
Contents

List of Figures	ix
About the Authors	xiii
Foreword	xv
Preface	xxi
I The Framework	1
1 What Is ODP About?	5
1.1 The ODP Reference Model	8
1.2 Viewpoints	10
1.3 Fundamental Concepts	16
1.4 Useful Building Blocks	21
1.5 Service Orientation	22
1.6 Human Computer Interaction	23
1.7 The Right Tools for the Job	24
II The Viewpoints	29
2 Enterprise Viewpoint	33
2.1 Designing with Communities	34
2.2 Identifying Roles	36
2.3 Organizational Structure	37
2.4 Roles and Role Filling	39
2.5 More than One Community	41
2.6 Community Behaviour	44
2.7 Accountability and Related Concepts	49
2.8 Quality of Service and Other Constraints	50
2.9 Identifying the System's User Interfaces	51
2.10 Writing Enterprise Specifications	52
3 Information Viewpoint	55
3.1 The Primacy of Information	56
3.2 The Elements of the Information Language	57
3.3 Writing Information Specifications	59

3.4	Structure of the Information Specification	64
3.5	Relationship with Other Viewpoints	65
4	Computational Viewpoint	67
4.1	Designing with Computational Objects	68
4.2	Computational Objects	69
4.3	Bindings	71
4.4	Interactions between Computational Objects	73
4.5	Environment Contracts and Transparencies	75
4.6	Writing Computational Specifications	76
4.7	Relationship with Other Viewpoints	86
5	Engineering Viewpoint	89
5.1	What Is the Engineering Viewpoint For?	90
5.2	Objects and Distribution	91
5.3	Node Architecture	93
5.4	Channel Architecture	96
5.5	Common Functions and Processes	98
5.6	Writing Engineering Viewpoint Specifications	101
5.7	Incorporating Current Technologies	102
5.8	Relationship with Other Viewpoints	102
6	Technology Viewpoint	105
6.1	Linking to the Real World	106
6.2	The Elements of the Technology Language	107
6.3	Relationship with Other Viewpoints	112
7	Correspondences — Joining It All Up	113
7.1	The Need for Correspondences	114
7.2	Different Kinds of Correspondence	115
7.3	Correspondences Required by the ODP Architecture	116
7.4	Anatomy of a Correspondence Specification	118
7.5	Taking a Formal View	119
7.6	Examples of Correspondences	122
7.7	Tool Support for Specifying Correspondences	122
III	Using ODP	125
8	Conformance — Does It Do the Right Thing?	129
8.1	Compliance and Conformance	130
8.2	A Conformance Community	131
8.3	Types of Reference Point	133
8.4	Conformance to Viewpoint Specifications	135
8.5	Claiming Compliance or Conformance	137

9	Transparencies — Hiding Common Problems	139
9.1	What Is a Transparency?	140
9.2	Types of Transparency	142
9.3	Transparencies and Viewpoints	144
10	Policies — Tracking Changing Requirements	147
10.1	Why Do We Need Policies?	148
10.2	What Is a Policy?	149
10.3	Implementing Policy	152
11	Federation — Talking to Strangers	155
11.1	How Does Interoperation Work?	157
11.2	Interpreting and Sharing Information	159
11.3	The Basis of Interoperation	160
11.4	Engineering the Federation	162
11.5	Federating Type Systems	164
11.6	Federating Identity	164
11.7	Legacy Systems	165
11.8	Interoperability or Integration?	165
12	Using Existing Products	167
12.1	What Does This Product Do for Me?	168
12.2	Supplier and User Views	169
12.3	Competing Sets of Viewpoints	172
13	System Evolution — Moving the Goalposts	175
13.1	Coping with Change	176
13.2	The Importance of Tool Support	176
13.3	Making Changes to Viewpoints	177
13.4	Avoiding Synchronized Transitions	178
13.5	Evolution of the Enterprise	180
13.6	Version Control	181
IV	Moving On	183
14	Modelling Styles	187
14.1	The Importance of Formal Models	188
14.2	What Is a System?	189
14.3	Modelling Open or Closed Worlds?	190
14.4	Capturing Requirements	192
14.5	Expressing Obligations	193
14.6	Expressing Semantics	194

15 Sharp Tools	195
15.1 What Should a Tool Do?	196
15.2 Model Editors and Analysis Tools	197
15.3 Model-Driven Approaches	198
15.4 Model Transformations	200
15.5 Languages for Transformations	201
15.6 Viewpoints and Transformations	202
15.7 More Integration	205
16 A Broader View	207
16.1 Where to Look Next	207
16.2 Integration of Other Standards	208
16.3 Uses of ODP	208
16.4 Tools	211
16.5 Comparing Enterprise Architectures	212
16.6 Coda	215
Appendices	217
A The PhoneMob Specifications	221
A.1 Enterprise Viewpoint Specifications	222
A.2 Information Viewpoint Specifications	226
A.3 Computational Viewpoint Specifications	227
A.4 Engineering Viewpoint Specifications	228
A.5 Technology Viewpoint Specifications	230
A.6 Correspondences	231
B Selected Exercises	235
B.1 Selected Scenarios	235
B.2 Some Additional Questions	237
Bibliography	239
Index	247