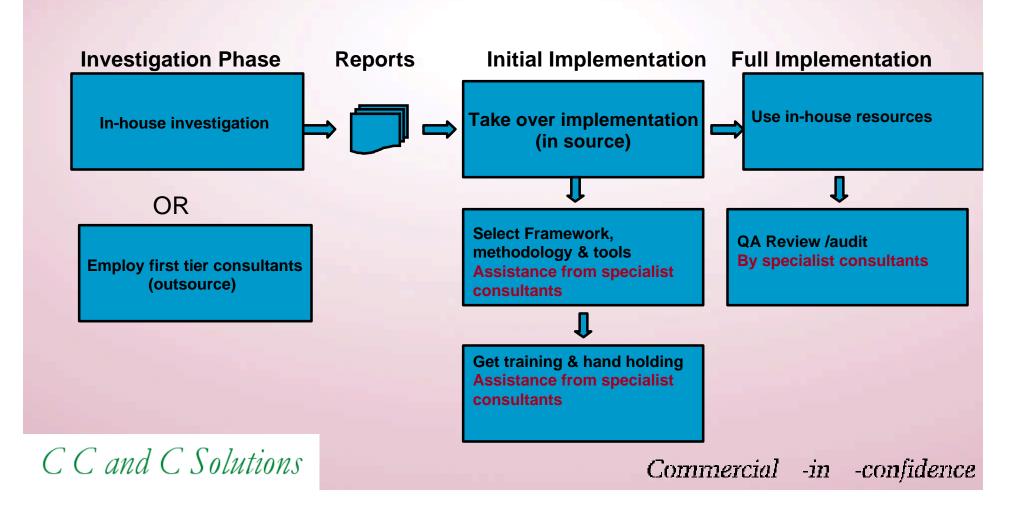
Regional Partner- The Open Group (Australia/ New Zealand /ASEAN)

Vice Chair-Asia/Pacific, Architecture Forum

CURRENT STATE OF PLAY OF EA IN AUSTRALASIA



TYPICAL EA PROJECT START UP PROCESS



A WELL KNOWN HIGH LEVEL FRAMEWORK......

>ZACHMAN FRAMEWORK

- De-facto standard for classifying the Enterprise architectural artifacts
- Logical structure for analysing and presenting artifacts from a management perspective
- Draws parallels from the well understood Engineering or Construction paradigm
- Widely recognised as a management tool for checking architectural completeness and maturity
- No processes for implementation
- Difficult to implement in total
- No ready examples or checklists
- Extent of coverage of the cells unclear



A DISCIPLINED PROCESS.....

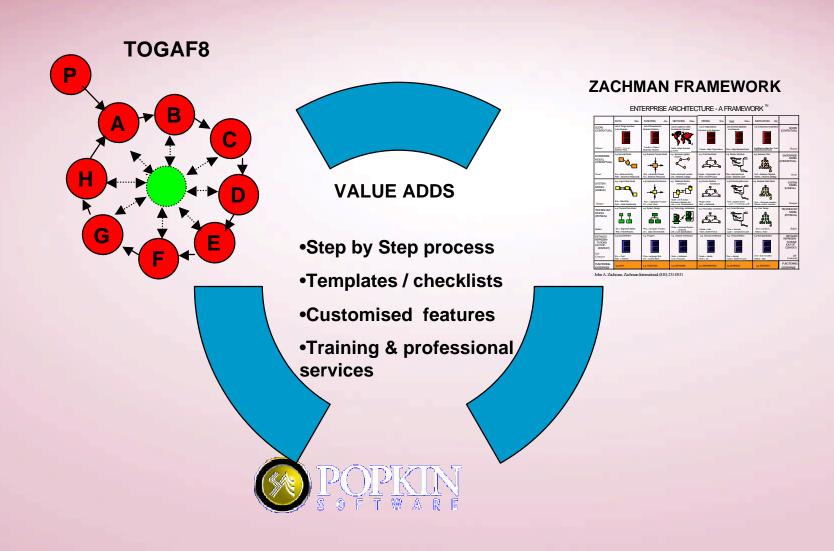
≻TOGAF

- Focuses on implementation cycle (ADM) and processes
- Has a foundation architecture as a part of "Enterprise continuum"
- Rich in the technical architecture area
- Resource base provides a lot of reference materials
- Supported by a set of certification processes
- Being positioned as the benchmark for EA best practice

and AN EASY-TO-USE TOOL

- > SYSTEM ARCHITECT
- Certified formally as TOGAF support tool / Ongoing commitment for future versions
- Comprehensive support for Zachman Framework
- Can be customised and extended to facilitate a hybrid approach
- Has a variety of built-in EA related models and artifacts
- Easy to learn

