



Software Engineering and Project Management

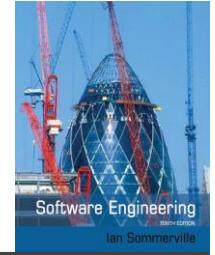
Unit 2

SWEPM Unit 2.1



Chapter 4 – Requirements Engineering

Topics covered



- ✧ Functional and non-functional requirements
- ✧ Requirements engineering processes
- ✧ Requirements elicitation
- ✧ Requirements specification
- ✧ Requirements validation
- ✧ Requirements change

Requirements engineering



- ✧ The process of establishing the services that a customer requires from a system and the constraints under which it operates and is developed.
- ✧ The system requirements are the descriptions of the system services and constraints that are generated during the requirements engineering process.



What is a requirement?

- ✧ It may range from a high-level abstract statement of a service or of a system constraint to a detailed mathematical functional specification.
- ✧ This is inevitable as requirements may serve a dual function
 - May be the basis for a bid for a contract - therefore must be open to interpretation;
 - May be the basis for the contract itself - therefore must be defined in detail;
 - Both these statements may be called requirements.

Types of requirement



✧ User requirements

- Statements in natural language plus diagrams of the services the system provides and its operational constraints. Written for customers.

✧ System requirements

- A structured document setting out detailed descriptions of the system's functions, services and operational constraints. Defines what should be implemented so may be part of a contract between client and contractor.

System stakeholders

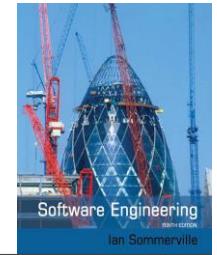


- ✧ Any person or organization who is affected by the system in some way and so who has a legitimate interest
- ✧ Stakeholder types
 - End users
 - System managers
 - System owners
 - External stakeholders



Functional and non-functional requirements

Functional and non-functional requirements



✧ Functional requirements

- Statements of services the system should provide, how the system should react to particular inputs and how the system should behave in particular situations.
- May state what the system should not do.

✧ Non-functional requirements

- Constraints on the services or functions offered by the system such as timing constraints, constraints on the development process, standards, etc.
- Often apply to the system as a whole rather than individual features or services.

✧ Domain requirements

- Constraints on the system from the domain of operation

Functional requirements



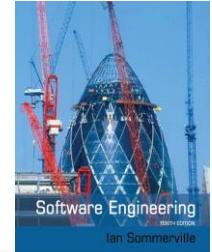
- ✧ Describe functionality or system services.
- ✧ Depend on the type of software, expected users and the type of system where the software is used.
- ✧ Functional user requirements may be high-level statements of what the system should do.
- ✧ Functional system requirements should describe the system services in detail.

Requirements imprecision



- ✧ Problems arise when functional requirements are not precisely stated.
- ✧ Ambiguous requirements may be interpreted in different ways by developers and users.
- ✧ Consider the term ‘search’ in requirement 1
 - User intention – search for a patient name across all appointments in all clinics;
 - Developer interpretation – search for a patient name in an individual clinic. User chooses clinic then search.

