



Software Engineering Approaches



Choosing the Approach

- *How to decompose the problem*
- *How to organize the system*



Drivers:

- ◆ Coping with size
 - ❑ Structured approach
 - ❑ Stepwise refinement
 - ❑ Hierarchical organisation
- ◆ Coping with change
 - ❑ Logic model
 - ❑ Maintainable results
- ◆ Coping with documentation
 - ❑ Simple notation
 - ❑ Graphical elements

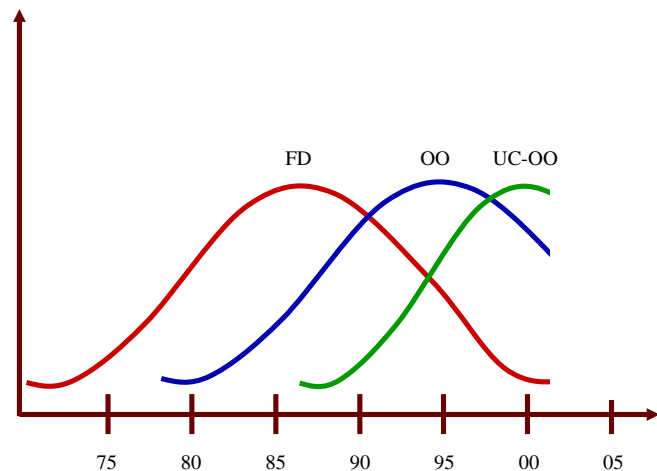


3 Important Paradigms

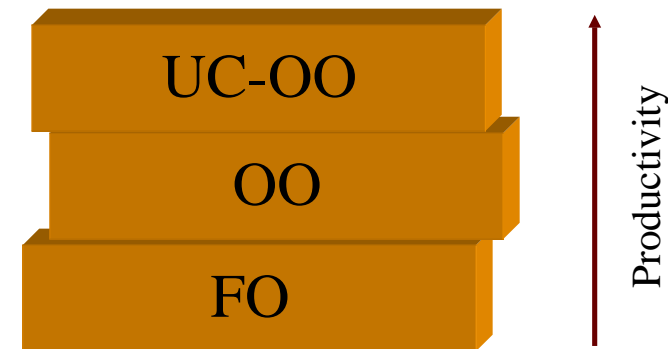
- ◆ Functional Orientation
 - ❑ Fast and straightforward development
 - ❑ Hard to maintain, short life time
 - ❑ Low reuse
- ◆ Object Orientation
 - ❑ Longer life time, easier to reuse
 - ❑ Requires high competence
 - ❑ High risk during development
- ◆ Use Case driven Object Orientation
 - ❑ Predictable development, low risk
 - ❑ Easy to maintain
 - ❑ Still not as fast as functional orientation



The Paradigms



Concepts, Abstractions, Principles, Patterns: **Adding** to the Language



3 Important Paradigms

- ◆ Functional Orientation
- ◆ Object Orientation
- ◆ Use Case driven Object Orientation

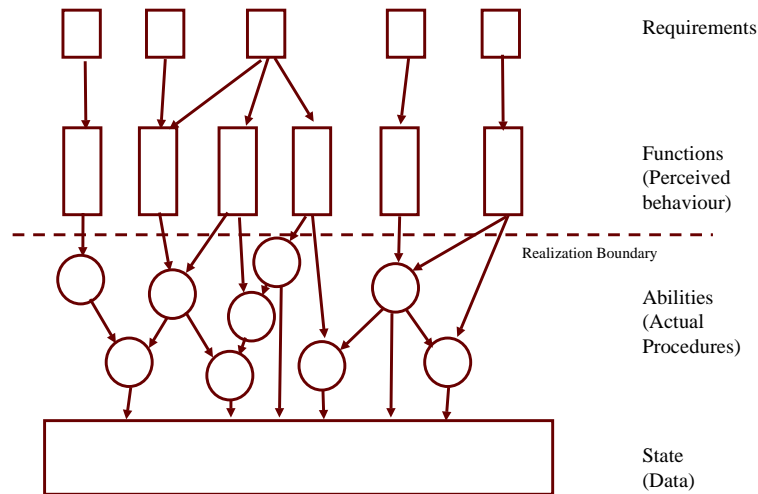


Functional Orientation

- ◆ Focus on *function*: What does the system *do*?
- ◆ The system provides function by using its *abilities*.
- ◆ Abilities can be *decomposed* into finer grained abilities, to an arbitrary level.
- ◆ The *state* of the system *affects* the abilities but is a separate characteristic.
- ◆ Top-down functional decomposition.



