

THE ZACHMAN FRAMEWORK FOR ENTERPRISE ARCHITECTURE

ENABLING ENTERPRISE STRATEGY AND KNOWLEDGE MANAGEMENT

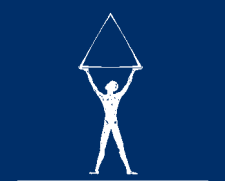
	What Data	How Function	Where Network	Who People	When Time	Why Motivation	
Scope Planner	List of Things ENTITY = Class of Business Entities	List of Processes PROCESS = Class of Business Processes	List of Locations NODE = Class of Business Locations	List of Organizations PEOPLE = Class of Business Organizations	List of Cycles CYCLE = Class of Business Cycles	List of Goals END = Class of Business Objectives	Scope Planner
Business Model (Conceptual) Owner	e.g., Semantic Model ENTITY = Business Entity RELATION = Business Relationship	e.g., Business Process Model I/O = Business Resources PROCESS = Business Process	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 ENDS = Business Objective MEANS = Business Strategy	Business Model (Conceptual) Owner
System Model (Logical) Designer	e.g., Logical Data Model ENTITY = Data Entity RELATION = Data Relationship	e.g., Application Architecture I/O = User Views PROCESS = Application Function	e.g., Distributed System Architecture NODE = IS Function 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 ENDS = Structural Assertion MEANS = Action Assertion	System Model (Logical) Designer
Technology Model (Physical) Builder	e.g., Data Design ENTITY = Table/Segment/etc. RELATION = Key/Pointer/etc.	e.g., System Design I/O = Data Elements/Sets PROCESS = Computer Function	e.g., Technology Architecture NODE = Hardware/System Software LINK = Line Specifications	e.g., Presentation Architecture PEOPLE = User WORK = Screen/Device Formats	e.g., Control Structure TIME = Execute CYCLE = Component Cycle	e.g., Rule Design ENDS = Condition MEANS = Action	Technology Model (Physical) Builder
Detailed Representations Subcontractor	e.g., Data Definition ENTITY = Field RELATION = Address	e.g., Program I/O = Control Block PROCESS = Language Statement	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 ENDS = Sub-condition MEANS = Step	Detailed Representations Subcontractor
	Example Data	Example Function	Example Network	Example Organization	Example Schedule	Example Strategy	

FUNCTIONING ENTERPRISE

For the Enterprise Architecture Executive Education schedule call Intervista Institute at 1-800-397-9744.

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The Zachman Framework for Enterprise Architecture

is a comprehensive classification scheme for descriptive representations (models) of an enterprise. First conceptualized nearly two decades ago by John Zachman, it has evolved to become a universal schematic for defining and describing today's complex enterprise systems and for managing the multiple perspectives of an organization's information and knowledge infrastructure.



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