

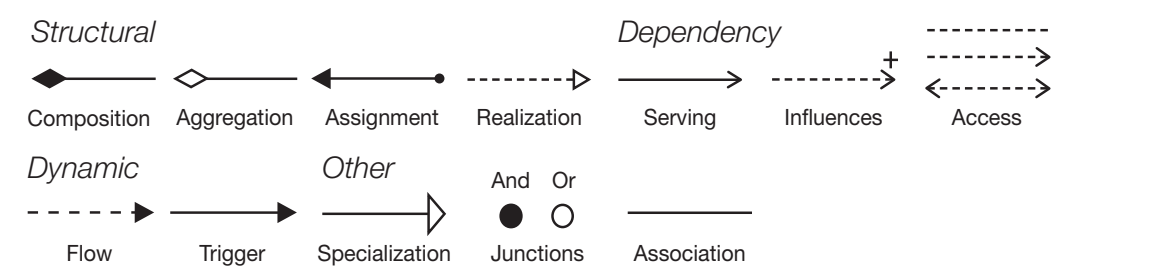
# ArchiMate® 3.0 Notation Overview

|                | Passive Structure   | Behavioral   | Active Structure   |
|----------------|---|--|--|
| Strategy       | <b>Resource</b><br><br>An asset owned or controlled by an individual or organization  | <b>Course of Action</b><br><br>An approach or plan for configuring some capabilities and resources undertaken to achieve a goal              | <b>Business Capability</b><br><br>An ability that an active structure element possesses. (eg organization, person/system)  |
| Business       | <b>Business Object</b><br><br>A passive element that has relevance from a business perspective  | <b>Business Service</b><br><br>Something that happens (internally or externally) & influences behavior                                       | <b>Business Role</b><br><br>An organizational entity that is capable of performing behavior  |
|                | <b>Representation</b><br><br>The perceptible form of the information carried by a business object   | <b>Business Function</b><br><br>Describes the behavior of a business collaboration   | <b>Business Actor</b><br><br>A business entity that is capable of performing behavior  |
| Application    | <b>Contract</b><br><br>A formal/informal agreement that specifies the obligations with a product  | <b>Business Event</b><br><br>A service that fulfills a business need for a customer (internal or external)                                   | <b>Business Interface</b><br><br>A point of access where a business service is made available to the environment   |
|                | <b>Product</b><br><br>A coherent collection of services, accompanied by a contract/set of agreements, which is offered as a whole to (internal or external) customers | <b>Business Process</b><br><br>Groups behavior based on an ordering of activities. It defines a set of products or business services         | <b>Business Collaboration</b><br><br>An aggregate of two or more business roles that work together to perform collective behavior  |
| Technology     | <b>Data Object</b><br><br>A passive element suitable for automated processing   | <b>Application Service</b><br><br>An explicitly defined exposed application behavior   | <b>Application Component</b><br><br>A modular, deployable, & replaceable part of a system that encapsulates its contents & exposes its functionality through a set of interfaces |
|                | <b>Artifact</b><br><br>A physical piece of data that is used or produced in a software development process, or by deployment & operation of a system                  | <b>Application Interaction</b><br><br>Describes the behavior of an application collaboration   | <b>Application Interface</b><br><br>Point of access where application service is available to a user/ application component  |
| Physical       | <b>Application Event</b><br><br>An application behavior element that denotes a state change   | <b>Application Process</b><br><br>A sequence of application behaviors that achieves a specific outcome                                       | <b>Application Collaboration</b><br><br>An aggregate of two or more application components that work together to perform collective behavior                                     |
|                | <b>Technology Service</b><br><br>An explicitly defined exposed technology behavior  | <b>Technology Function</b><br><br>A collection of technology behavior that can be performed by a node  | <b>Technology Process</b><br><br>A sequence of technology behaviors that achieves a specific outcome   |
| Implementation | <b>Technology Event</b><br><br>A technology behavior element that denotes a state change  | <b>Technology Interaction</b><br><br>A unit of collective technology behavior performed by (a collaboration of) two or more nodes            | <b>Node</b><br><br>A computational resource upon which artifacts may be deployed for execution   |
|                | <b>Material</b><br><br>Tangible physical matter or physical elements. It is typically used to model raw materials and physical products                               | <b>System Software</b><br><br>A software environment for specific types of components & objects that are deployed in the form of artifacts   | <b>Communication Network</b><br><br>A physical communication medium between two or more devices  |
| Motivation     | <b>Equipment</b><br><br>Physical machines, tools or instruments that can create/use, store, move or transform materials   | <b>Technology Interface</b><br><br>Point where infrastructure services offered by a node can be accessed by nodes and application components | <b>Device</b><br><br>A hardware resource upon which artifacts may be stored or deployed for execution  |
|                | <b>Deliverable</b><br><br>A precisely-defined outcome of a work package   | <b>Path</b><br><br>A link between two or more nodes, through which these nodes can exchange information                                      | <b>Technology Collaboration</b><br><br>A computational resource upon which artifacts may be deployed for execution   |
| Relationships  | <b>Work Package</b><br><br>A series of actions identified and designed to achieve specific results within specified time and resource constraints                     | <b>Implementation Event</b><br><br>A behavior element that denotes a state change related to implementation or migration                     | <b>Facility</b><br><br>A physical structure or environment   |
|                | <b>Stakeholder</b><br><br>An individual, team or organization with an interest in the outcome of the architecture   | <b>Equipment</b><br><br>Physical machines, tools or instruments that can create/use, store, move or transform materials                      | <b>Distribution Network</b><br><br>A physical network used to transport materials or energy  |

## Motivation

| Stakeholder   | Driver   | Requirement   | Principle   | Assessment  | Constraint   | Goal   | Outcome                              | Meaning   | Value  |
|---|--|---|---|---|--|--|--------------------------------------|---|--|
|   |  |   |   |   |  |  |                                      |   |  |
| An individual, team or organization with an interest in the outcome of the architecture | Something that creates, motivates, & fuels the change in an organization | A statement of need that must be realized by a system | A normative property of all systems in a given context, or the way in which they are realized | An assessment is defined as the outcome of some analysis of some driver | A restriction on the way in which a system is realized | An end state that a stakeholder intends to achieve | An end result that has been achieved | The knowledge in a core element in a particular context | The relative worth, utility, or importance of a core element or an outcome |

## Relationships



## Composite

