# THE ZACHMAN FRAMEWORK FOR ENTERPRISE ARCHITECTURE

## ENABLING ENTERPRISE STRATEGY AND KNOWLEDGE MANAGEMENT
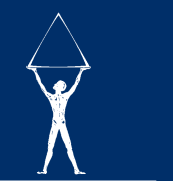
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EXECUTIVE EDUCATION

Intervista's Enterprise Architecture courses provide you with an in-depth understanding of the Zachman Framework and the key success factors for implementation.

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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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| | 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