Non-functional requirements

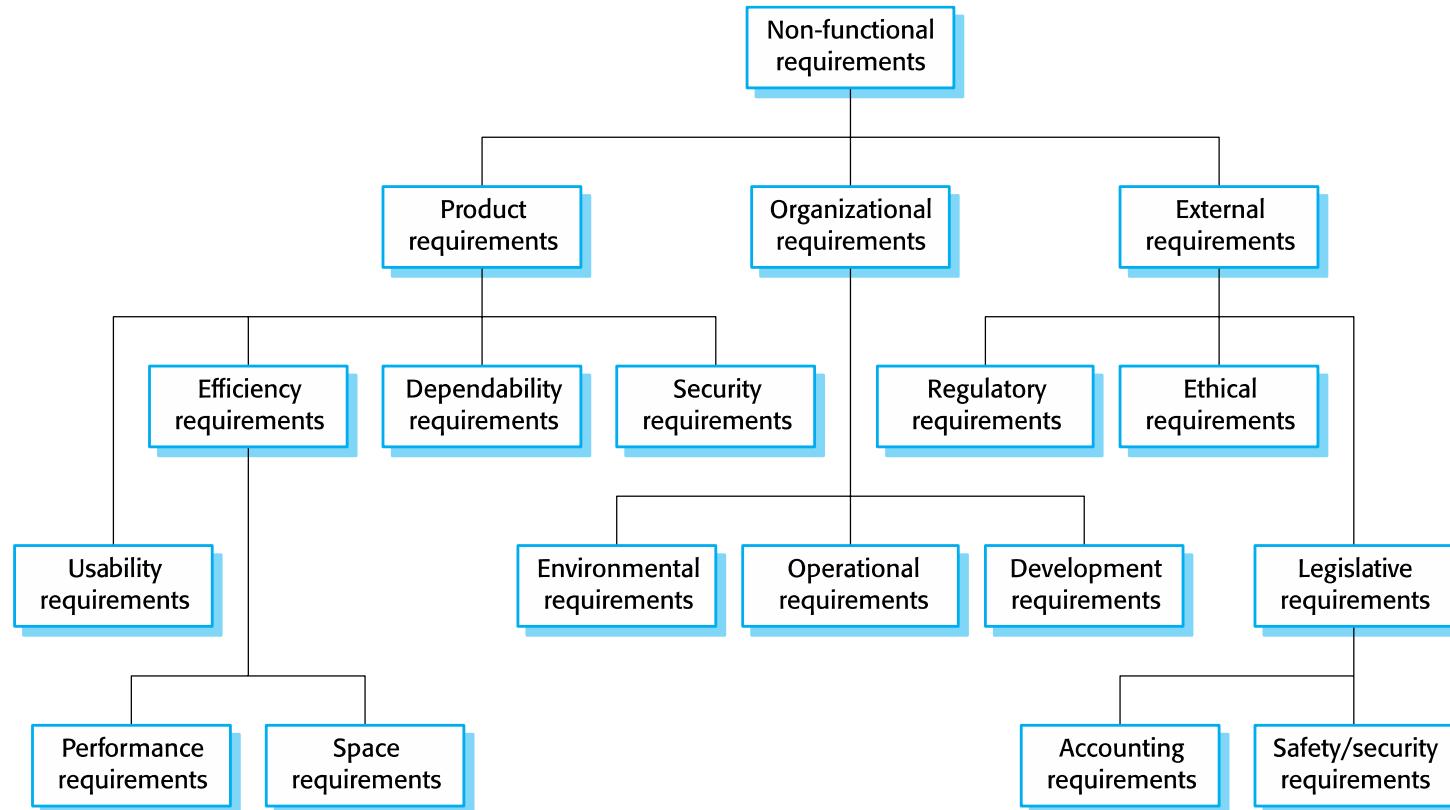


- ✧ These define system properties and constraints e.g. reliability, response time and storage requirements. Constraints are I/O device capability, system representations, etc.
- ✧ Process requirements may also be specified mandating a particular IDE, programming language or development method.
- ✧ Non-functional requirements may be more critical than functional requirements. If these are not met, the system may be useless.



Types of nonfunctional requirement

Software Engineering
Ian Sommerville



Non-functional classifications



✧ Product requirements

- Requirements which specify that the delivered product must behave in a particular way e.g. execution speed, reliability, etc.

✧ Organisational requirements

- Requirements which are a consequence of organisational policies and procedures e.g. process standards used, implementation requirements, etc.

✧ External requirements

- Requirements which arise from factors which are external to the system and its development process e.g. interoperability requirements, legislative requirements, etc.