Practical Enterprise Architecture implementation using a hybrid approach



Architectural Development Planning

Business
Application
Data
Technology

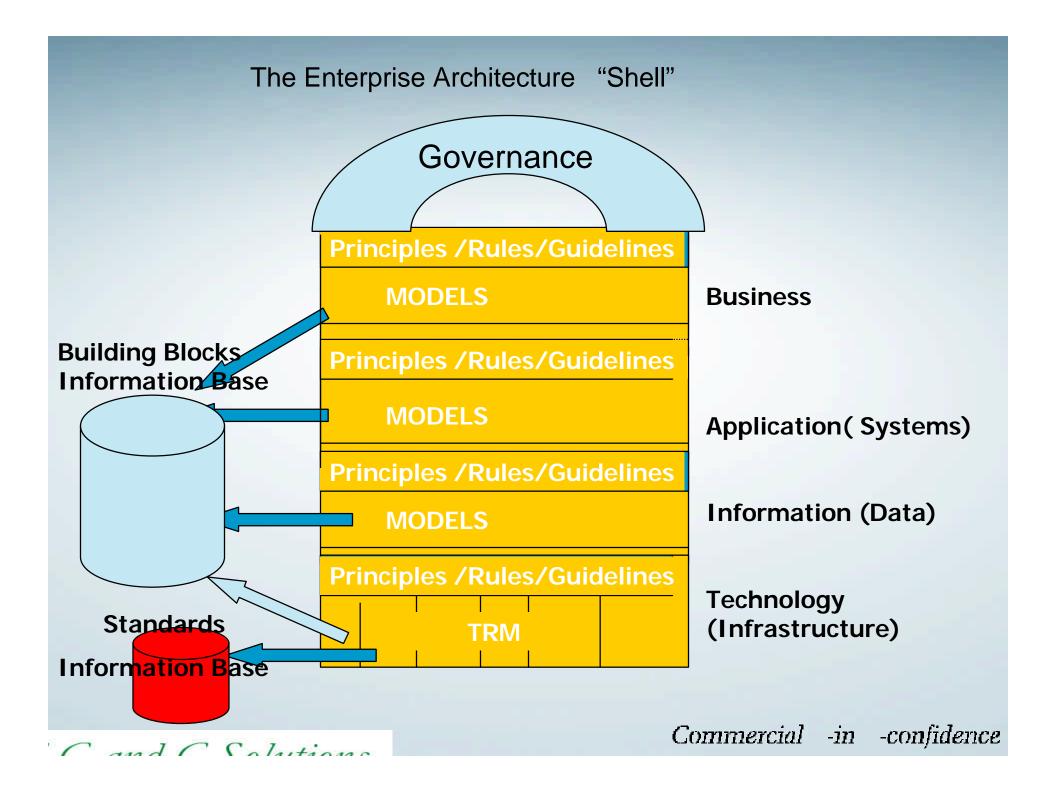


EA Version 1.0

EA Version 2.0

EA Version 3.0

EA Version 4.0

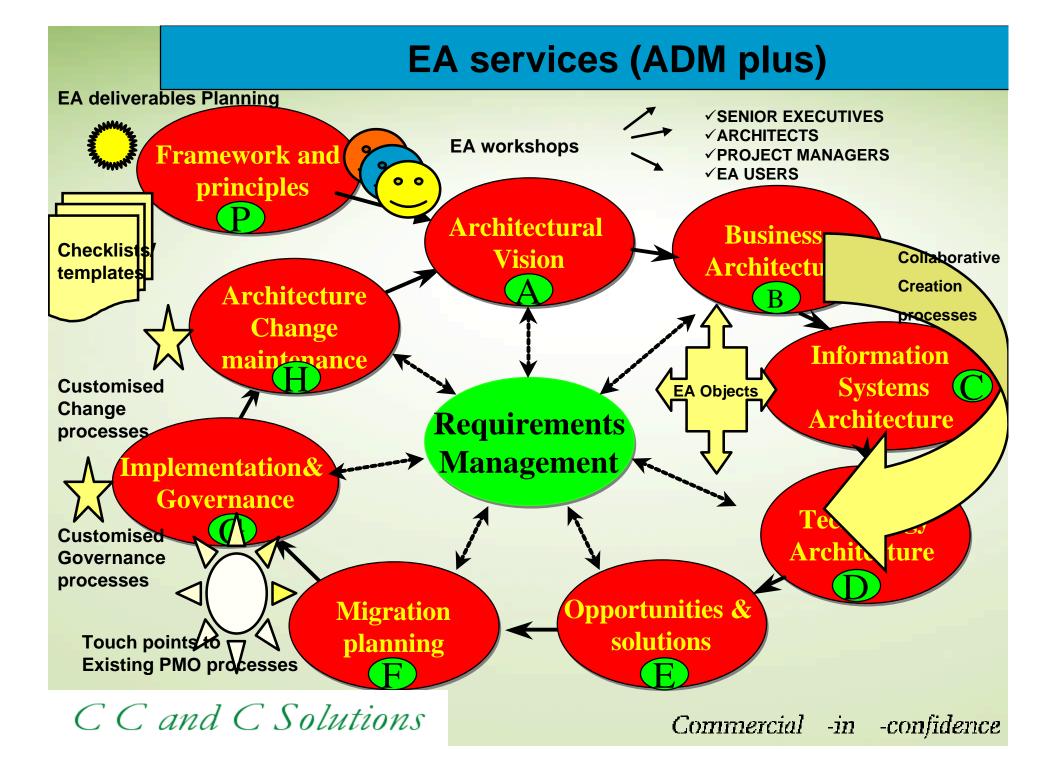


SIMPLIFIED COVERAGE OF ALL FOUR EA LAYERS

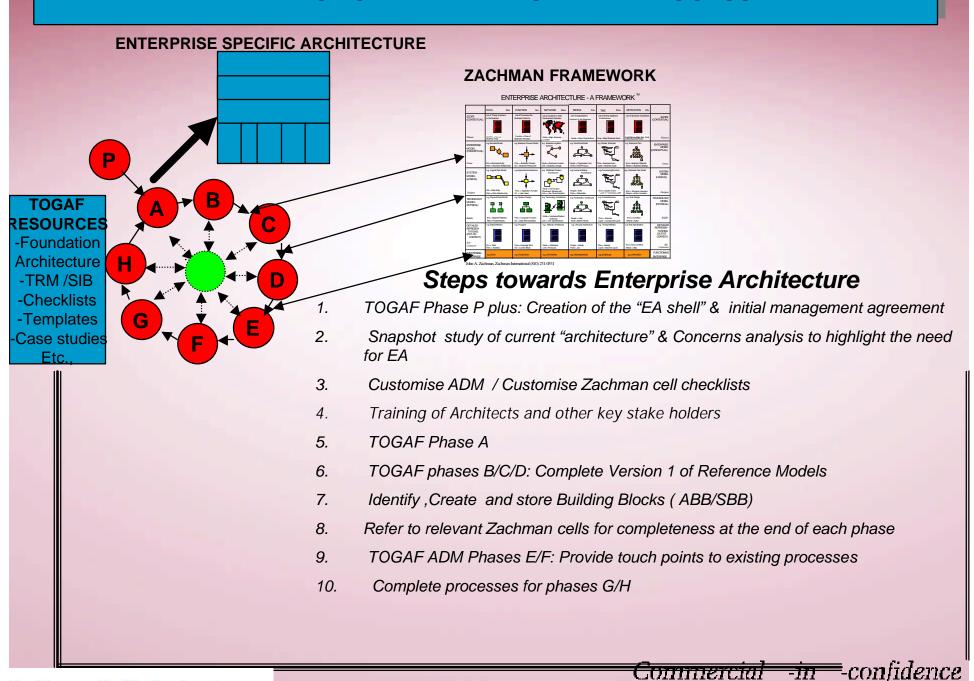
	DATA	What	FUNCTION I	How	NETWORK	Where	PEOPLE	Who	TIME	When	MOTIVATION	Why	
				now	NETWORK	wnere	PEOPLE	wno	TIME	wnen	MOTIVATION	wny	
SCOPE (CONTEXTUAL)	List of Things Important to the Business		List of Processes the Business Performs		List of Locations in the Business Oper		List of Organizations Important to the Busin	ess	List of Events Sig to the Business	gnificant	List of Business Goa	als/Strat	SCOPE (CONTEXTUAL)
Planner	ENTITY = Class of Business Thing		Function = Class of		Node = Major Bus	siness	People = Major Orga	nizations	Time = Major Busi	ness Event	Ends/Means=Major Bo	us. Goal/	Planner
ENTERPRISE MODEL (CONCEPTUAL)	e.g. Semantic Model		e.g. Business Process Mor	del	e.g. Business Log System	istics	e.g. Work Flow Mode	el <u>i</u>	e.g. Master Sche	dule	e.g. Business Plan)	ENTERPRISE MODEL (CONCEPTUAL)
Owner	Ent = Business Entity Reln = Business Relatio	onship	Proc. = Business Process I/O = Business Resources		Node = Business L Link = Business Lir		People = Organization Work = Work Product		Time = Business E Cycle = Business		End = Business Obje Means = Business S		Owner
