
How Do I Import Designs from Third-Party Tools Such as CA ERwin?

Scenario

A movie rental company uses tools from different vendors for data modelling, extraction, transformation and loading (ETL), and reporting purposes. Using a variety of tools has led to several metadata integration issues for this company. Often, the design work done using one tool cannot be completely integrated or reused in another. This company wants to find a method to streamline and integrate all its metadata designs and ETL processes using a single tool.

Solution

Warehouse Builder enables the company to import and integrate metadata designs from different tools and use them for data modelling and ETL purposes using only one tool. Warehouse Builder uses the seamlessly integrated technology from its partner, Meta Integration Technology Inc. (MITI), to import the metadata and reuse the data models designed by other third party tools.

This case study shows you how to easily import design files developed using CA ERwin into Warehouse Builder. You can then reuse the metadata for ETL design and reporting using a single tool. You can follow this model to import files from other tools such as Sybase PowerDesigner, Business Objects Designer, etc.

Case Study

This case study shows you how the movie rental company can migrate their ERwin data model designs into Warehouse Builder. They can also use this model to import designs from other third party tools and consolidate their design metadata in a central repository. Follow these steps:

- Download metadata from CA ERwin.
- Install MITI on your local system after purchasing a license for this product.
- Use Warehouse Builder Transfer Wizard to import the ERwin metadata into Warehouse Builder.

Step1: Download metadata from CA ERwin Download the design metadata from CA ERwin to your local system.

Step 2: Install the Meta Integration Model Bridge Warehouse Builder enables you to integrate with Meta Integration Model Bridges (MIMB). These bridges translate metadata from a proprietary metadata file or repository to the standard CWM format that can be imported into Warehouse Builder using the Warehouse Builder Transfer Wizard. To import files from different design tools into Warehouse Builder, you must

first obtain an MIMB license and install the bridges on your system. Follow these steps to complete the installation.

To download MIMB:

1. Download the Model Bridge product from the following web site:
http://www.metainegration.net/Products/Downloads/
2. Install the MIMB by running the setup on your system.
3. During installation, choose **Typical with Java Extensions** as the installation type from the Setup Type page.

If the set up program is not able to find a JDK on your machine, you must provide the JNI library directory path name. Your path environment variable must contain the metainegration directory. If not, you need to add it to the path:

```
c:\program files\metainegration\win32
```

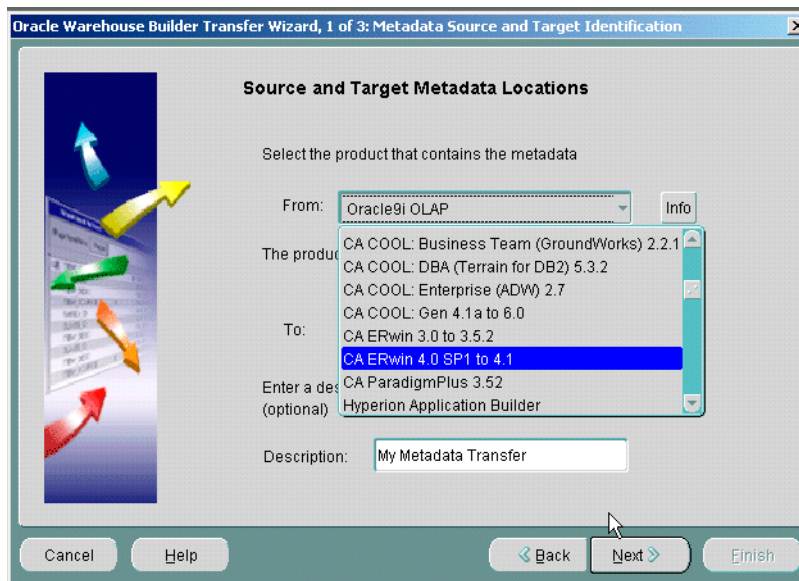
Step 3: Import Metadata from CA ERwin using Warehouse Builder After you install the MIMB product, follow these steps to import metadata from ERwin and other third party design tools:

1. From the Warehouse Builder console, select and expand the Project node to which you want to import the metadata. In this example, the ERwin files are imported into MY_PROJECT.
2. From the **Project** menu, select **MetaData Import**, and then **Bridge** to start the Warehouse Builder Transfer Wizard.

The Transfer Wizard seamlessly integrates with the MITI technology to translate the third party metadata into a standard CWM format that is imported into Warehouse Builder. Follow the wizard to complete the import.

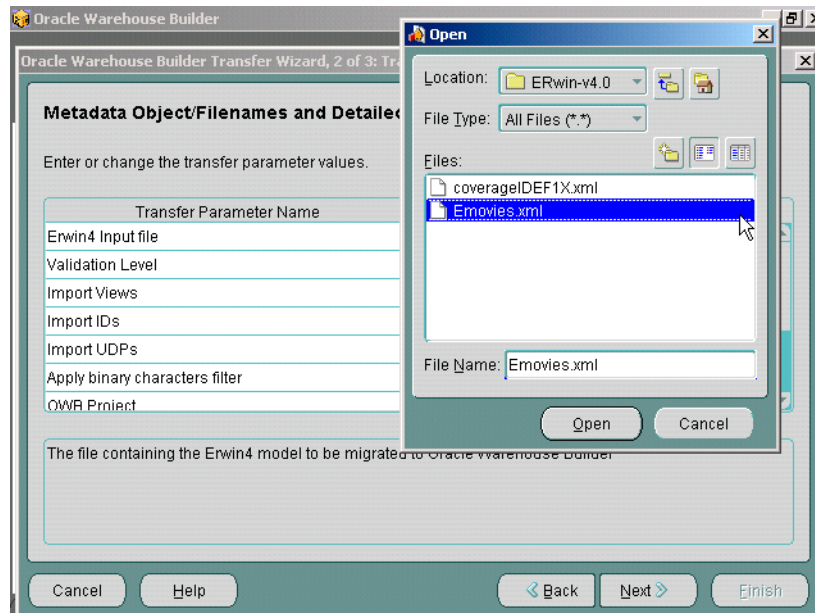
3. In the Metadata Source and Target Identification page, select the **CA ERwin 4.0 SP1 to 4.1** option in the **From** field as shown in [Figure 4-1](#).

