



How to Customize a RACI Chart?

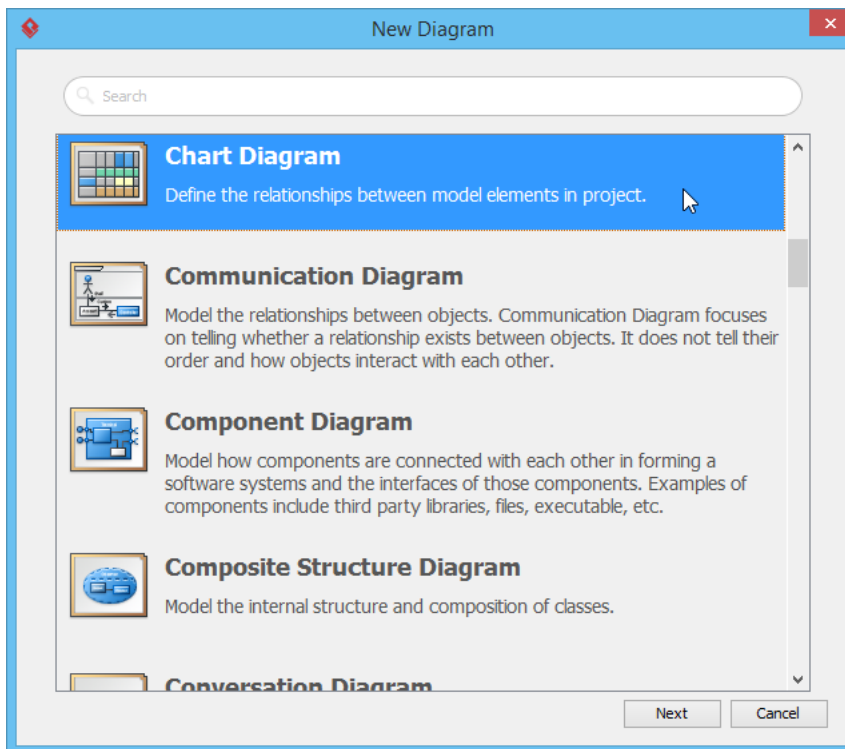
Written Date : February 23, 2016

Unless your software development team is a one-man-band, there is a good possibility that the coding activity is divided into parts, responsible by different developers. Take software projects that apply three-tier architecture as an example. It usually involves three groups of developers, with each responsible for one tier. For instance, developer A implements a model class readily to be used by developer B who implements the controller. Visual Paradigm enables you to build chart. In addition to the built-in RACI chart available for general purposes, you can define your own type of chart for problem-specific purposes. In this tutorial, we will develop a chart to show the job division of a development team to show who implements or uses certain classes for an application.

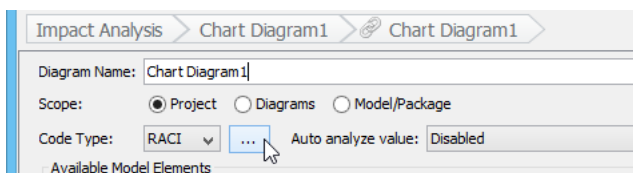
Let's study this case: When the model class has been updated to follow the updated requirement, the developers who use the model class shall look into their code, to make sure the implementation written before is still valid. This proves knowing who does what in a team is needed - who implements certain classes, and who uses these classes. In order to identify who implements or uses what classes, a responsible chart can help.

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1. Download [Time Killer Mini Online Game.vpp](#).
 2. Open *Time Killer Mini Online Game.vpp* by selecting **Project > Open** from the application toolbar and selecting *Time Killer Mini Online Game.vpp* you just downloaded.
 3. Create a chart (diagram). Select **Diagram > New** from the application toolbar.

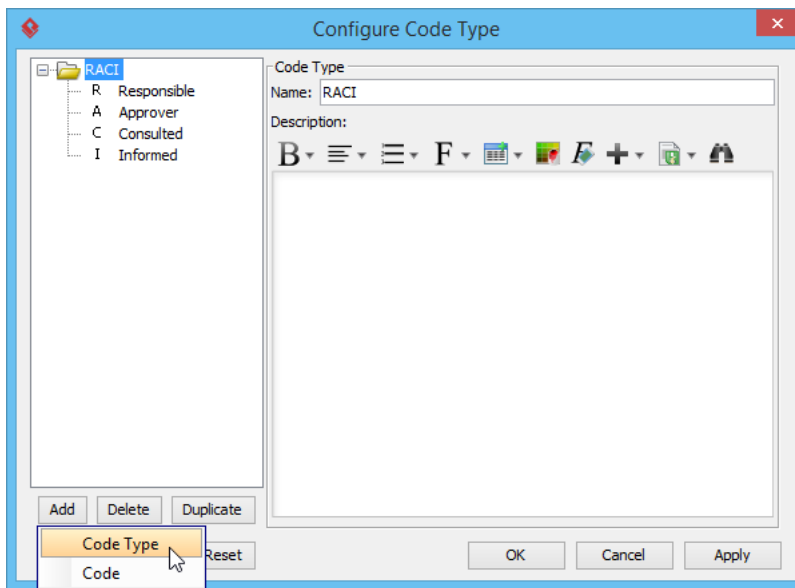
4. Select **Chart Diagram** and click **Next**.



