arKItect 5.1.x documentation

home

Welcome to the **arKItect 5.1.x documentation.**

arKItect Developer Getting Started

New to **arKItect** ? Start by exploring the arKItect Developer Getting Started. The Getting Started Guide illustrates the First Steps, presents the Developer Environment, shows you how to navigate in **arKItect** projects (see Navigation in the Diagram and Navigation in Projections), how to work with objects and manage variants.

Want to start your project using our systems engineering framework? Try our System Engineering Advanced

arKItect Developer User's Guide

The arkitect Developer User's Guide is for project managers, experts, system engineers – anyone who uses **arKItect** . Start by exploring the Getting Familiar with arKItect and learning about Workspaces, Projects, Projections and the Internal Block Diagram. Try creating a new project, then add objects and flows, navigate in the project, manage the diversity of your project and collaborate with your fellows.

arKItect Designer Getting Started

New to the creation of meta-models? The arKItect Designer Getting Started introduces you to the Designer Environment , shows you how to work with rules and manage filters . Rules and filters constitute the two cornerstones of your meta-model.

arKItect Designer User's Guide

The standard types and projections are not enough for you? The arKItect Designer User's Guide will help you to create rules and filters fit your modeling needs. You will learn how to create types and flows, how to define attributes and create filters on which your projections are based. You will also find out how to change the graphical aspect of objects in order to meet or define your own graphical codes.

Administrator's Guide

The administrator of your projects manages users and workspaces. He can also configure the rights and control the database size. See every detail in the Administrator's Guide.

Installation Guide

The **arKItect** Installation Guide is for people who are installing **arKItect** . Check the requirements and supported platforms, then download and install **arKItect** . It is also possible to consult the Release Notes 5.1

Scripting Documentation

These resources are for software developers who want to develop their own scripts for **arKItect** . Take a look at the Scripting Documentation and the API documentation. Some additional libraries will help you to develop more complex scripts. You may also try the tutorials for a short example. The interface uses **Python 2.7**, have a look to its documentation http://docs.python.org/release/2.7/.

Need Any Support?

Met a problem with **arKItect** ? Try the FAQ or the search engine above. The Glossary can be used to clarify **arKItect** terminology. If you cannot find a solution, go to our support page.

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:

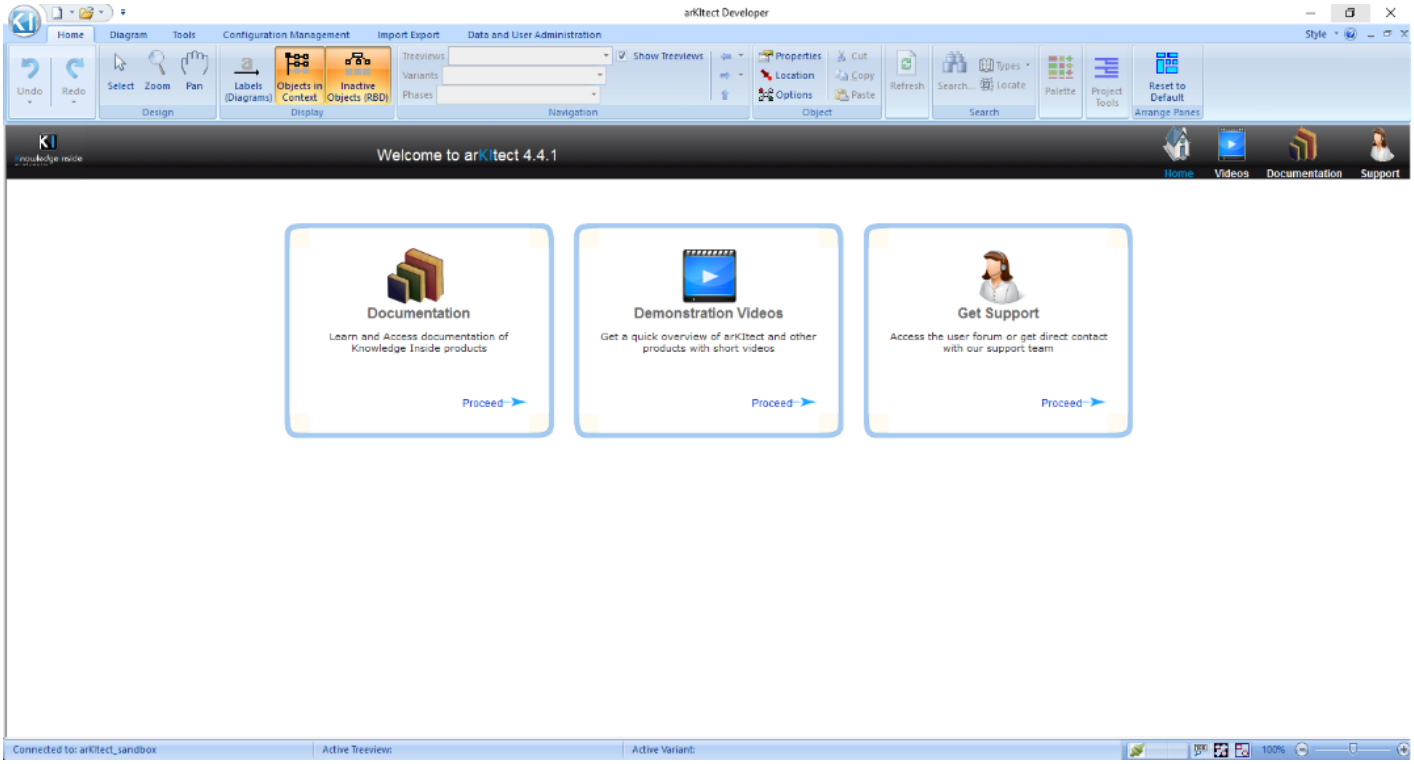
- First Steps: opening a project and creating a copy
- Developer Environment: presentation of the Developer user interface
- Navigation in the Diagram: navigation in the hierarchical structure of the project
- Navigation in Projections: navigation in different views
- Working with Objects: creation of 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