Functional organization

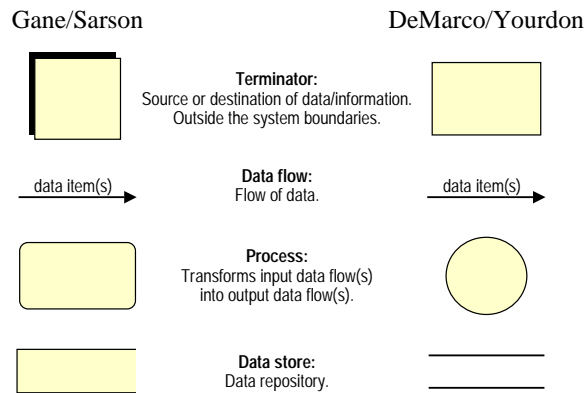


Structured Analysis (SA)

- ◆ Developed 1975/76
 - DeMarco/Yourdon
 - Gane/Sarson
- ◆ System = Process transforming input into output
- ◆ Hierarchical, logical system model
 - Processes
 - Data flows
 - Data stores
 - Terminators
- ◆ Notation:
 - Data flow diagrams (DFDs)
 - Data dictionary (DD)
 - Process specifications (PSpecs)

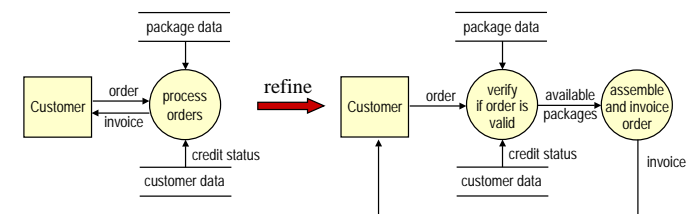


Data Flow Diagrams



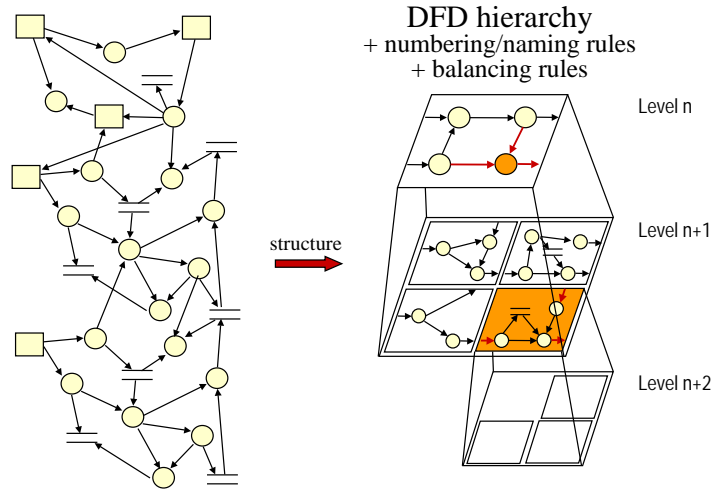
DFD Development

- ◆ Start with a *context diagram*
- ◆ Successively refine processes
- ◆ Describe all data in the data dictionary
- ◆ Describe all atomic processes by PSpecs
- ◆ Example: Order processing





DFDs--Managing Complexity



PSpecs and DD

- ◆ The format of PSpecs is not restricted
 - Free text
 - Pseudocode
- ◆ PSpecs must be defined for all atomic processes
- ◆ The format of the DD is semi-formal
- ◆ Example:

$\text{telephone number} = [\text{local extension} \mid \text{outside number}]$ ← selection (or)
 $\text{local extension} = 2 + \{ \text{number} \}^3$
 $\text{outside number} = 0 + [\text{local number} \mid \text{long distance number}]$ ← composition (and)
 $\text{local number} = \text{prefix} + \text{access number}$
 $\text{long distance number} = (1) + \text{area code} + \text{local number}$ ← optional
 $\text{prefix} = [123 \mid 124 \mid 125]$
 $\text{access number} = \{ \text{number} \}^4$ ← repetition
 $\text{number} = * \text{any number between 0 and 9} *$ ← a comment



