

### ALL VIEWS VIEWPOINT

**AV-1 Overview**

The AV-1 All Views Report is an executive-level summary including assumptions, constraints, and limitations that may affect high-level decisions relating to an architecture in an enterprise repository environment. Individual architects are assigned against enterprise phases to provide context between the architecture, an AV-1 All Views Report typically provides documentation of all the architecture artifacts.

**Mission:** The end state of the enterprise and the reason it is important.

**Enterprise Goal:** A specific, measurable objective of the enterprise that the architecture represents.

**Enterprise Phase:** A portion of the enterprise that addresses a subset of capabilities toward the fulfillment of the Mission.

**Enterprise Requirement:** Provides the information that supports the architecture in terms of purpose, artifacts, tools used, the architectural framework, supporting authority and more.

**High-Level Operational Concept:** See OV-1

The Official DoD-OMG Standard for

# UPDM

Unified Profile for DoDAF and MODAF

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### SYSTEMS VIEWPOINT

**SV-2 Systems Internal Communication Description**

The SV-2 Systems Internal Communication Description represents communications networks and pathways that link systems and organizations.

**Resource Port:** This is an interaction point for a resource through which it can interact with the outside environment.

**Resource Connector:** A physical connection between two resources that implements protocols through which the resource resources can interact.

**Resource Interface:** A contractual agreement between two resources that implements protocols through which the resource resources can interact.

**Resource Interaction:** Represents data that is exchanged between the resources.

**SV-7 Systems Typical Measures Matrix**

The SV-7 Systems Typical Measures Matrix lists metrics that have been applied to the architect's system-level elements. These measures may include security, performance, costs, and more.

**Measurement:** A property of something in the physical world, expressed in amounts of a unit of measure. The property may have a required value - either specified by the definition (from UML, property archive, or the definition and provided) or a required range.

**Measurement Type / Measurement Set:** A set or collection of Measurement(s).

**Typical Measurement Set:** The application of a Measurement Set to system resources, defining the qualities to be measured for the resource.

**SV-7 Systems Actual Measures Matrix**

The SV-7 Systems Actual Measures Matrix lists values for the metrics that have been applied to the architect's system-level elements.

**Actual Measurement Set:** The set of values for the Measurements associated with a (Typical) Measurement Set.

### OPERATIONAL VIEWPOINT

**OV-1 High-Level Conceptual Overview**

The OV-1 High-Level Conceptual Overview Diagram illustrates the primary scenarios for which the architecture is intended.

**Performers:** Conceptual participants in the primary scenario of the architecture.

**Arbitrary Relationship:** The simplest indication that there is some kind of relationship that must be detailed in the architecture.

**OV-2 Resource Flow Description**

The OV-2 Resource Flow Description shows the main Performers of the architectural scenario and the flows of information and material between these Performers specified in the DDO-1 Conceptual Data Model.

**Node/Association:** A node association describes a structural relationship between nodes. A node role can provide the means to an operational exchange between nodes.

**Operational Exchange:** Describes the characteristics of the flow(s) generated between Nodes / Performers such as an Information Exchange, Organizational/Exchange, Energy/Exchange, Material/Exchange, Configuration/Exchange, or Capability/Exchange.

**Desired Effect:** A reference to a Capability to the state of a Performer that describes the optimal outcome of the Capability provisioning.

### ALL VIEWS VIEWPOINT

**AV-2 Integrated Dictionary**

The AV-2 Integrated Dictionary is a table containing the metadata for all selected model elements.

### CAPABILITY VIEWPOINT

**CV-1 Vision**

The CV-1 Vision diagram depicts a schedule for delivering the Capabilities of the Enterprise.

**Capability:** The ability to achieve a desired effect under specified (performance) standards and conditions through construction of ways and means (activities and resources) to perform a set of actions.

**Views:** The definition of storage context for a group of capabilities, measured by a timeline and specific goals to fulfill a Mission.

**View Statement:** Narrative form of the View.

**Capability/Performance:** Used to link architecture elements to the capabilities they provide.

**CV-2 Capability Taxonomy**

The CV-2 Capability Taxonomy describes the relationships between individual capabilities including composition, association, and generalization.

**CV-3 Capability Provisioning**

In the CV-3 Capability Provisioning diagram the Production Capability and its constituent Capabilities are arranged along the Time Line according to their Increment Dates. This illustrates the provisioning of the Production Capability over calendar time.

