

# Getting Started in PREEvision

## Agenda VectorAcademy

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|-------------------------|---|
| <b>Delivery Format:</b> | This Course is offered in Classroom <b>or</b> in Remote Format  |
| <b>Duration:</b>        | Classroom: 1 day<br>Remote: 7 hours   |
| <b>Target Group:</b>    | New PREEvision users  |
| <b>Prerequisites:</b>   | none  |
| <b>Goal:</b>            | know PREEvision's user interface and model based concepts. Modelling content is part of advanced courses (i.e. PREEvision Hardware Development) |

### 1. Concepts of PREEvision

- > PREEvision as a product for the whole architecture management
- > Development process
- > Layer model

### 2. Introduction to PREEvision

- > Starting PREEvision the first time
- > Projects
- > Windows and diagrams
- > Perspectives and views
- > Traceability and navigation

### 3. PREEvision in Multi User Mode

- > Lock / Commit
- > Check in / Check out
- > Change History

### 4. Q&A

- > Individual questions regarding intended use of PREEvision
- > Demo of use cases