Metrics for specifying nonfunctional requirements



Property	Measure
Speed	Processed transactions/second User/event response time Screen refresh time
Size	Mbytes Number of ROM chips
Ease of use	Training time Number of help frames
Reliability	Mean time to failure Probability of unavailability Rate of failure occurrence Availability
Robustness	Time to restart after failure Percentage of events causing failure Probability of data corruption on failure
Portability	Percentage of target dependent statements Number of target systems



Requirements engineering processes

Requirements engineering processes



- ✧ The processes used for RE vary widely depending on the application domain, the people involved and the organisation developing the requirements.
- ✧ However, there are a number of generic activities common to all processes
 - Requirements elicitation;
 - Requirements analysis;
 - Requirements validation;
 - Requirements management.
- ✧ In practice, RE is an iterative activity in which these processes are interleaved.



Requirements elicitation

Requirements elicitation and analysis

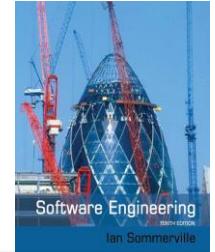


- ✧ Sometimes called requirements elicitation or requirements discovery.
- ✧ Involves technical staff working with customers to find out about the application domain, the services that the system should provide and the system's operational constraints.
- ✧ May involve end-users, managers, engineers involved in maintenance, domain experts, trade unions, etc. These are called *stakeholders*.



Requirements elicitation

Requirements elicitation

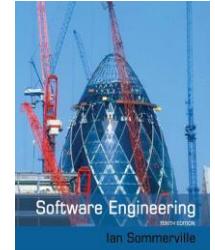


- ✧ Software engineers work with a range of system stakeholders to find out about the application domain, the services that the system should provide, the required system performance, hardware constraints, other systems, etc.
- ✧ Stages include:
 - Requirements discovery,
 - Requirements classification and organization,
 - Requirements prioritization and negotiation,
 - Requirements specification.

Problems of requirements elicitation



- ✧ Stakeholders don't know what they really want.
- ✧ Stakeholders express requirements in their own terms.
- ✧ Different stakeholders may have conflicting requirements.
- ✧ Organisational and political factors may influence the system requirements.
- ✧ The requirements change during the analysis process.
New stakeholders may emerge and the business environment may change.



Process activities

✧ Requirements discovery

- Interacting with stakeholders to discover their requirements.
Domain requirements are also discovered at this stage.

✧ Requirements classification and organisation

- Groups related requirements and organises them into coherent clusters.

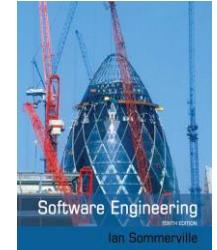
✧ Prioritisation and negotiation

- Prioritising requirements and resolving requirements conflicts.

✧ Requirements specification

- Requirements are documented and input into the next round of the spiral.

Interviewing



- ✧ Formal or informal interviews with stakeholders are part of most RE processes.
- ✧ Types of interview
 - Closed interviews based on pre-determined list of questions
 - Open interviews where various issues are explored with stakeholders.
- ✧ Effective interviewing
 - Be open-minded, avoid pre-conceived ideas about the requirements and are willing to listen to stakeholders.
 - Prompt the interviewee to get discussions going using a springboard question, a requirements proposal, or by working together on a prototype system.



Interviews in practice

- ✧ Normally a mix of closed and open-ended interviewing.
- ✧ Interviews are good for getting an overall understanding of what stakeholders do and how they might interact with the system.
- ✧ Interviewers need to be open-minded without pre-conceived ideas of what the system should do
- ✧ You need to prompt the user to talk about the system by suggesting requirements rather than simply asking them what they want.

Problems with interviews



- ✧ Application specialists may use language to describe their work that isn't easy for the requirements engineer to understand.
- ✧ Interviews are not good for understanding domain requirements
 - Requirements engineers cannot understand specific domain terminology;
 - Some domain knowledge is so familiar that people find it hard to articulate or think that it isn't worth articulating.



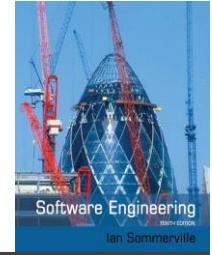
Stories and scenarios

- ✧ Scenarios and user stories are real-life examples of how a system can be used.
- ✧ Stories and scenarios are a description of how a system may be used for a particular task.
- ✧ Because they are based on a practical situation, stakeholders can relate to them and can comment on their situation with respect to the story.



