

Architecture Principles is one of the TOGAF deliverables you can create with the [TOGAF tool](#). Architecture Principles are general rules and guidelines, intended to be enduring and seldom amended, which informs and supports the way in which an organization sets about fulfilling its mission. This document details the Architecture Principles to which the organization adheres.

Step 1: Confirm and Elaborate Architecture Principles

Confirm and elaborate the business, data, application, and technology principles

Review the principles under which the architecture is to be developed. Ensure that the existing definitions are current, and clarify any areas of ambiguity.

The screenshot shows the ArchiSurance - Visual Paradigm Enterprise software interface. The window title is "ArchiSurance * - Visual Paradigm Enterprise". The menu bar includes "Dash", "Project", "ITSM", "UeXceler", "Diagram", "View", "Team", "Tools", "Modeling", "Window", and "Help". The breadcrumb navigation shows the path: "... > Identify and Establish Architecture Principles > Data, Application and Technology Principles".

The main content area displays an Architecture Principle for "Ease-of-Use". It is structured as follows:

Mandatory/ Advisory	Mandatory
Review Reason	N/A
Review Date	2017-05-26
Ease-of-Use	
Reference	AP18
Statement	<p>B Applications are easy to use. The underlying technology is transparent to users, so they can concentrate on tasks at hand.</p>
Rationale	<p>B The more a user has to understand the underlying technology, the less productive that user is. Ease-of-use is a positive incentive for use of applications. It encourages users to work within the integrated information environment instead of developing isolated systems to accomplish the task outside of the enterprise's integrated information environment. Most of the knowledge required to operate one system will be similar to others. Training is kept to a minimum, and the risk of using a system improperly is low. Using an application should be as intuitive as driving a different car.</p>
Implications	<p>B Applications will be required to have a common "look-and-feel" and support ergonomic requirements. Hence, the common look-and-feel standard must be designed and usability test criteria must be developed. Guidelines for user interfaces should not be constrained by narrow assumptions about user location, language, systems training, or physical capability. Factors such as linguistics, customer physical infirmities (visual acuity, ability to use keyboard/mouse), and proficiency in the use of technology have broad ramifications in determining the ease-of-use of an application.</p>
Mandatory/ Advisory	Mandatory