





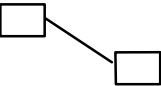

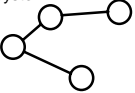
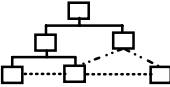
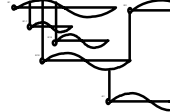
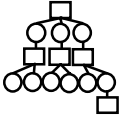
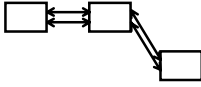

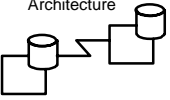
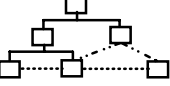
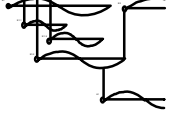
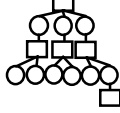
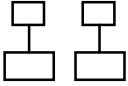
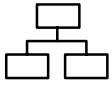
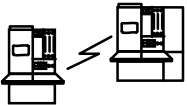
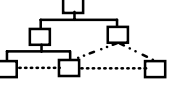
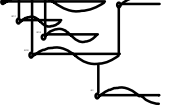
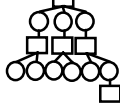








# A FRAMEWORK FOR ENTERPRISE ARCHITECTURE™

	DATA <i>What</i>	FUNCTION <i>How</i>	NETWORK <i>Where</i>	PEOPLE <i>Who</i>	TIME <i>When</i>	MOTIVATION <i>Why</i>	
SCOPE (CONTEXTUAL)  <i>Planner</i>	List of Things Important to the Business  Entity = Class of Business Thing	List of Processes the Business Performs  Process = Class of Business Process	List of Locations in Which the Business Operates  Node = Major Business Location	List of Organizations Important to the Business  People = Major Organization Unit	List of Events/Cycles Significant to the Business  Time = Major Business Event/Cycle	List of Business Goals/Strategies  Ends/Means = Major Business Goal/Strategy	SCOPE (CONTEXTUAL)  <i>Planner</i>
BUSINESS MODEL (CONCEPTUAL)  <i>Owner</i>	e.g. Semantic Model  Ent. = Business Entity Rein. = Business Relationship	e.g. Business Process Model  Proc. = Business Process I/O = Business Resources	e.g. Business Logistics System  Node = Business Location Link = Business Linkage	e.g. Work Flow Model  People = Organization Unit Work = Work Product	e.g. Master Schedule  Time = Business Event Cycle = Business Cycle	e.g. Business Plan  End = Business Objective Means = Business Strategy	BUSINESS MODEL (CONCEPTUAL)  <i>Owner</i>
SYSTEM MODEL (LOGICAL)  <i>Designer</i>	e.g. Logical Data Model  Ent. = Data Entity Rein. = Data Relationship	e.g. Application Architecture  Proc. = Application Function I/O = User Views	e.g. Distributed System Architecture  Node = I/S Function (Processor, Storage, etc.) Link = Line Characteristics	e.g. Human Interface Architecture  People = Role Work = Deliverable	e.g. Processing Structure  Time = System Event Cycle = Processing Cycle	e.g. Business Rule Model  End = Structural Assertion Means = Action Assertion	SYSTEM MODEL (LOGICAL)  <i>Designer</i>
TECHNOLOGY MODEL (PHYSICAL)  <i>Builder</i>	e.g. Physical Data Model  Ent. = Table/Segment, etc. Rein. = Key/Pointer, etc.	e.g. System Design  Proc. = Computer Function I/O = Data Elements/Sets	e.g. Technology Architecture  Node = Hardware/Systems Software Link = Line Specifications	e.g. Presentation Architecture  People = User Work = Screen Format	e.g. Control Structure  Time = Execute Cycle = Component Cycle	e.g. Rule Design  End = Condition Means = Action	TECHNOLOGY MODEL (PHYSICAL)  <i>Builder</i>
DETAILED REPRESENTATIONS (OUT-OF-CONTEXT)  <i>Sub-Contractor</i>	e.g. Data Definition  Ent. = Field Rein. = Address	e.g. Program  Proc. = Language Statement I/O = Control Block	e.g. Network Architecture  Node = Address Link = Protocol	e.g. Security Architecture  People = Identity Work = Job	e.g. Timing Definition  Time = Interrupt Cycle = Machine Cycle	e.g. Rule Specification  End = Sub-condition Means = Step	DETAILED REPRESENTATIONS (OUT-OF-CONTEXT)  <i>Sub-Contractor</i>
FUNCTIONING ENTERPRISE	e.g. DATA	e.g. FUNCTION	e.g. NETWORK	e.g. ORGANIZATION	e.g. SCHEDULE	e.g. STRATEGY	FUNCTIONING ENTERPRISE