Requirements specification

Requirements specification



- ✧ The process of writing down the user and system requirements in a requirements document.
- ✧ User requirements have to be understandable by end-users and customers who do not have a technical background.
- ✧ System requirements are more detailed requirements and may include more technical information.
- ✧ The requirements may be part of a contract for the system development
 - It is therefore important that these are as complete as possible.

Ways of writing a system requirements specification



Notation	Description
Natural language	The requirements are written using numbered sentences in natural language. Each sentence should express one requirement.
Structured natural language	The requirements are written in natural language on a standard form or template. Each field provides information about an aspect of the requirement.
Design description languages	This approach uses a language like a programming language, but with more abstract features to specify the requirements by defining an operational model of the system. This approach is now rarely used although it can be useful for interface specifications.
Graphical notations	Graphical models, supplemented by text annotations, are used to define the functional requirements for the system; UML use case and sequence diagrams are commonly used.
Mathematical specifications	These notations are based on mathematical concepts such as finite-state machines or sets. Although these unambiguous specifications can reduce the ambiguity in a requirements document, most customers don't understand a formal specification. They cannot check that it represents what they want and are reluctant to accept it as a system contract

Requirements and design



- ✧ In principle, requirements should state what the system should do and the design should describe how it does this.
- ✧ In practice, requirements and design are inseparable
 - A system architecture may be designed to structure the requirements;
 - The system may inter-operate with other systems that generate design requirements;
 - The use of a specific architecture to satisfy non-functional requirements may be a domain requirement.
 - This may be the consequence of a regulatory requirement.

Natural language specification

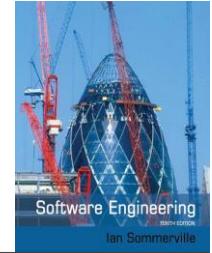


- ✧ Requirements are written as natural language sentences supplemented by diagrams and tables.
- ✧ Used for writing requirements because it is expressive, intuitive and universal. This means that the requirements can be understood by users and customers.

Guidelines for writing requirements



- ✧ Invent a standard format and use it for all requirements.
- ✧ Use language in a consistent way. Use shall for mandatory requirements, should for desirable requirements.
- ✧ Use text highlighting to identify key parts of the requirement.
- ✧ Avoid the use of computer jargon.
- ✧ Include an explanation (rationale) of why a requirement is necessary.



Problems with natural language

- ✧ Lack of clarity
 - Precision is difficult without making the document difficult to read.
- ✧ Requirements confusion
 - Functional and non-functional requirements tend to be mixed-up.
- ✧ Requirements amalgamation
 - Several different requirements may be expressed together.

Structured specifications



- ✧ An approach to writing requirements where the freedom of the requirements writer is limited and requirements are written in a standard way.
- ✧ This works well for some types of requirements e.g. requirements for embedded control system but is sometimes too rigid for writing business system requirements.

Form-based specifications



- ✧ Definition of the function or entity.
- ✧ Description of inputs and where they come from.
- ✧ Description of outputs and where they go to.
- ✧ Information about the information needed for the computation and other entities used.
- ✧ Description of the action to be taken.
- ✧ Pre and post conditions (if appropriate).
- ✧ The side effects (if any) of the function.

A structured specification of a requirement for an insulin pump



Insulin Pump/Control Software/SRS/3.3.2

Function Compute insulin dose: safe sugar level.

Description

Computes the dose of insulin to be delivered when the current measured sugar level is in the safe zone between 3 and 7 units.

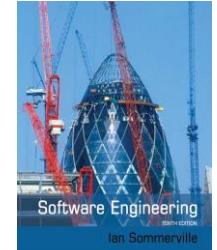
Inputs Current sugar reading (r_2); the previous two readings (r_0 and r_1).

Source Current sugar reading from sensor. Other readings from memory.

