

Transforming EA Specific Data

On this page

- [Constraints](#)
- [Requirements](#)
- [Scenarios](#)
- [Files](#)
- [Requirements \(external\)](#)
- [Changes](#)
- [Issues](#)

In addition to UML data, each EA-exported XMI contains EA-specific information. The Enterprise Architect Import Plugin can transform this particular information into UML elements with the stereotypes applied if you include EA-specific data before importing the XMI file. This data includes:

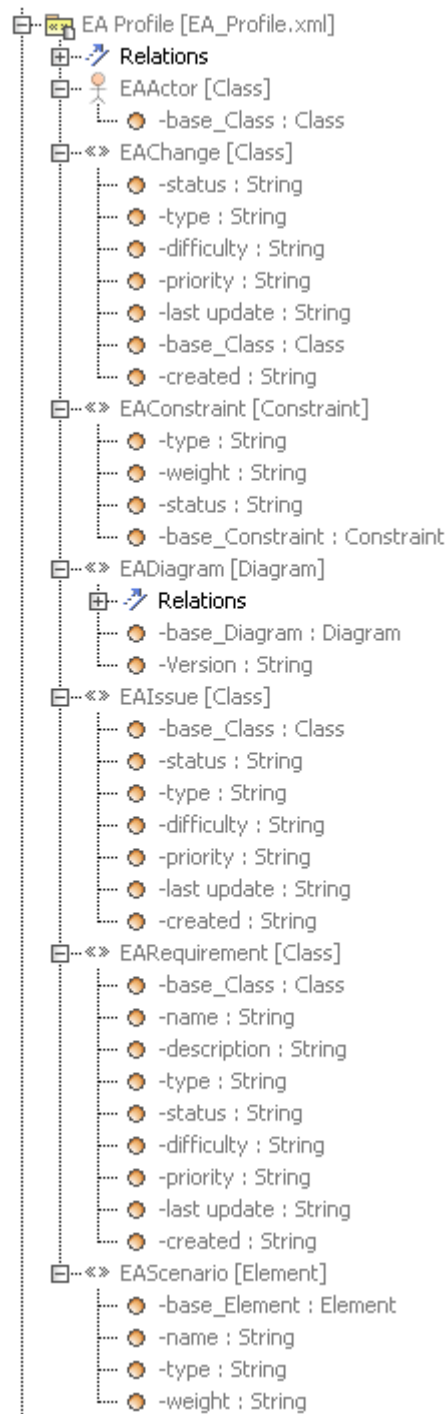
- Constraints: name, description, type, weight, and status.
- Requirements: name, description, type, status, difficulty, priority, and last update.
- Scenarios: name, description, type, and weight.
- Files: file path type.
- Requirements (External): type, status, difficulty, priority, last update, created, and note.
- Changes: type, status, difficulty, priority, last update, created, and note.
- Issues: type, status, difficulty, priority, last update, created, and note.



Note

You can access and specify the EA information in the **Property** dialog in EA.

To include EA-specific data in the transformation process, the plugin creates a set of stereotypes and tag definitions as the EA Profile.



The EA Profile in a treeview.

Constraints

Each EA constraint will be transformed into a UML constraint and <<EAConstraint>> will be applied to the constraint. The properties of an EA constraint will be mapped either to the properties of a UML constraint or to the tag values of <<EAConstraint>>. The following table shows the constraint mapping details.

EA	MagicDraw
name	The name property of a UML constraint.
description	EAConstraint::type tag value.
type	EAConstraint::weight tag value.

weight	EAConstraint::status tag value.
constraint owner	Constrained Element property point to the constraint owner.

Requirements

Each EA Requirement will be transformed into a UML Class. Because a Requirement cannot be created in an element that is the owner of a Class in EA, the transformed Requirement will be kept in a separate Package, named **EA Requirement**. A Realization will then be created from the owner of the Requirement into a transformed Requirement. See the following table for details.

EA	MagicDraw
name	EALRequirement :: name tag value
description	EALRequirement :: description tag value
type	EALRequirement :: type tag value
status	EALRequirement :: status tag value
difficulty	EALRequirement :: difficulty tag value
priority	EALRequirement :: priority tag value
last update	EALRequirement :: name update value

Scenarios

Each EA scenario will be transformed into a UML Comment and <<EAScenario>> will be applied to the comment. The properties of a scenario will be mapped either to the properties of each UML Comment or to the tag values of <<EAScenario>>. See the following table for details.

EA	MagicDraw
name	EAScenario::name tag value
description	The Body property of a UML Comment.
type	EAScenario :: type tag value
weight	EALRequirement :: weight tag value
subject	An annotated Element property pointing to an EA subject element.

Files

EA can add files to a UML element. The information will be transformed into a Hyperlink in MagicDraw.

EA	MagicDraw
Local file	File
Web address	Webpage.

Requirements (external)

An EA-created Requirement differs from the one you create as an internal element for each element. EA Requirements will appear in the Project Browser and can be pasted on a diagram. Each EA Requirement will be transformed into a Class and <<EALRequirement>> will be applied to the Requirement.

EA	MagicDraw
type	EALRequirement :: type tag value
status	EALRequirement :: status tag value
difficulty	EALRequirement :: difficulty tag value
priority	EALRequirement :: priority tag value
last update	EALRequirement :: last update value
created	EALRequirement :: created tag value

note	Documentation
------	---------------

Changes

EA can create a Change and will export it as a Class. The Class information will be transformed into the <<EChange>> tag values. See the following table for details.

EA	MagicDraw
type	EChange :: type tag value
status	EChange :: status tag value
difficulty	EChange :: difficulty tag value
priority	EChange :: priority tag value
last update	EChange :: last update value
created	EChange :: created tag value
note	Documentation

Issues

EA can create an Issue and will export it as a Class. The Issue information will be transformed into the <<EAIssue>> tag values. See the following table for details.

EA	MagicDraw
type	EAIssue :: type tag value
status	EAIssue :: status tag value
difficulty	EAIssue :: difficulty tag value
priority	EAIssue :: priority tag value
last update	EAIssue :: last update value
created	EAIssue :: created tag value
note	Documentation