SA--Summary

- ◆ Advantages
 - Simple notation
 - Supports hierarchical decomposition
 - Easy to understand
 - Good communication medium
 - Supports consistency checks
- ◆ Disadvantages
 - Not well defined
 - No common guidelines
 - Many dialects
 - Incomplete
 - Very poor data descriptions
 - No description of control flows



SA/RT

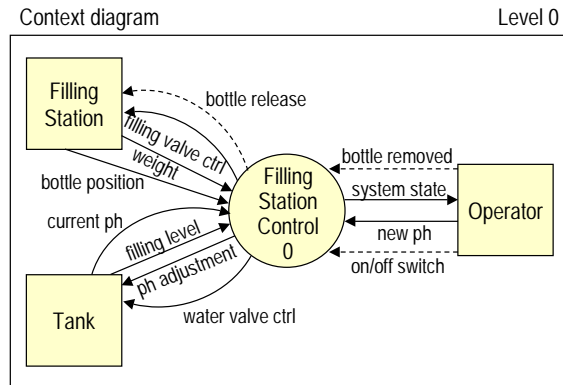
- ◆ Extension of SA to describe control flow
 - Activation/deactivation of processes
 - Modelling of events (signals)
 - States and state transitions
- ◆ Ward/Mellor (1985), Hatley/Pirbhai (1987)
- ◆ Additional notation (by Hatley/Pirbhai)
 - Control flow diagrams (CFDs) ← Extended DFDs
 - Process activation tables (PATs)
 - State-transition diagrams (STDs)

Idea: Each DFD contains one central control process that consumes and produces all control flows.



SA/RT--An Example

◆ Bottle filling station



SA/RT--Summary

◆ Advantages

- ❑ Straight forward extension of SA
- ❑ Supports hierarchical decomposition
- ❑ Broad applicability
- ❑ Quite well defined (STDs)
- ❑ Tool support

◆ Disadvantages

- ❑ Very poor data descriptions

➤ Found its way to OO approaches



Data Modelling

◆ The entity-relationship (ER) model was developed by Chen (late 70s) to support data(base) modeling

◆ Focuses only on the static structure of data


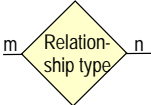



◆ Notation

- ❑ Entity-relationship diagrams (ERDs)
- ❑ Attribute dictionary



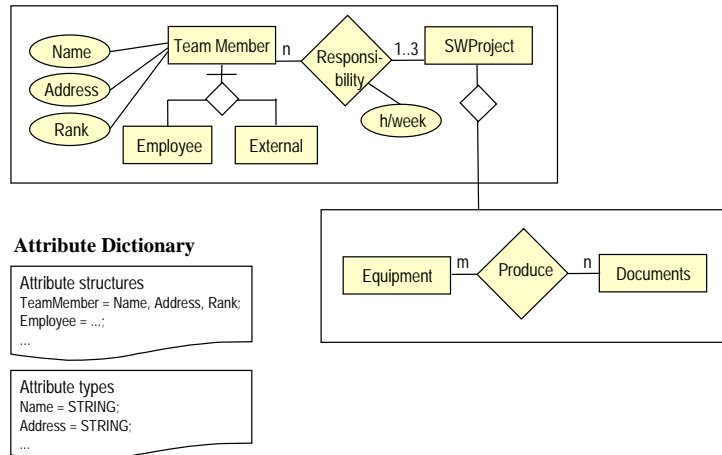
ERD Notation

◆ According to Chen + common extensions

- 
 Entitytype
 Set of real or abstract things about which data is stored
- 
 Relationship type
 Set relations between entities with cardinalities m and n.
- 
 Attribute
 Information that is stored along with entities and relationships.
- 
 Composition of entities.
- 
 Classification between entity- and relationship types.