Outputs CompDose—the dose in insulin to be delivered.

Destination Main control loop.

A structured specification of a requirement for an insulin pump



Action

CompDose is zero if the sugar level is stable or falling or if the level is increasing but the rate of increase is decreasing. If the level is increasing and the rate of increase is increasing, then CompDose is computed by dividing the difference between the current sugar level and the previous level by 4 and rounding the result. If the result, is rounded to zero then CompDose is set to the minimum dose that can be delivered.

Requirements

Two previous readings so that the rate of change of sugar level can be computed.

Pre-condition

The insulin reservoir contains at least the maximum allowed single dose of insulin.

Post-condition r0 is replaced by r1 then r1 is replaced by r2.

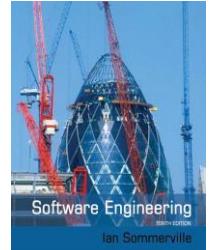
Side effects None.



Tabular specification

- ✧ Used to supplement natural language.
- ✧ Particularly useful when you have to define a number of possible alternative courses of action.
- ✧ For example, the insulin pump systems bases its computations on the rate of change of blood sugar level and the tabular specification explains how to calculate the insulin requirement for different scenarios.

Tabular specification of computation for an insulin pump



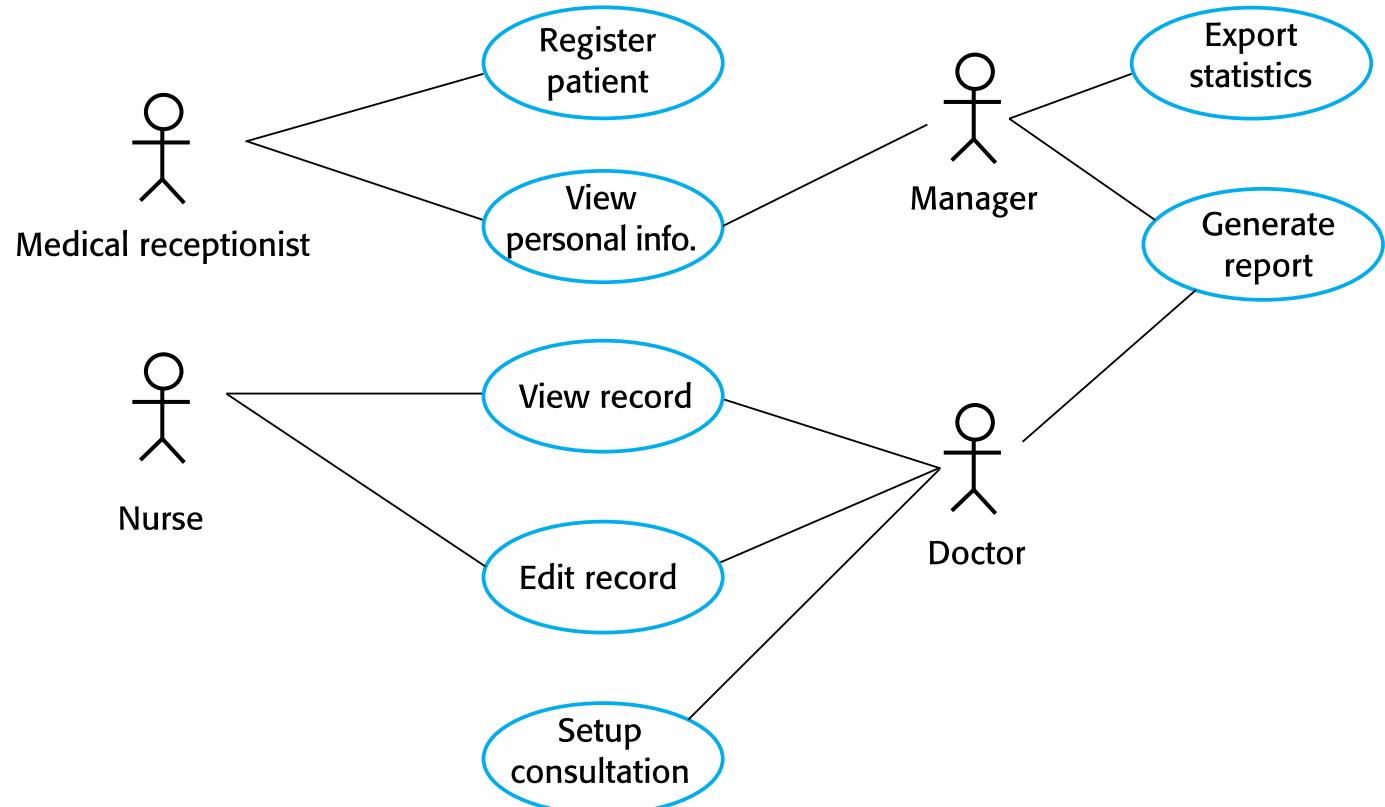
Condition	Action
Sugar level falling ($r_2 < r_1$)	$\text{CompDose} = 0$
Sugar level stable ($r_2 = r_1$)	$\text{CompDose} = 0$
Sugar level increasing and rate of increase decreasing $((r_2 - r_1) < (r_1 - r_0))$	$\text{CompDose} = 0$
Sugar level increasing and rate of increase stable or increasing $((r_2 - r_1) \geq (r_1 - r_0))$	$\text{CompDose} = \text{round}((r_2 - r_1)/4)$ If rounded result = 0 then $\text{CompDose} = \text{MinimumDose}$