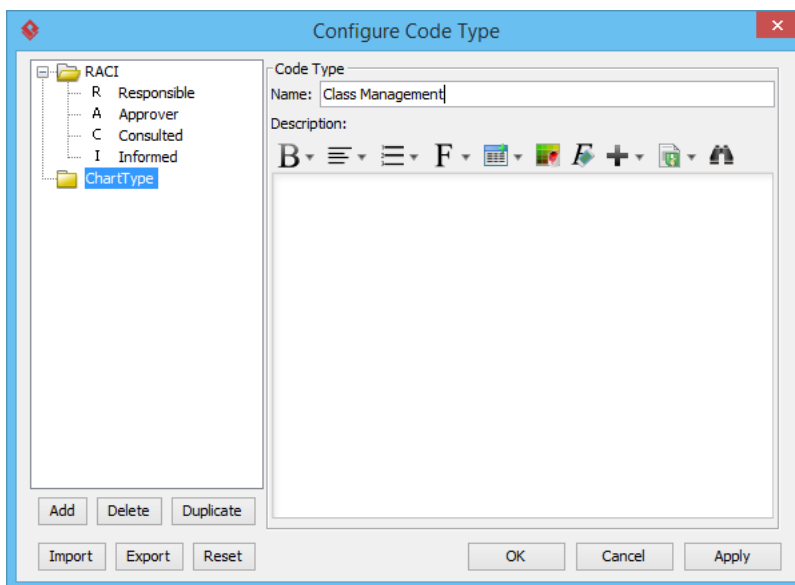
5. Click **OK** to confirm.
6. Apart from the built-in chart type, you can configure a new type of chart or modify the existing chart by clicking the ... button next to **Code Type**.



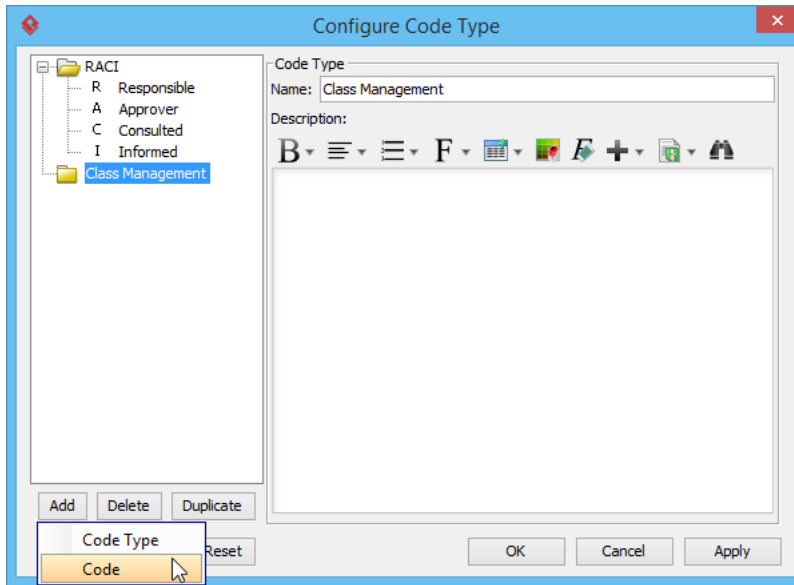
- Let's configure a new chart type by selecting **Add > Code Type** from the drop-down menu.



