ENTERPRISE ARCHITECTURE:
A FRAMEWORK ™

	DATA (WHAT)	**FUNCTION** (HOW)	**NETWORK** (WHERE)	**PEOPLE** (WHO)	**TIME** (WHEN)	**MOTIVATION** (WHY)	
SCOPE {contextual} — Planner	List of Things Important to the Business — Entity = Class of Business Thing	List of Processes the Business Performs — Process = Class of Business Process	List of Locations in Which the Business Operates — Node = Major Business Location	List of Organizations Important to the Business — People = Major Organizational Unit	List of Events/Cycles Significant to the Business — Time = Major Business Event/Cycle	Lists of Business Goals/Strategies — Ends/Means = Major Business Goal/Strategy	**SCOPE {contextual}** — Planner
BUSINESS MODEL {conceptual} — Owner	e.g., Semantic Model — Entity = Business Entity, Relationship = Business Relationship	e.g., Business Process Model — Process = Business Process, I/O = Business Resources	e.g., Business Logistics System — 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 — End = Business Objective, Means = Business Strategy	**BUSINESS MODEL {conceptual}** — Owner
SYSTEM MODEL {logical} — Designer	e.g., Logical Data Model — Entity = Data Entity, Relationship = Data Relationship	e.g., Application Architecture — Process = Application Function, I/O = User Views	e.g., Distributed System Architecture — Node = I/S Function (Processor, Storage, etc.), 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 — End = Structural Assertion, Means = Action Assertion	**SYSTEM MODEL {logical}** — Designer
TECHNOLOGY MODEL {physical} — Builder	e.g., Physical Data Model — Entity = Segment/Table/etc., Relationship = Pointer/Key/etc.	e.g., System Design — Process = Computer Function, I/O = Data Elements/Sets	e.g., Technology Architecture — Node = Hdw/System Software, Link = Line Specifications	e.g., Presentation Architecture — People = User, Work = Screen Formats	e.g., Control Structure — Time = Execute, Cycle = Component Cycle	e.g., Rule Design — End = Condition, Means = Action	**TECHNOLOGY MODEL {physical}** — Builder
DETAILED REPRESENTATIONS {out-of-context} — Subcontractor	e.g., Data Definition — Entity = Field, Relationship = Address	e.g., Program — Process = Language Statement, I/O = Control Block	e.g., Network Architecture — Node = Address, Link = Protocol	e.g., Security Architecture — People = Identity, Work = Job	e.g., Timing Definition — Time = Interrupt, Cycle = Machine Cycle	e.g., Rule Specification — End = Sub-condition, Means = Step	**DETAILED REPRESENTATIONS {out-of-context}** — Subcontractor
FUNCTIONING ENTERPRISE	e.g.: DATA	e.g.: FUNCTION	e.g.: NETWORK	e.g.: ORGANIZATION	e.g.: SCHEDULE	e.g.: STRATEGY	**FUNCTIONING ENTERPRISE**

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THE ZACHMAN FRAMEWORK FOR ENTERPRISE ARCHITECTURE