

arKItect Developer

Getting Started

The aim of this Getting Started guide is to introduce you to the use of arKItect **Developer**. The presentation begins with an [introduction](#) to the arKItect **Developer** and to the related documentation. In addition, [Starting and Quitting arKItect](#) is presented.

The actual Developer tutorial consists of the following parts:

- [First Steps](#): opening a project and creating a copy
- [Developer Environment](#): presentation of the Developer user interface
- [Navigation in the Diagram](#): navigation in the hierarchical structure of the project
- [Navigation in Projections](#): navigation in different views
- [Working with Objects](#): creation of object instances, their modification and deletion
- [Management of Variants](#): creation of variants and options

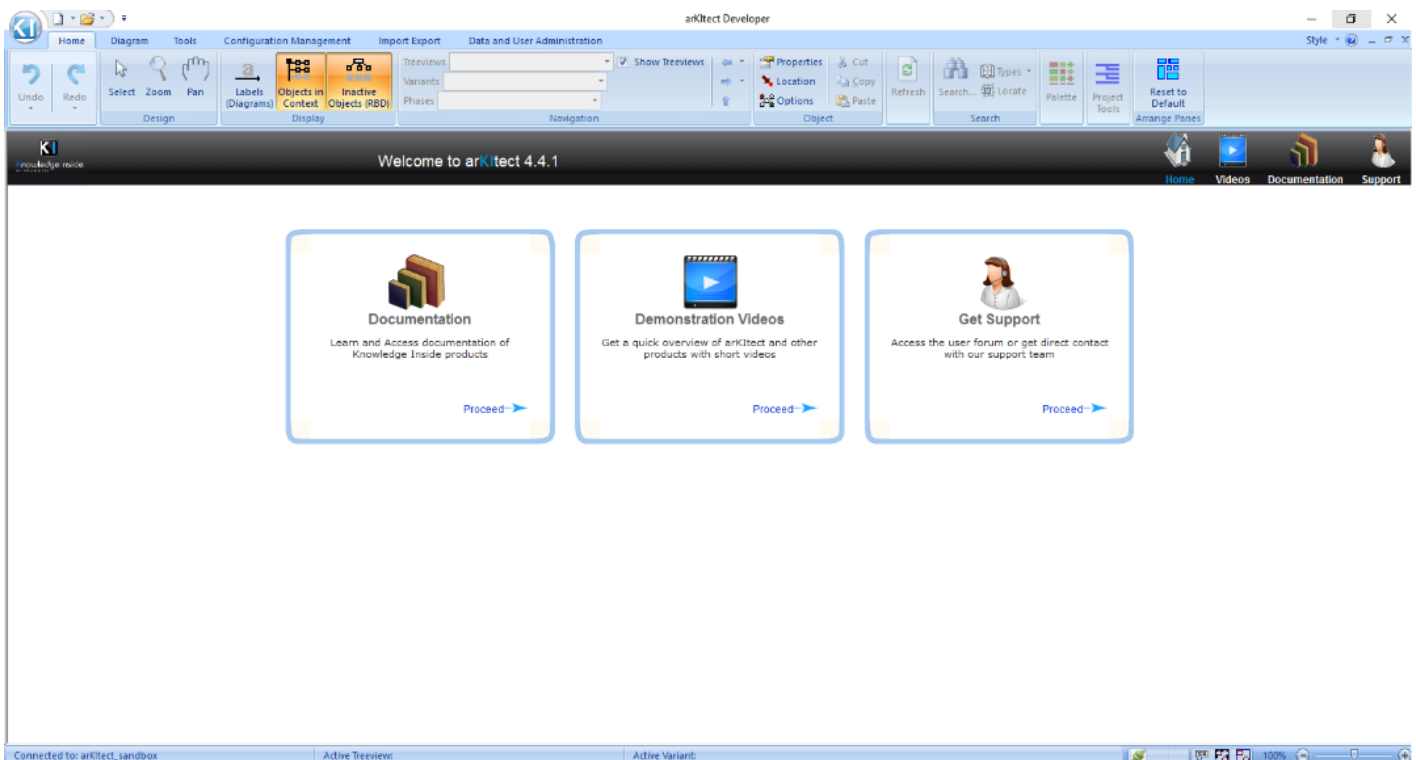
In addition, [Beyond the Developer Getting Started Guide](#) offers a brief overview of the functionalities not presented in this Getting Started Guide (they can be found in the [arKItect Developer User's Guide](#)).