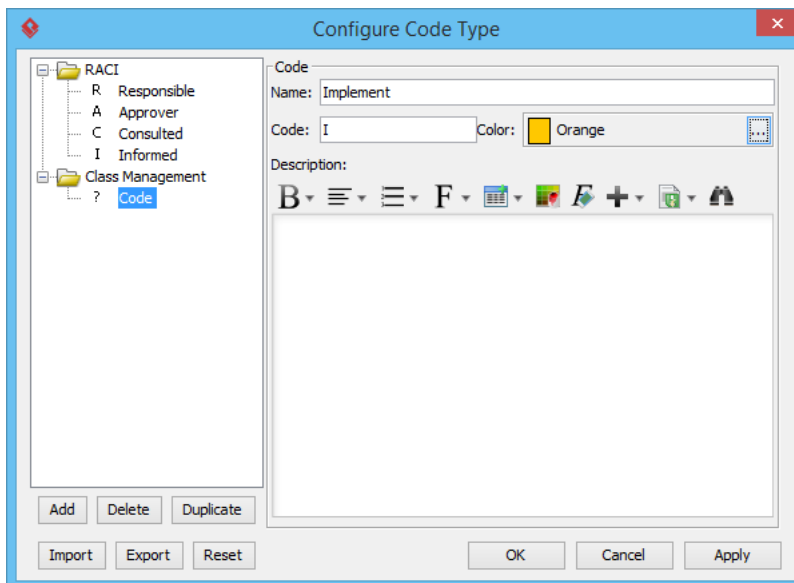
- Name the newly created chart type as *Class Management*.



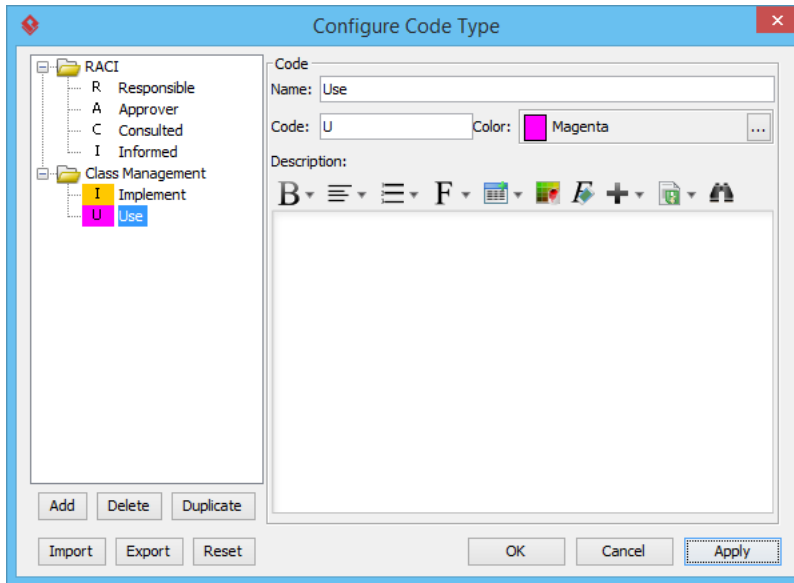
- Next, configure roles for *Class Management* by clicking **Add > Code** from the drop-down menu. The added code, therefore, will be used as a role in the chart type.



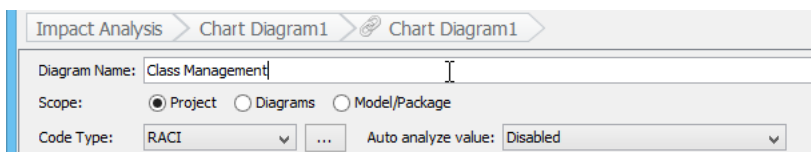
- Let's define a role, *Implement* for the chart type by entering *Implement* in **Name** field and *I* in **Code** field. Click the ... button next to **Color** field and select **Orange** from the pop-up menu.



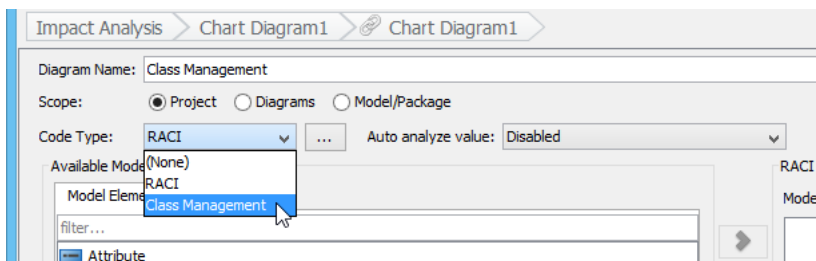
- Repeat step 6 and 7 to add another role, *Use*. Enter *Use* in **Name** field, select **Magenta** in **Color** field and enter *U* in **Code** field.



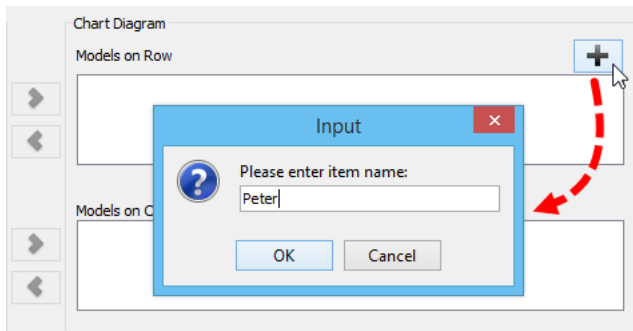
- Click the **OK** button.
- Now, we can create a responsibility chart. Name the chart as *Class Management*.



