Data Modelling _:- 25hrs --- 25 days

Data Modelling Concepts

- Data Modelling Development Cycle
- Data Modelling Standards
- Steps to Create a Data Model
- Data Modeler Role
- Enterprise Data Modelling
- Conceptual Data Modelling
- Logical Data Modelling
- Physical Data Modelling
- Data Modelling Reports using Erwin (Also covered in chapter 7)
- Logical V/s Physical Data Modelling
- Relational Data Modelling / OLTP
- Dimensional Data Modelling / OLAP
- Slowly Changing Dimensions / Different Types of SCD
- Relationships
- Data Model Versioning

Erwin Tool: The Information Management Solution

- Database Design Made Easy
- Implement Enterprise-wide Design Standards
- Erwin's Benefits
- CA Modelling Suite Manages Application Development

The Premier Model Solution at Your Fingertips

- How Do I Use Erwin?
- Before You Begin
- Target Databases Supported by Erwin

Erwin's New And Advanced Features

- Introducing Product Enhancements
- What's New In Erwin?

- What's New In Erwin 7.3 or later?
- Flexible Support Of Multiple Model Types
- Adaptable Menu Structure
- The Model Explorer
- What Can You Do In The Model Explorer?
- Using The Model Explorer Context Menu
- Model Pane
- Subject Areas Pane
- Domains Pane
- Dockable Toolbars
- ERwin Toolbox
- Selecting, Moving, and Resizing Objects
- Alignment, Spacing, And Grouping Tools
- Drawing Tools

Putting ERwin To Work

- Working With Data Models
- What Is An Entity?
- What Is An Attribute?
- What Is A Relationship?
- What Is A Foreign Key?
- Creating A Data Model
- Enhance Your Data Model
- Splitting A Logical/Physical Data Model
- Derive A New Model
- Forward Engineering
- What's Next?

Jump Start Your Data Design Process

- Use Existing Data To Build A New Model
- Reverse Engineering
- Using The Reverse Engineer Wizard
- Using ERwin's Complete Compare

Build Reports On Your ERwin Models

- Learn What Report Builder Can Do

Using ERwin's Advanced Features

- Working With Design Layers
- What Is A Design Layer?
- Other Design Layer Hierarchies
- Creating New Design Layers
- Creating New Design Layers
- Splitting A Model
- Deriving A Model
- Adding a Model Source
- What Is A Transform?
- Transform Toolbar
- Applying Transforms
- Expected Transform Results
- Transforms And The Model Explorer
- Resolving And Reversing Transforms
- Synchronizing Changes Between Design Layers
- Preserving Model History
- How to design Dimensional Model using Erwin