- [First Steps](#)

First Steps

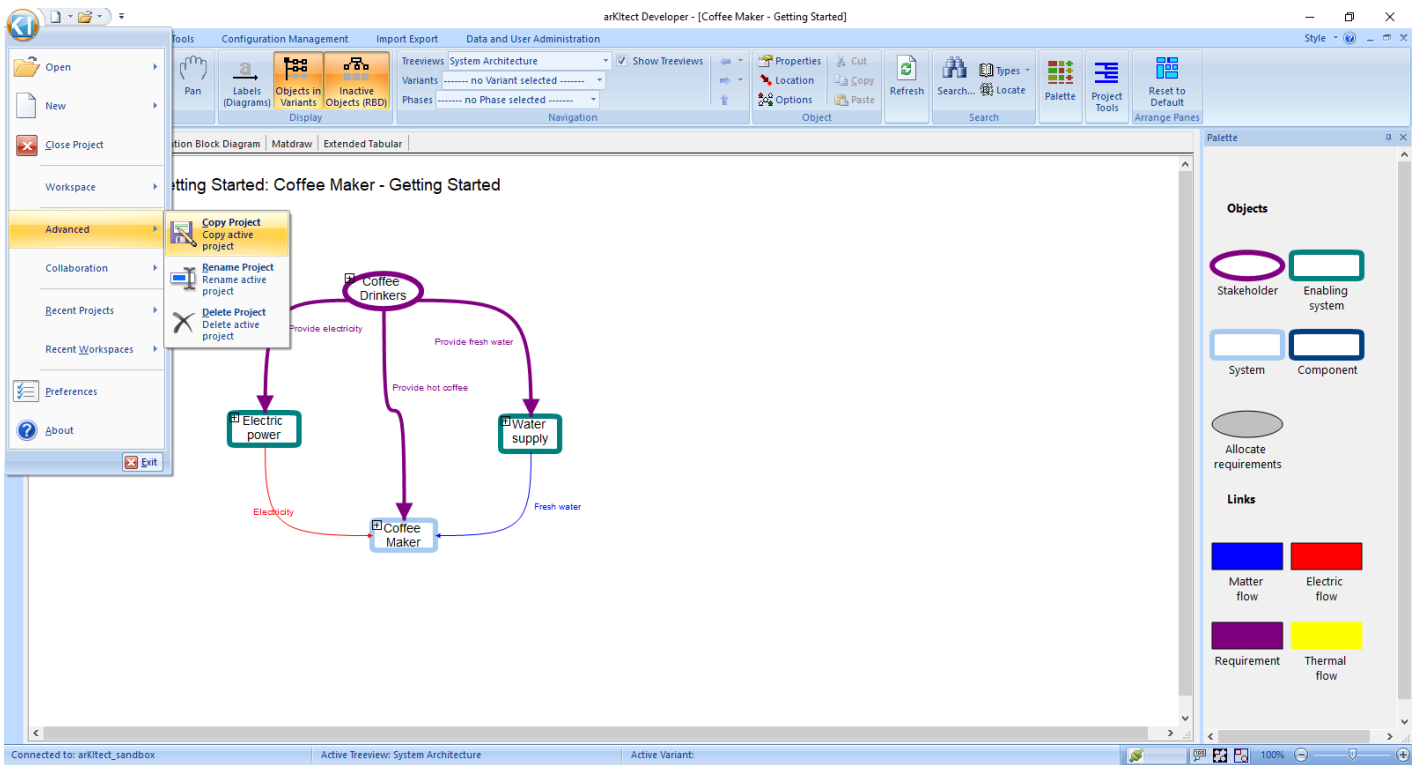
We begin this tutorial by starting **arKitect** and opening the **Coffee Maker - Getting Started** project in workspace **Demos**. This workspace is one of the workspaces created automatically for every user.

After starting **arKitect**, the Coffee Maker project can be opened by accessing the **Main button(File)** menu and choosing **Open** from the list of actions or simply using a **Ctrl+O** shortcut.

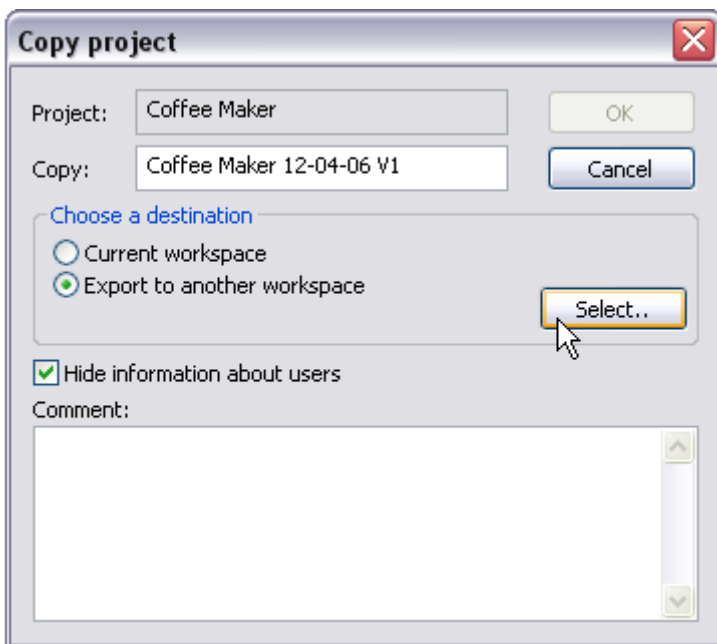


The Coffee Maker - Getting Started project opens on the following view. In this project, a generic coffee maker has been modeled. Both the physical components of the system (objects of type System and Component) as well as the Stakeholders and their Requirements have been represented.