Use cases



- ✧ Use-cases are a kind of scenario that are included in the UML.
- ✧ Use cases identify the actors in an interaction and which describe the interaction itself.
- ✧ A set of use cases should describe all possible interactions with the system.
- ✧ High-level graphical model supplemented by more detailed tabular description (see Chapter 5).
- ✧ UML sequence diagrams may be used to add detail to use-cases by showing the sequence of event processing in the system.

Use cases for the Mentcare system

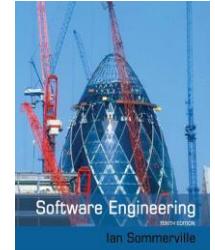


The software requirements document



- ✧ The software requirements document is the official statement of what is required of the system developers.
- ✧ Should include both a definition of user requirements and a specification of the system requirements.
- ✧ It is NOT a design document. As far as possible, it should set of WHAT the system should do rather than HOW it should do it.

Requirements document variability



- ✧ Information in requirements document depends on type of system and the approach to development used.
- ✧ Systems developed incrementally will, typically, have less detail in the requirements document.
- ✧ Requirements documents standards have been designed e.g. IEEE standard. These are mostly applicable to the requirements for large systems engineering projects.

The structure of a requirements document



Chapter	Description
Preface	This should define the expected readership of the document and describe its version history, including a rationale for the creation of a new version and a summary of the changes made in each version.
Introduction	This should describe the need for the system. It should briefly describe the system's functions and explain how it will work with other systems. It should also describe how the system fits into the overall business or strategic objectives of the organization commissioning the software.
Glossary	This should define the technical terms used in the document. You should not make assumptions about the experience or expertise of the reader.
User requirements definition	Here, you describe the services provided for the user. The nonfunctional system requirements should also be described in this section. This description may use natural language, diagrams, or other notations that are understandable to customers. Product and process standards that must be followed should be specified.
System architecture	This chapter should present a high-level overview of the anticipated system architecture, showing the distribution of functions across system modules. Architectural components that are reused should be highlighted.