**Increment Dates:** Necessary data for the chart is obtained from:

- The Capability Configuration, as modeled in an OI-1.
- The provisioning of Capabilities to Capability Configurations, as modeled in a Capability Configuration matrix.
- Operational Activity: An activity in an action performed in conducting the business of an enterprise. It is a general term that does not imply placement in a hierarchy (e.g., it could be a process or a task defined in other documents) and could be at any level of the hierarchy of the OI-3. It does not describe the hardware/software system functions (see SV-4).

**CV-4 Capability Dependencies**

The CV-4 Capability Dependencies diagram depicts relationships between capabilities in which one capability cannot succeed without some form of assistance from another capability.

### PROJECT VIEWPOINT

**PV-1 Typical Project Structure**

The PV-1 Typical Project Structure diagram illustrates the typical portfolio of Projects that the Enterprise sees to specify Actual Projects, Actual Project Milestones, and the Status of those Actual Projects. A PV-1 diagram also provides information necessary for the construction of PV-2 Project Timeline and PV-3 Capability Phasing diagrams.

**Actual Project Milestone:** An activity in an Actual Project Milestone that indicates a project's deliverable to go out of service.

**Project Milestone:** An activity in an Actual Project Milestone that indicates a project's deliverable to go out of service.

**Project Theme:** An aspect by which the progress of various Projects may be measured.

**PV-2 Project Portfolio**

The PV-2 Project Portfolio chart depicts Projects arranged along the Time Line according to their Dates. This illustrates the duration of the Projects over calendar time. Necessary data for the chart is obtained from 1) The Project archive in PV-1 and 2) the Capability Configuration in SV-1.

**PV-3 Project to Capability Mapping**

The PV-3 Project to Capability Mapping is a matrix correlating Projects to the Capabilities they deliver.

### STANDARDS VIEWPOINT

**StdV-1 Standards Profile**

The StdV-1 defines the technical, operational, and business standards, guidelines, and policy applicable to the architecture being described. As well as identifying applicable technical standards, the StdV-1 also defines the policies and standards that apply to the operational or business context. Each Standard profile is assigned a specific lifecycle (e.g., "As-Is," "To-Be," or transitional). Linking the profile to a defined lifecycle enables the profile to consider both emerging technologies and any current technical standards that are expected to be updated or become obsolete. It more than one emerging standard (one-level) is applicable by an architecture, then a SVI-2 Standards Forecast should be completed.

**Standard/Policy:** External and internal rules that govern choices in the architecture such as those contained in the ODS.

**StdV-2 Standards Forecast**

The StdV-2 contains specific changes to emerging standard, operational standards, or business standards and conventions, which are documented in the StdV-1 model. The StdV-2 is used to identify changes in the standards need to be considered against the time periods mentioned in the SV-8 System Evolution Description, SV-9 System Technologies & Skills Forecast, and SV-10 System Technologies & Skills Forecast. The StdV-2 is used to identify changes in the standards need to be considered against the time periods mentioned in the SV-8 System Evolution Description, SV-9 System Technologies & Skills Forecast, and SV-10 System Technologies & Skills Forecast. The StdV-2 is used to identify changes in the standards need to be considered against the time periods mentioned in the SV-8 System Evolution Description, SV-9 System Technologies & Skills Forecast, and SV-10 System Technologies & Skills Forecast.

**OV-2 Operational Resource Flow Internal Description**

The OV-2 Operational Resource Flow Internal Description diagram shows the interaction of Performers within the aggregate Development Performer. The diagram also illustrates the Information Flow in and out of the Development Performer. Furthermore, the diagram depicts which internal performer consumes each input and which part produces each output. A Performer that Part of another Performer appears as a Node Role within that performer.

**Node/Role:** A node/role describes the requirement to exchange information between nodes. The node/role does not indicate how the information transfer is implemented.

**Node/Part:** A part of a property of a node that specifies a distinct interaction point between the node and its environment or between the (behavior of the) node and its internal parts. It is the "entry point" where resources (e.g., energy, information/data and people, OI-3) flow in and out of a node.

**Node/Role:** Represents the internal elements (other nodes) of a node.

**OV-5a Operational Activity Decomposition Tree**

The OV-5a Operational Activity Decomposition Tree presents structure of an individual Operational Activity in terms of sub-activities. It may span several layers of sub-activities. The diagram may include the exchange elements produced and consumed by Operational Activities.