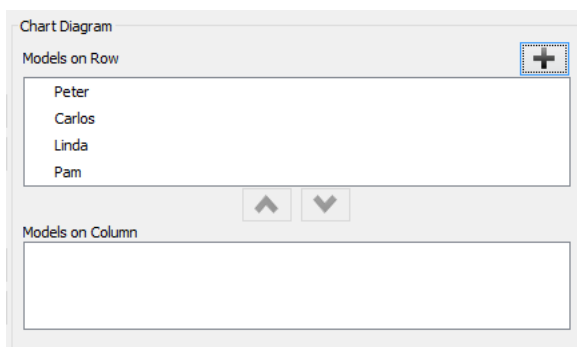
- The new chart type is created in **Code Type**. Let's select **Class Management** from the **Code Type** combo box to build a responsibility chart.



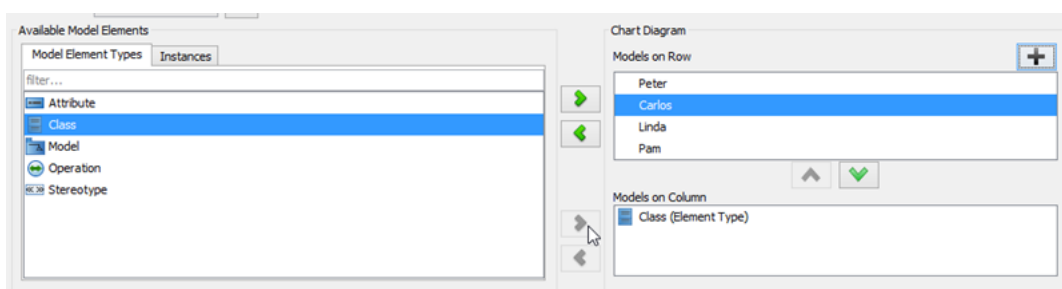
- Next, define team members who are involved in *Class Management*. Let's define *Peter* as a team member by clicking + button next to **Models on Row**, entering *Peter* in the pop-up **Input** dialog box and clicking **OK** button.



- Repeat the previous step to add three team members: *Carlos*, *Linda* and *Pam*.

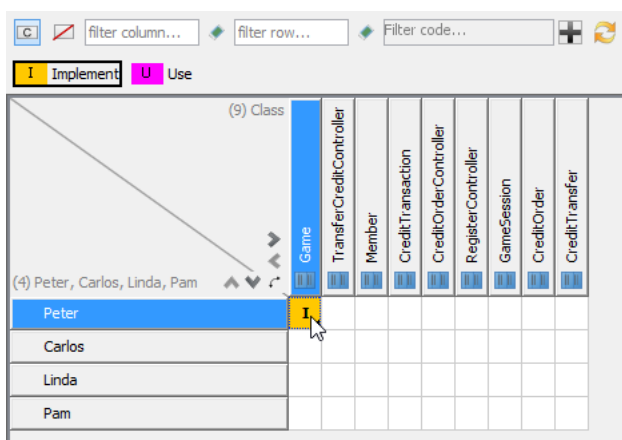


- Let's specify a model element type taken in *Class Management* by selecting **Class** under **Model Element Types** tab.



- Click the **OK** button.

19. In *Class Management*, you can assign the specific role for each team member. Let's assign *Peter* to do *Implement* for *Game* by clicking **Mark Code to Cell** button on the top of chart, and then clicking *Game*.



20. Assign the roles to all team members (participants) following the table below:

Participant	Class	Role
Peter	TransferCreditController	Implement
Member	Implement	
CreditTransaction	Implement	
Carols	CreditOrderController	Implement
RegisterController	Implement	
Linda	Game	Use
TransferCreditController	Use	
Member	Use	
CreditTransaction	Use	
GameScreen	Implement	
CreditOrder	Implement	
Pam	Game	Use
CreditOrderController	Use	
RegisterController;er	Use	
CreditTransfer	Implement	

A complete chat is shown as below:

	Game	TransferCreditController	Member	CreditTransaction	CreditOrderController	RegisterController	GameSession	CreditOrder	CreditTransfer
Peter	I	I	I	I					
Carlos					I	I			
Linda	U	U	U	U			I	I	
Pam	U			U	U				I

Resources

1. [Time Killer Mini Online Game.vpp](#)



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