SYSTEM MODEL (LOGICAL)	e.g. Logical Data Model	=	e.g. Application Architectu		e.g. Distributed Sy Architecture		e.g. Human Interface Archited		e.g. Processing	Structure	e.g., Business Rule M	odel	SYSTEM MODEL (LOGICAL)
Designer	Ent = Data Entity Reln = Data Relationshi	ip	Proc .= Application Funct I/O - User Views	tion	Node = I/S Function (Processor Storage Link - Line Character)	ne etc)	People = Role Work - Deliverable		Time = System E Cycle = Proces	Event sing Cycle	End = Structural Ass Means -Action Asse		Designer
TECHNOLOGY MODEL (PHYSICAL)	e.g. Physical Data Mode	el	e.g. System Design		e.g. Technology A	rchitecture	e.g. Presentation Arch	nitecture	e.g. Control Stru	cture	e.g. Rule Design		TECHNOLOGY MODEL (PHYSICAL)
Builder	Ent = Segment/Table/et Reln = Pointer/Key/etc.		Proc.= Computer Function I/O = Data Elements/Sets	n	Node = Hardware Software Link = Line Specific	•	People = User Work = Screen Form	at	Time = Execute Cycle = Compon	ent Cycle	End = Condition Means = Action	•	Builder
DETAILED REPRESEN- TATIONS (OUT-OF- CONTEXT)	e.g. Data Definition		e.g. Program		e.g. Network Arch	nitecture	e.g. Security Archit	ecture	e.g. Timing Defi		e.g. Rule Specification		DETAILED REPRESEN- TATIONS (OUT-OF CONTEXT)
Contractor	Fnt = Field Reln = Address		Proc.= Language Stmt I/O = Control Block		Node = Addresses Link = Protocols	s	People = Identity Work = Job		Time = Interrupt Cycle = Machine	e Cycle	End = Sub-condition Means = Step	1	Sub- Contractor
FUNCTIONING ENTERPRISE	e.g. DATA		e.g. FUNCTION		e.g. NETWORK		e.g. ORGANIZATION	I	e.g. SCHEDULE		e.g. STRATEGY		FUNCTIONING ENTERPRISE