**Operational Activity:** An activity in an action performed in conducting the business of an enterprise. It is a general term that does not imply placement in a hierarchy (e.g., it could be a process or a task defined in other documents) and could be at any level of the hierarchy of the OI-3. It does not describe the hardware/software system functions (see SV-4).

**CV-5 Capability to Organizational Development Mapping**

CV-5 Capability to Organizational Development Mapping report shows the planned capability deployment for a resource and the responsible organization.

**DATA & INFORMATION VIEWPOINT**

**DIV-1 Conceptual Model**

The DIV-1 Conceptual Model defines the high-level information elements used in the operational scenarios. Operational Activities defined in OI-3 produce and consume Information Elements.

**Information Element:** A conceptual definition of the data exchanged between elements of the architecture.

**Entity/Entity:** The definition of a set of information describing a resource of the system.

**DIV-2 Logical Model**

The DIV-2 Logical Model diagram illustrates resources from the Conceptual Data View in the OI-1 and as used in OI-2 and OI-3 by providing additional detail such as attributes, multiplicities, data types, and relationships.

**DIV-3 Physical Model**

The DIV-3 Physical Data Model defines the structure of the various kinds of system or service data that are utilized by the various services in the architecture. The Physical Data Model defines the structure of the various kinds of system or service data that are utilized by the various services in the architecture. The Physical Data Model defines the structure of the various kinds of system or service data that are utilized by the various services in the architecture.

### SERVICES VIEWPOINT

**SvcV-1 Services Context Description**

The SvcV-1 links together the operational and services architecture models by depicting how resources are structured and interact to realize the logical architecture specified in an OV-2 Operational Resource Flow Description. A SvcV-1 may represent the realization of a requirement specified in an OV-2 Operational Resource Flow Description (i.e., via the "As-Is" Architectural Capability), and so there may be many alternative SvcV-1 models that could realize the operational requirement.

**Activity Performed by Performer:** An action to identify the executability between services and the operational behavior they are designed to provide.

**Activity:** An element that specifies behavior but does not specify their implementations (methods).

**Resource Operation (or Service Access):** An implemented behavior provided by a service.

**Interaction (or an Interplay):** A behavior exposed either by an interface.

**SvcV-2 Services Resource Flow Description**

The SvcV-2 specifies connections (Interactions) between Services. This may be an existing connection or a specification of a connection that is to be made for a future connection. Resource Interaction in the SvcV-2 (the passing of information or material) between services.

**SvcV-3a System to Service Matrix**

The SvcV-3a identifies Resource Interactions between Services. A single arrow represents one or more Resource Interactions in only one direction. An X represents Resource Interactions in both directions.

**SvcV-3b Service to Service Matrix**

The SvcV-3b identifies Resource Interactions between Services. A single arrow represents one or more Resource Interactions in only one direction. An X represents Resource Interactions in both directions.

**SV-3 System to System Matrix**

The SV-3 System to System Matrix identifies Resource Interactions between systems.

**SV-4a Systems Functionality Description (Decomposition)**

The SV-4a Systems Functionality Description identifies all functions used by the system to implement the behaviors specified by the Operational Activities. The diagram may include depiction of the resources used by the functions, e.g. exchange elements and products of the architecture.

**Function:** Work that is specific to a single organization, weapon system or individual that transforms inputs (Resources) into outputs (Resources) or changes their state.

**Environment / Condition:** An effect that encompasses meteorological, geographic, and control features mission significance.

**Activity/Behavior/Condition:** Relates a Function to the environmental conditions under which it is performed.

**SV-4b Systems Functionality Flow Description**

The SV-4b Systems Functionality Flow Description depicts assignment of functions to systems, organization, or person types (using conventions), conditions that govern the execution (duration, merge, fork, and join), and the flow of resources (including Object Flow, and Resource Interaction).

**Function Action:** A full behavior action that involves the function that needs to be performed. This concept is required for mapping the architecture with UML, and does not have a DoDAF or MODAF equivalent.

**Resource Role:** The participation of a system-level performer.

**Resource Role:** The participation of a system-level performer.

**Resource Parameter:** Represents inputs and outputs of function, typed by Resource Interaction within Inter.

**Resource Role:** The role of a resource within a context such as a Capability Configuration or within another system.

**SV-5a Operational Activity to Systems Function Traceability Matrix**

The Operational Activity to Systems Function Traceability Matrix depicts the mapping of system functions (and, optionally, the capabilities and performers that provide them) to operational activities and thus describe the transformation of an operational need into a purposeful action performed by a system or solution.