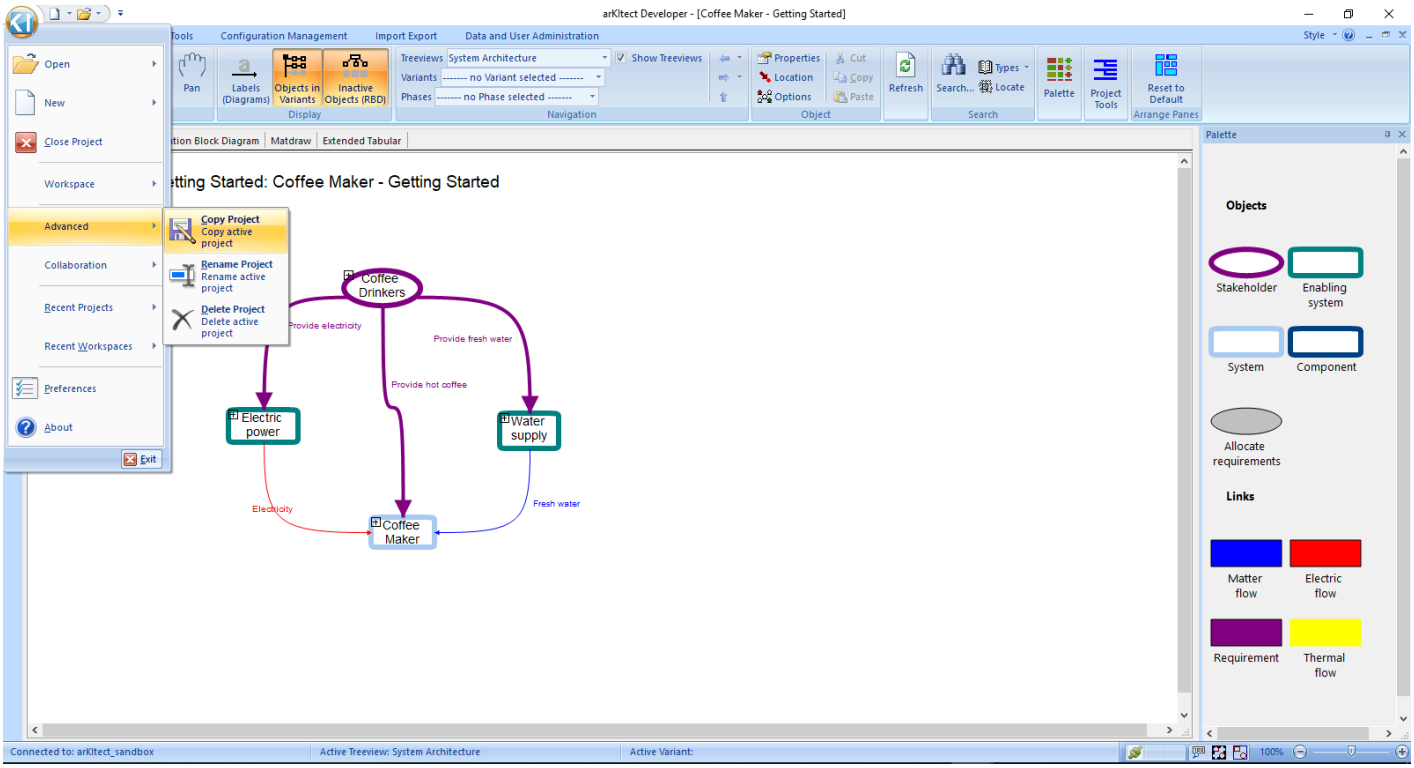
We begin this tutorial by starting **arKItect** and opening the **Coffee Maker - Getting Started** project in workspace **Demos**. This workspace is one of the workspaces created automatically for every user.

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.