John A. Zachman, Zachman International (810) 231-0531 Business Application

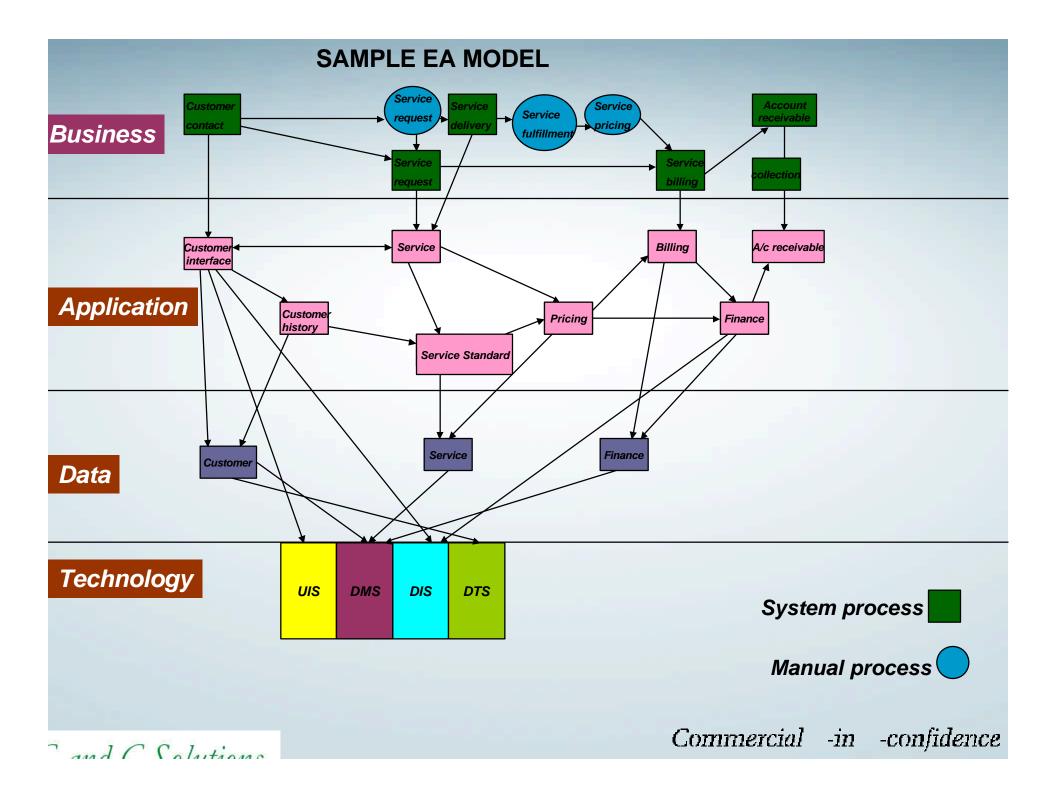
CC and C Solutions Planning/Vision Data Technology