Figure 4-1 Transfer Wizard Source and Target Identification Page



4. In the Transfer Parameter Identification page, provide the path where the ERwin files are located in the **Erwin4 Input File** field. In this example, the company wants to import the `Emovies.xml` file from ERwin, as shown in [Figure 4-2](#).

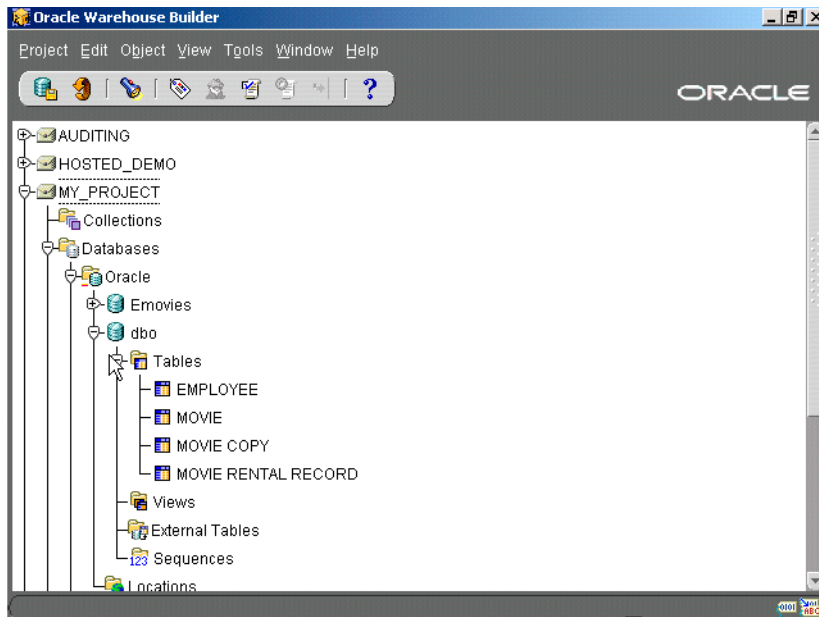
Figure 4-2 Transfer Parameter Identification Page



5. Accept the default options for all other fields. In the OWB Project field, select the Warehouse Builder project where you want to import the ERwin file.
6. Complete the remaining wizard steps and finish the import process.

Step 4: Verify the Imported Objects After you finish importing the ERwin files into Warehouse Builder, expand the `MY_PROJECT` folder, then the `Databases` node, and then the `Oracle` node. You can see the imported source metadata objects in the repository, as shown in [Figure 4-3](#).

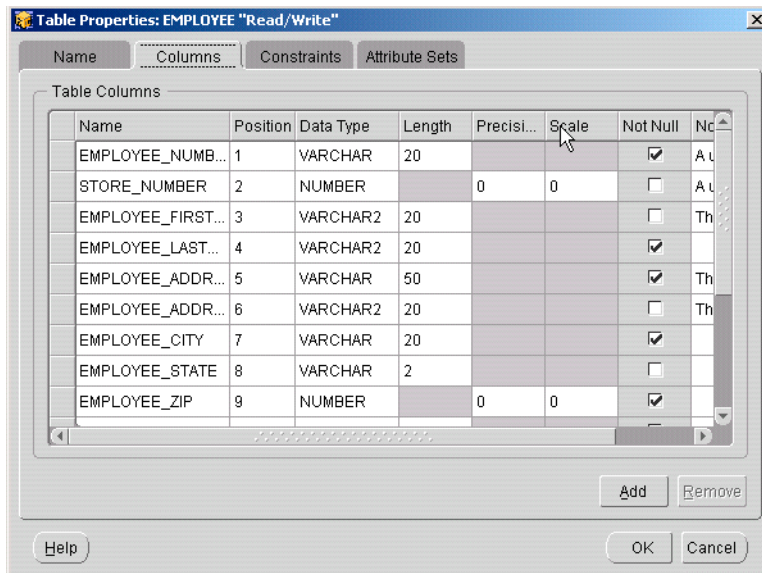
Figure 4–3 Metadata Objects Imported from CA Erwin



7. In this example, two source modules: `Emovies` and `dbo` have been imported into Warehouse Builder. The `dbo` source module contains four tables: `EMPLOYEE`, `MOVIE`, `MOVIE COPY`, and `MOVIE RENTAL RECORD`.

Double-click the table names to see the properties for each of these tables. Warehouse Builder imports all the metadata including descriptions and detailed information on table columns and constraints, as shown in [Figure 4–4](#).

Figure 4–4 Table Properties Imported from CA Erwin



The designers at the movie rental company can use these sources tables to model ETL designs in Warehouse Builder, generate ETL code, and run reports on them. Further, Warehouse Builder enables them to easily import all the scattered third-party design metadata and consolidate all their design and development efforts in the Warehouse Builder design repository.