**SV-6 Role-Based System Resource Interaction Matrix**

The SV-6 System Resource Flow Matrix Lists All Resource Interactions used in the architecture, including the producing and consuming system-level performers and their producing and consuming functions.

**OV-3 Operational Resource Matrix**

The OV-3 Operational Resource Matrix lists each Operational Exchange specified in the Operational Viewpoint. Additionally, the matrix presents for each Operational Exchange its associated Exchange Items, its Sending and Receiving Performers, its producing and consuming Operational Activities and any additional supported the user chooses to define.

**OV-4 Typical Organizational Relationships Chart**

The OV-4 Typical Organizational Chart illustrates the command structure or relationships among human roles, organizations, or organization types that are the key players in an architecture.

**Organization / Organization Type:** A group of persons, associated for a particular purpose.

**Person Type / Role:** A role or job description that requires Competence in a specific Skill/s.

**Responsibility / Role Type:** Such as assigned to a system component.

**Skill:** The ability coming from one's knowledge, practice, aptitude, etc. to do something well.

**Required Competence/Dependency:** Identifies the skills required for the fulfillment of a responsibility or role.

**Command/dependency:** Identifies that one resource directs another resource.

**OV-4 Actual Organizational Relationships Chart**

The OV-4 Actual Organizational Chart illustrates the command structure or relationships (as opposed to relationship with respect to a business process flow) among human roles, organizations, or organization types that are the key players in an architecture.

**Actual Organization:** A specific real-world assembly of people and other resources organized for an ongoing purpose.

**Actual Person:** An actual specific person, an instance of a Post class, e.g. "President of the United States of America".

**Actual Performer:** Named individual that fills an Actual Post. An individual human being (in OI-3 terms which is a type), that is recognized by law in the subject of rights and duties.

**Skills Post:** A relationship showing that an Actual Performer has the skills to function in the role defined by an Actual Post.

**Skill of Person Type:** This relationship identifies skills provided for an assigned activity; it corresponds to the Required Competence between Post and Skill.

**OV-5b Operational Activity Model**

The OV-5b Operational Activity Model depicts a workflow, showing processes and information passing between processes. The diagram utilizes UML Activity Diagram notation to model Control Flow and Object Flow between Operational Activities, including decision and merge, as well as fork and join logical operators. For the modeling elements used to construct an OV-5b diagram refer to the UML Activity Diagram.

**Operational Activity:** An activity in an action performed in conducting the business of an enterprise. It is a general term that does not imply placement in a hierarchy (e.g., it could be a process or a task defined in other documents) and could be at any level of the hierarchy of the OI-3. It does not describe the hardware/software system functions (see SV-4).

**OV-6a Operational Rules**

The OV-6a Operational Rules matrix catalog parameters for the operation of the solution model.

**Rule:** A predicate or condition that governs behavior; a prescribed guide for conduct or action. Subtype: Constraint: The range of permissible states for an object.

**Rule Kind:** Enumeration of possible kinds for restrictions on the system architecture.

**OV-6b Operational State Transition Description**

The OV-6b Operational State Transition Description models how and why an element changes in response to the environment. OV-6b is based on the UML State Machine concepts and notations.

**State:** An abstract description of the condition of an object in terms of the values of its various properties and relationships.

**Transition:** A change from one state to another, including an optional Trigger, Signal, Operation Call, and guard conditions.

**Guard:** A Boolean expression that must be satisfied before a transition can occur.

**Initial State:** A possible state (initial state) that system in the condition of an object at its inception.

**Final State:** A terminal-state (halt) event describing a state from which the object cannot transition.

**Trigger:** An event that causes the transition to occur.

**Signal:** An asynchronous message that corresponds to a signal receptor on an object. The receipt of the signal may be a trigger for a transition.

**CV-6 Capabilities to Operational Activities**

CV-6 Capabilities to Operational Activities matrix summarizes how Operational Activities support Capabilities.

**CV-7 Capabilities to Services**

CV-7 Capabilities to Services matrix summarizes how Services support Capabilities.

**SV-1 System Interface Description**

The SV-1 System Interface Description addresses the composition and interaction of Systems and Organization Types.

**System / Resource/Interface:** A combination of physical elements, energy, and data that are combined used to accomplish a task or function.

**Capability Configuration:** A composite structure, guided by doctrine, representing the physical and human resources (and their interactions) in an enterprise designed to provide a Capability.