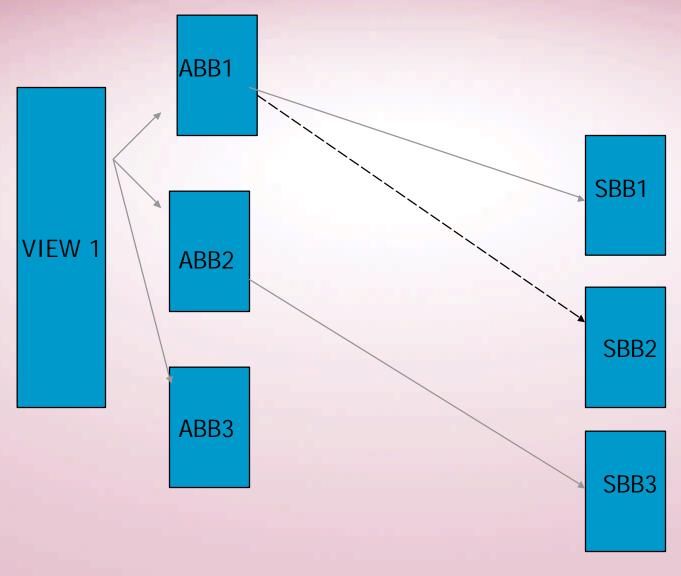
PRACTICAL EA DEVELOPMENT PROCESS



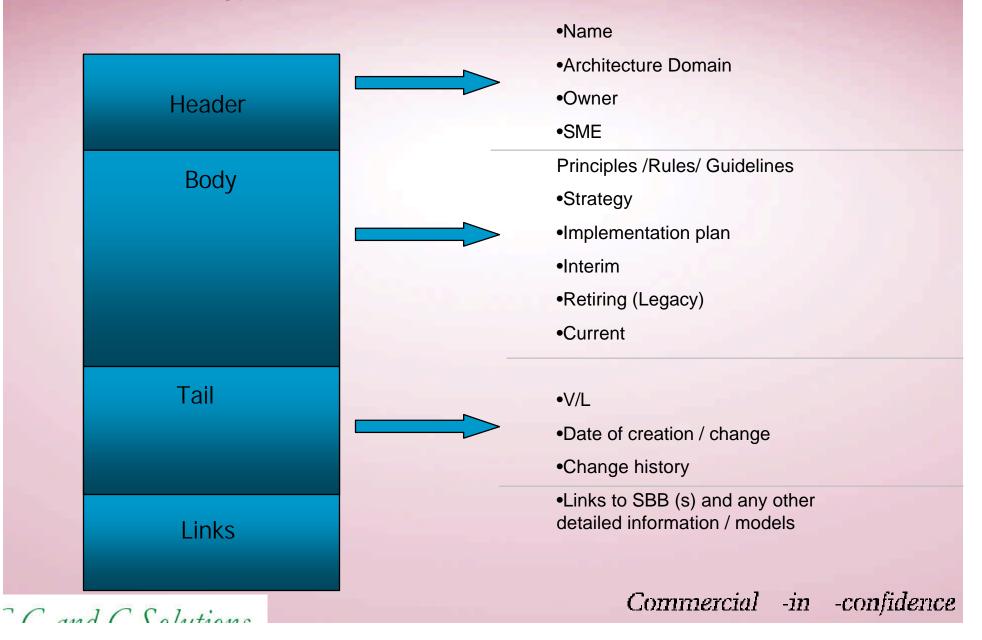
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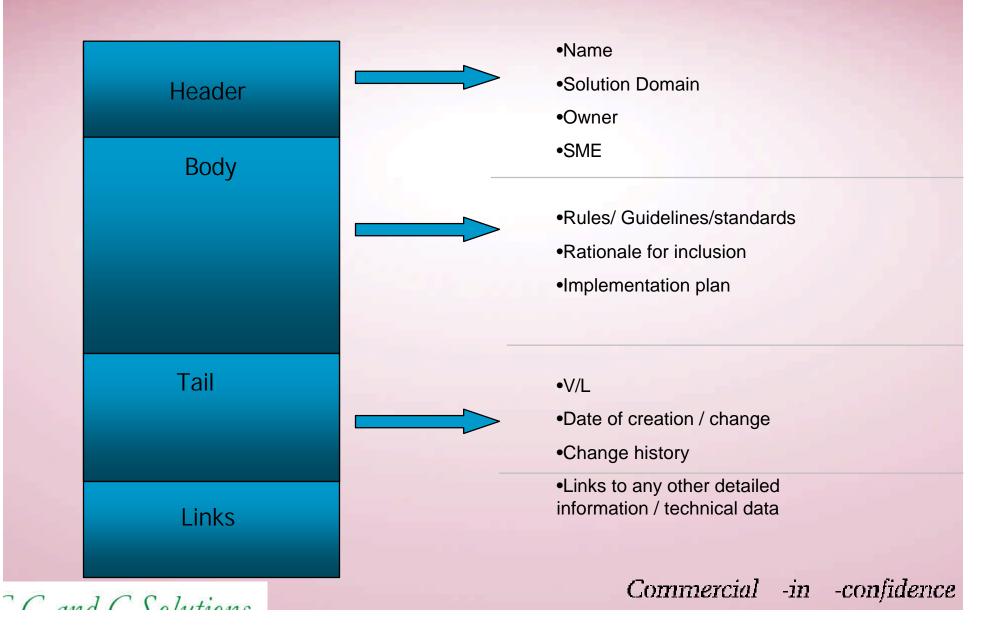
ARCHITECTURE BUILDING BLOCKS & SOLUTION BUILDING BLOCKS



SAMPLE ARCHITECTURE BUILDING BLOCK FORMAT (Technology Architecture domain)



SAMPLE SOLUTION BUILDING BLOCK FORMAT (Technology Architecture domain)



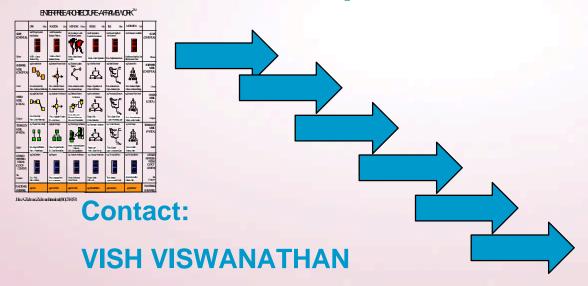
VALUE ADDED SERVICES FROM CCAND C SOLUTIONS...

- □ Training:
- One day TOGAF appreciation course (group / customised)
- 4/5 days TOGAF practical implementation course (group/ customised)
- Other Special training / personalised training services
- Architecture (general):
- Linking into vertical architectures
- Linking into ITIL/OMG/Zachman / other architectures and processes
- Linking into existing / strategic vendor architectures
- Modeling / tools:
- Tool (s) selection / Tolls embedding
- ABB / SBB structures & rules
- Data modeling
- BBIB repository systems
- Processes:
- Process maps for creation/ governance/change management
- Process maps to suit outsourcing contracts / SLA's
- Processes & content of RFIs / RFPs for selecting tools, methodologies or service providers
- Resourcing:
- > Short term / permanent resources for implementation Commercial -in

WHERETO FROM ZACHMAN

Architecture Practitioners' conference

April 2004



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