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## HITSP Fundamental Concepts Internal Review Team (IRT) Report

22 Oct 08 | IRT Meeting

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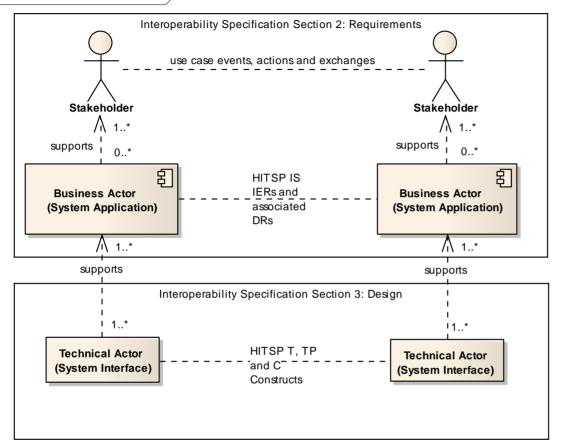
## **Fundamental Concepts**

- <u>Stakeholder</u> person, organization or "personified system" that performs actions in a use-case.
- <u>Business Actor</u> an abstraction that is instantiated as an <u>IT system</u> <u>application</u> that a Stakeholder uses in the exchange of data needed to complete use case action(s); a <u>Business Actor is not a Stakeholder</u>.
- <u>Technical Actor</u> the abstraction that is instantiated as an <u>IT system interface</u> that interacts with other Technical Actors. A Technical Actor supports the data exchanges for a Business Actor. The exchanges are defined by HITSP Transaction, Transaction Package, and Component constructs.
- Information Exchange Requirement (IER) describes a requirement for information exchange between HITSP Business Actors. Data contents of such an exchange is defined by associated Data Requirements.
- Data Requirement (DR) defines requirements for part or all of the content for a data exchange for one or more IERs as a set of information attributes with specific details for each attribute.

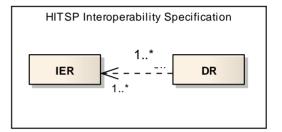


## Fundamental Relationships

cmp Fundamental Relationships



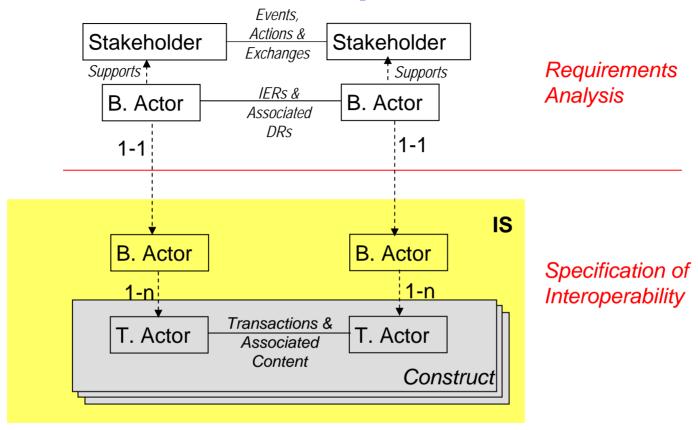
IER - Information Exchange Requirement
DR - Data Requirement
T - Transaction
TP - Transaction Package
C - Component



**NOTE**: Throughout the Transaction (and Transaction Package) Construct template, the term Transaction is used to refer to the Transaction construct. For example, in section 2.0 "Transactions are a logical grouping of actions, including necessary content and context that must all succeed or fail as a group" defines the transaction construct. In section 1.2, the Transaction construct result is an "information exchange" while in section 2.1, it is stated that this construct meets "interoperability requirements" and "supports a specific aspect of a real world business information interchange " while "Technical actors implement system data exchange".



## **Fundamental Relationships**



- □ <u>Transaction</u> a logical grouping of data exchanges and data exchange methods that must all succeed or fail as a group. A transaction is specified in a Transaction Construct.
- Content data exchanged among HITSP Technical Actors. When specified separately, content is specified in Component Constructs.