ERD--An Example



ERM--Summary

- ◆ **Advantages**
 - ❑ Simple notation
 - ❑ Supports hierarchical and structural decomposition
 - ❑ Easy to understand
 - ❑ Good communication medium
 - ❑ Well understood
 - ❑ Widely used
 - ❑ Good tool support
- ➔ Well-suited for DB design
- ➔ Extensions of ERM lead to OO approaches
- ◆ **Disadvantages**
 - ❑ No behaviour descriptions
 - ❑ No control descriptions
- ➔ Almost useless for non-DB applications



3 Important Paradigms

- ◆ Functional Orientation
- ◆ Object Orientation
- ◆ Use Case driven Object Orientation

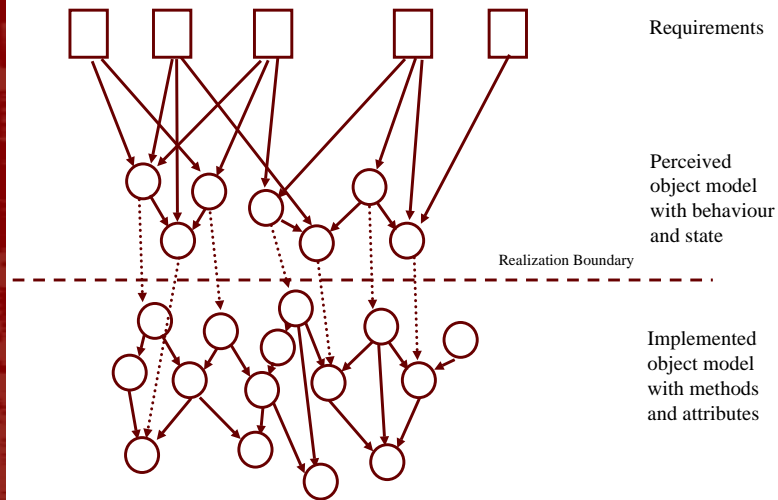


Object Orientation

- ◆ Focus on *metaphore*: What is the system?
- ◆ System is structured as metaphoric “intelligent” *objects*.
- ◆ Function is provided by interacting objects.
- ◆ No separation of state and ability. Objects represent both.



Classic Object Orientation

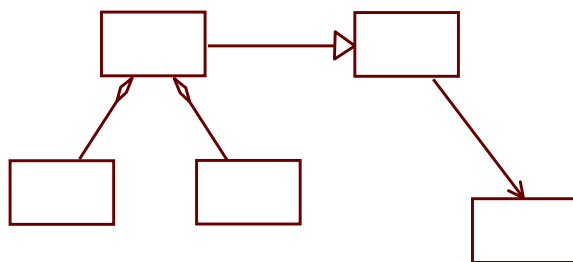


Classic OO - Simulation of reality

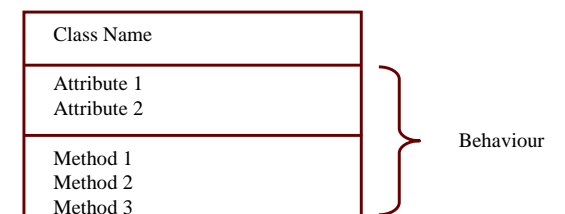
- ◆ Domain objects.
- ◆ Role play.
- ◆ Encapsulation, strong focus on black/white box.
- ◆ Bottom-up.
- ◆ Flat hierarchy, metaphores are not arbitrarily composable or decomposable.



Class Diagrams (UML Notation)



UML Class





Classic OO Development algorithm

- ◆ Define requirements
- ◆ Find appropriate objects
- ◆ Map requirements onto objects
- ◆ Define methods and attributes
- ◆ Define system internal abilities
- ◆ Implement objects