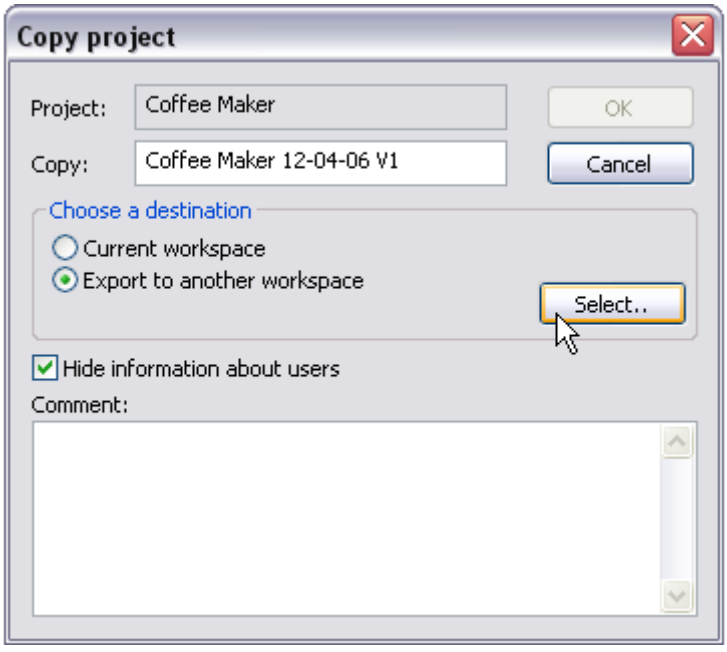


The Coffee Maker - Getting Started project opens on the following view. In this project, a generic coffee maker has been modeled. Both the physical components of the system (objects of type System and Component) as well as the Stakeholders and their Requirements have been represented.

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.

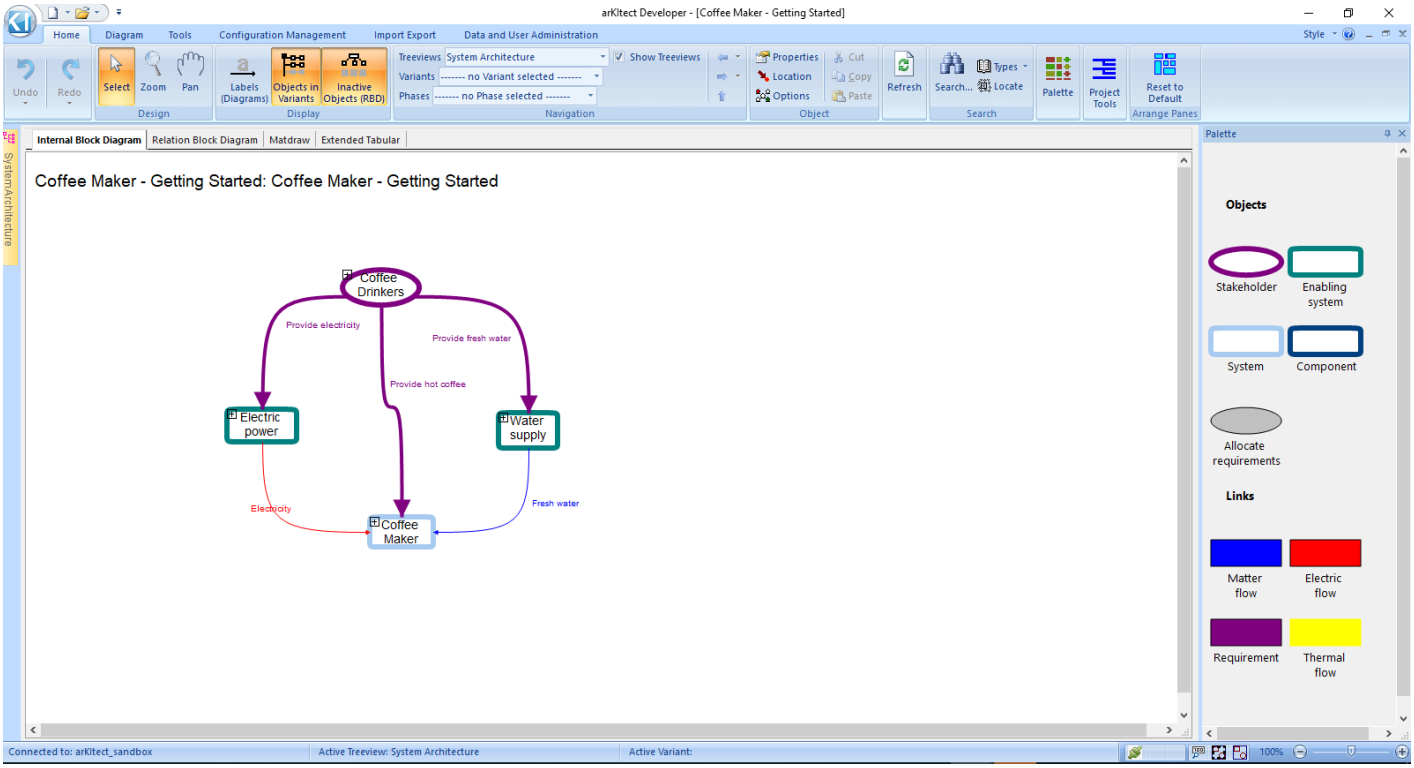


The **Sandbox** workspace is intended to be used as a training environment; for your regular projects, we recommend that you use the **Default** workspace.

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.