In order to continue working on the project while conserving its initial version intact, we shall begin by creating a copy of it. Go to **Main button(File)** → **Advanced** and choose **Copy Project** from the menu or simply use **Ctrl+S** shortcut.



You can make a copy either in the same workspace or choose to export the copy to another workspace. Check the **Export to another workspace** check-box to copy the project to the **Sandbox** workspace. You will also need to login to this workspace. A default name is proposed for the copy; however, this name can be modified as wished.

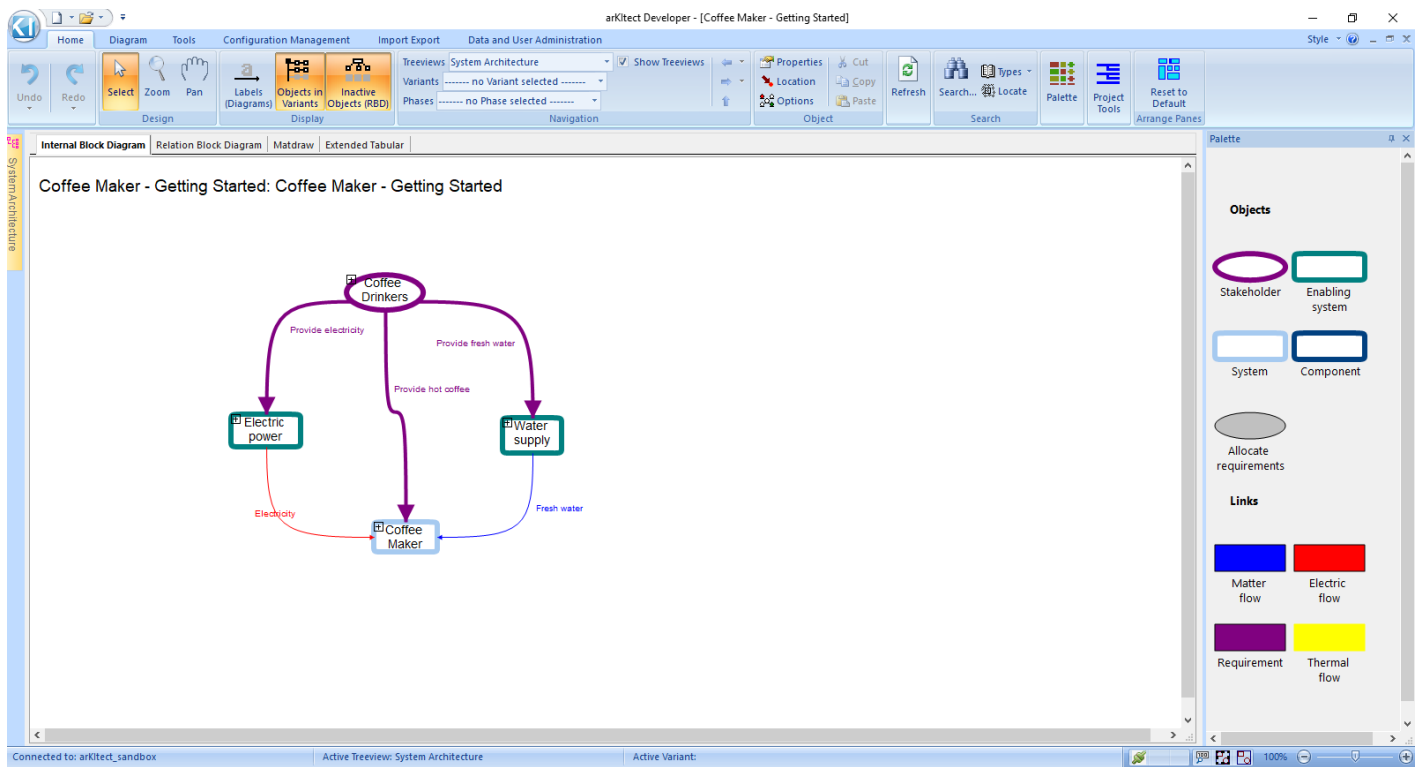


The **Sandbox** workspace is intended to be used as a training environment; for your regular projects, we recommend that you use the **Default** workspace.

Now, a copy of the project has been created; however, the original project is still open (and we are still in the original workspace). Close the project via **Main button(File) → Close**. You can now log on to the destination workspace by going to **Main button(File) → Workspace → Change Workspace** or simply using **Ctrl+W** shortcut. Open the copy via **Main button(File) → Open** or

simply using **Ctrl+O** shortcut.

You should now have the following view in front of you:



The elements of this view are presented in detail in [Developer Environment](#).