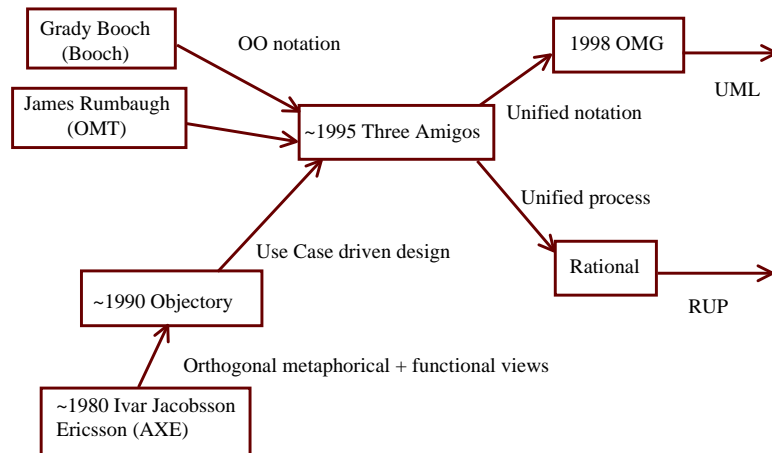


Use Case Driven Object Orientation

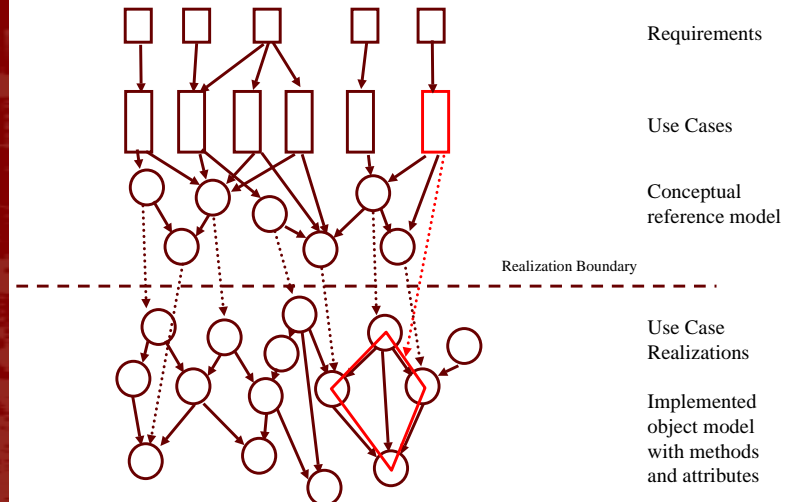
- ◆ Focus on both function and metaphore.
- ◆ Functionality and structure represented in orthogonal views.



History of Use Case driven design



Use Case driven Object Orientation



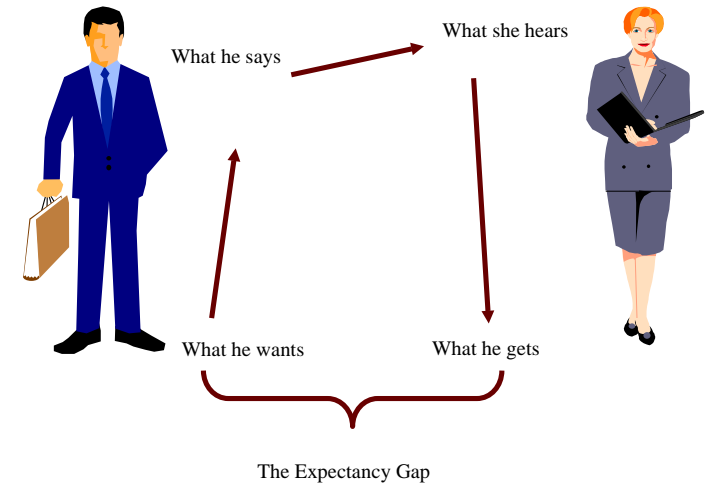


UC Driven OO Development Algorithm

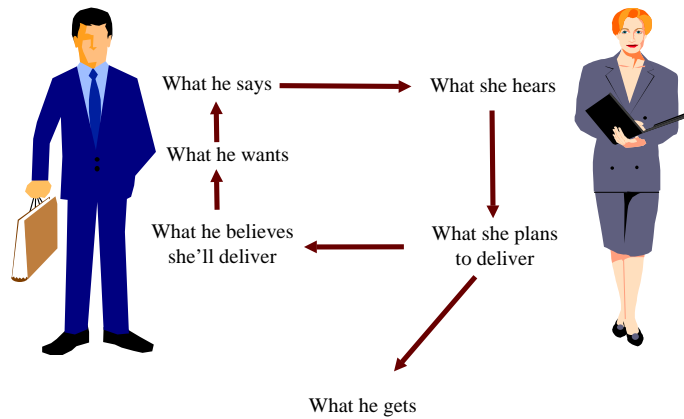
- ◆ Capture requirements
- ◆ Define System Boundary in terms of Use Cases
- ◆ Define Conceptual Model
- ◆ Design Use Case Realizations
- ◆ Define Object Model
- ◆ Define internal abilities
- ◆ Implement objects