**Implements a Relationship:** An abstraction and the profile that represents a single type of the abstraction.

**Activity Performed by Performer:** A relationship that assigns responsibility to a System Resource for a specific Operational Activity.

**Service Part:** A part of a Performer that specifies a distinct interaction point between Performers. This includes dependencies between Performers to particular interaction points rather than to the Performer as a whole.

**Service:** A mechanism to enable access to a set of one or more behaviors and/or resources, where the access is provided using a prescribed interface and is restricted consistent with constraints and policies as specified by the service description. The mechanism is a Service Access. The behaviors and/or resources are Information, Data, Material, Performance, and Capability Types (from SSADM). The consumption of a service by one participant provided by the consumer using well-defined terms, conditions and interfaces. A Request designates parts that define the connection points that a Participant meets its needs through the consumption of services provided by others.

**Service Channel:** The means by which Resource Interaction pass between Service Parts.

**SV-2 Systems Internal Communication Description**

The SV-2 Systems Internal Communication Description represents communications networks and pathways that link systems and organizations.

**SV-3 System to System Matrix**

The SV-3 System to System Matrix identifies Resource Interactions between systems.

**SV-4a Systems Functionality Description (Decomposition)**

The SV-4a Systems Functionality Description identifies all functions used by the system to implement the behaviors specified by the Operational Activities. The diagram may include depiction of the resources used by the functions, e.g. exchange elements and products of the architecture.

**SV-4b Systems Functionality Flow Description**

The SV-4b Systems Functionality Flow Description depicts assignment of functions to systems, organization, or person types (using conventions), conditions that govern the execution (duration, merge, fork, and join), and the flow of resources (including Object Flow, and Resource Interaction).

**SV-5a Operational Activity to Systems Function Traceability Matrix**

The Operational Activity to Systems Function Traceability Matrix depicts the mapping of system functions (and, optionally, the capabilities and performers that provide them) to operational activities and thus describe the transformation of an operational need into a purposeful action performed by a system or solution.

**SV-6 Role-Based System Resource Interaction Matrix**

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**SV-8 System Capability Configuration Management / Systems Evolution Matrix**

The SV-8 System Evolution presents a whole lifecycle view of resources (systems), describing how it changes over time. It shows the structure of several measures reported against a timeline.

**Whole Life Configuration:** A set of measures of a Capability Configuration over time.

**Version Life Configuration:** A part of a Whole Life Configuration that describes specific.

**SV-9 Systems Technologies and Skills Forecast**

SV-9 Systems Technologies and Skills Forecast defines the underlying current and expected supporting technologies and skills. Expected supporting technologies and skills are those that can be reasonably forecast given the current state of technology and skills, and expected improvement trends. New technologies and skills will be used to specify time periods, which can correlate against the time periods used in SV-10 and linked to Enterprise Phases.

**SV-10a System Role Model**

The SV-10a System Role Model

**Role:** A prototype or condition that governs behavior; a prescribed guide for conduct or action. Subtype: Constraint: The range of permissible states for an object.

**Role Kind:** Enumeration of possible kinds for restrictions on the system architecture.

**SV-10b System State Machine**

The SV-10b System State Machine describes the life cycle of systems or resources in terms of its unique condition at any particular time, why the condition changes, and how it responds to external events under such conditions. The diagram follows the modeling concepts and notations of the UML State Machine (also seen in the OV-5b diagram).

**SV-10c System Event Trace**

The SV-10c System Event Trace Description provides a time-oriented examination of the interactions between functional resources. Each resource flow diagram will have an accompanying description that defines the particular scenario or situation. The SV-10c is valuable for moving to the next level of detail from the initial solution design, to help define a sequence of functions and process data identifiers, and to ensure that each participating Resource or System Part role has the necessary information it needs, on the right time, in order to perform its assigned functionality.

**System/Resource Call:** Asynchronous Call.

**Asynchronous Message:**

**OV-5c Operational Activity Model**

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**OV-6c Event Trace**

The UPTM OV-6c Event Trace utilizes the standard UML Sequence Diagram concepts and notations.

**CV-8 Capabilities to Operational Activities**

CV-8 Capabilities to Operational Activities matrix summarizes how Operational Activities support Capabilities.

**CV-9 Capabilities to Services**

CV-9 Capabilities to Services matrix summarizes how Services support Capabilities.

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**SV-5a Operational Activity to Systems Function Traceability Matrix**

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