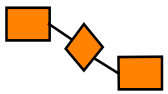
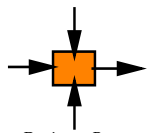
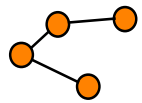
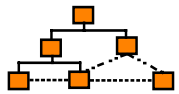
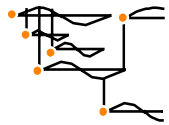
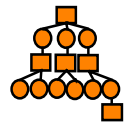
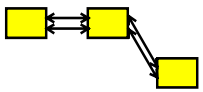
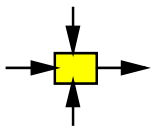
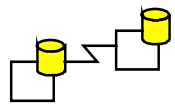
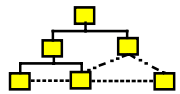
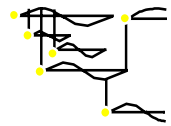
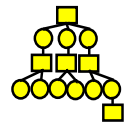
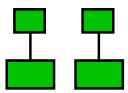
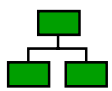
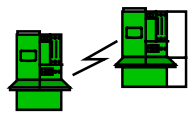
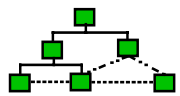
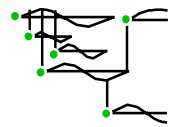
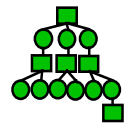
ENTERPRISE ARCHITECTURE - A FRAMEWORK ™

	DATA *What*	FUNCTION *How*	NETWORK *Where*	PEOPLE *Who*	TIME *When*	MOTIVATION *Why*	
SCOPE (CONTEXTUAL) *Planner*	List of Things Important to the Business ENTITY = Class of Business Thing	List of Processes the Business Performs Function = 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 Organizations	List of Events Significant to the Business Time = Major Business Event	List of Business Goals/Strat Ends/Means=Major Bus. Goal/ Critical Success Factor	SCOPE (CONTEXTUAL) *Planner*
ENTERPRISE MODEL (CONCEPTUAL) *Owner*	e.g. Semantic Model  Ent = Business Entity Reln = Business Relationship	e.g. Business Process Model  Proc. = Business Process I/O = Business Resources	e.g. Logistics Network  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	ENTERPRISE MODEL (CONCEPTUAL) *Owner*
SYSTEM MODEL (LOGICAL) *Designer*	e.g. Logical Data Model  Ent = Data Entity Reln = 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) *Designer*
TECHNOLOGY MODEL (PHYSICAL) *Builder*	e.g. Physical Data Model  Ent = Segment/Table/etc. Reln = Pointer/Key/etc.	e.g. "System Design"  Proc.= Computer Function I/O = Screen/Device Formats	e.g. "System Architecture"  Node = Hardware/System 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 CONSTRAINED MODEL (PHYSICAL) *Builder*
DETAILED REPRESEN-TATIONS (OUT-OF-CONTEXT) *Sub-Contractor*	e.g. Data Definition Ent = Field Reln = Address	e.g. "Program" Proc.= Language Stmt I/O = Control Block	e.g. "Network Architecture" Node = Addresses Link = Protocols	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 REPRESEN-TATIONS (OUT-OF CONTEXT) *Sub-Contractor*
FUNCTIONING ENTERPRISE	e.g. DATA	e.g. FUNCTION	e.g. NETWORK	e.g. ORGANIZATION	e.g. SCHEDULE	e.g. STRATEGY	FUNCTIONING ENTERPRISE

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