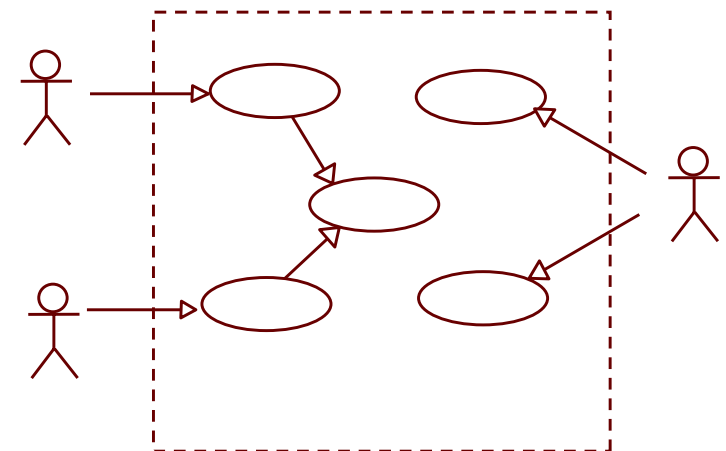
Requirement Capture



Requirement Validation

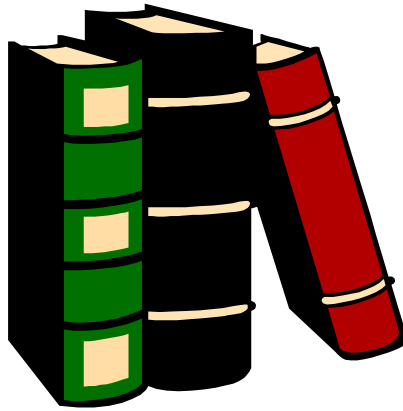


System Definition





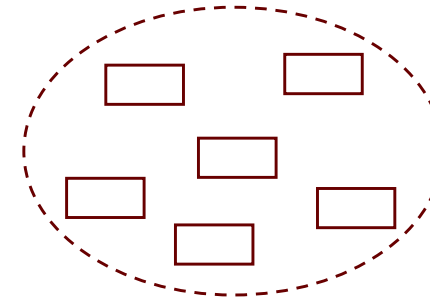
Conceptual Model



An unambiguous definition of the terminology used in the use case descriptions.



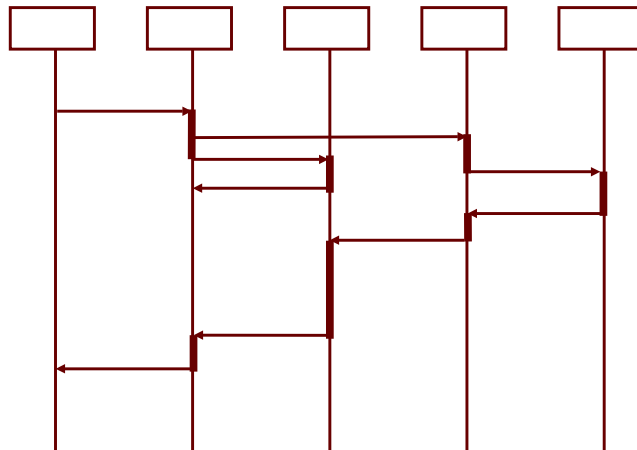
Collaborations



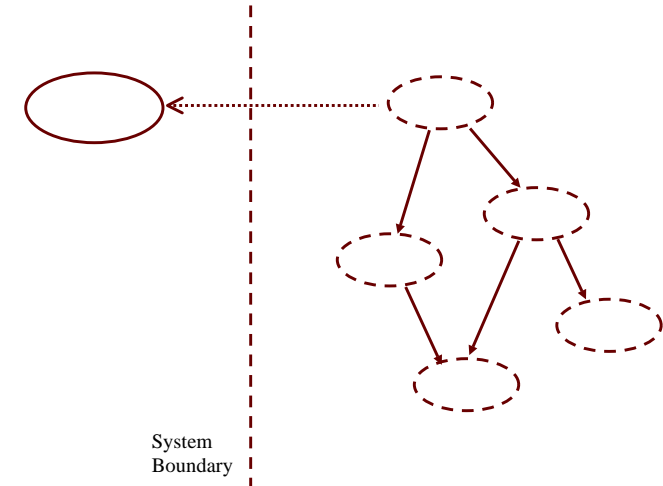
A task that is fulfilled by a group of interacting instances



Scenarios



Functional Decomposition of Use Cases





Technical Basis for Planning: The Topology of System Abilities