The structure of a requirements document

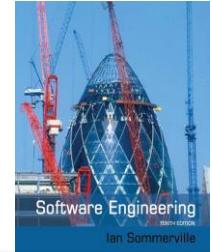


Chapter	Description
System requirements specification	This should describe the functional and nonfunctional requirements in more detail. If necessary, further detail may also be added to the nonfunctional requirements. Interfaces to other systems may be defined.
System models	This might include graphical system models showing the relationships between the system components and the system and its environment. Examples of possible models are object models, data-flow models, or semantic data models.
System evolution	This should describe the fundamental assumptions on which the system is based, and any anticipated changes due to hardware evolution, changing user needs, and so on. This section is useful for system designers as it may help them avoid design decisions that would constrain likely future changes to the system.
Appendices	These should provide detailed, specific information that is related to the application being developed; for example, hardware and database descriptions. Hardware requirements define the minimal and optimal configurations for the system. Database requirements define the logical organization of the data used by the system and the relationships between data.
Index	Several indexes to the document may be included. As well as a normal alphabetic index, there may be an index of diagrams, an index of functions, and so on.

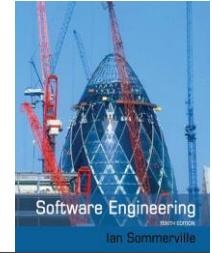


Requirements validation

Requirements validation



- ✧ Concerned with demonstrating that the requirements define the system that the customer really wants.
- ✧ Requirements error costs are high so validation is very important
 - Fixing a requirements error after delivery may cost up to 100 times the cost of fixing an implementation error.



Requirements checking

- ✧ Validity. Does the system provide the functions which best support the customer's needs?
- ✧ Consistency. Are there any requirements conflicts?
- ✧ Completeness. Are all functions required by the customer included?
- ✧ Realism. Can the requirements be implemented given available budget and technology
- ✧ Verifiability. Can the requirements be checked?



Requirements validation techniques

✧ Requirements reviews

- Systematic manual analysis of the requirements.

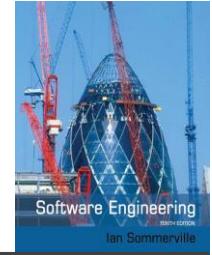
✧ Prototyping

- Using an executable model of the system to check requirements.
Covered in Chapter 2.

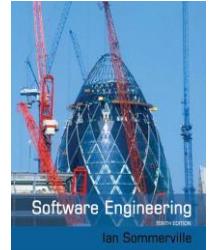
✧ Test-case generation

- Developing tests for requirements to check testability.

Requirements reviews



- ✧ Regular reviews should be held while the requirements definition is being formulated.
- ✧ Both client and contractor staff should be involved in reviews.
- ✧ Reviews may be formal (with completed documents) or informal. Good communications between developers, customers and users can resolve problems at an early stage.



Review checks

✧ Verifiability

- Is the requirement realistically testable?

✧ Comprehensibility

- Is the requirement properly understood?

✧ Traceability

- Is the origin of the requirement clearly stated?

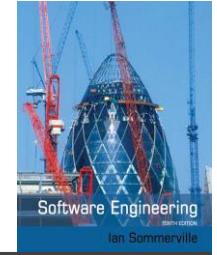
✧ Adaptability

- Can the requirement be changed without a large impact on other requirements?



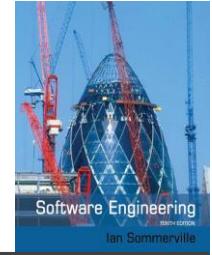
Requirements change

Changing requirements



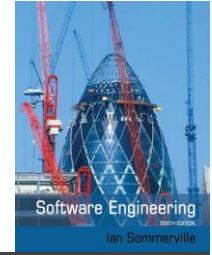
- ✧ The business and technical environment of the system always changes after installation.
 - New hardware may be introduced, it may be necessary to interface the system with other systems, business priorities may change (with consequent changes in the system support required), and new legislation and regulations may be introduced that the system must necessarily abide by.
- ✧ The people who pay for a system and the users of that system are rarely the same people.
 - System customers impose requirements because of organizational and budgetary constraints. These may conflict with end-user requirements and, after delivery, new features may have to be added for user support if the system is to meet its goals.

Changing requirements



- ✧ Large systems usually have a diverse user community, with many users having different requirements and priorities that may be conflicting or contradictory.
 - The final system requirements are inevitably a compromise between them and, with experience, it is often discovered that the balance of support given to different users has to be changed.

Requirements management



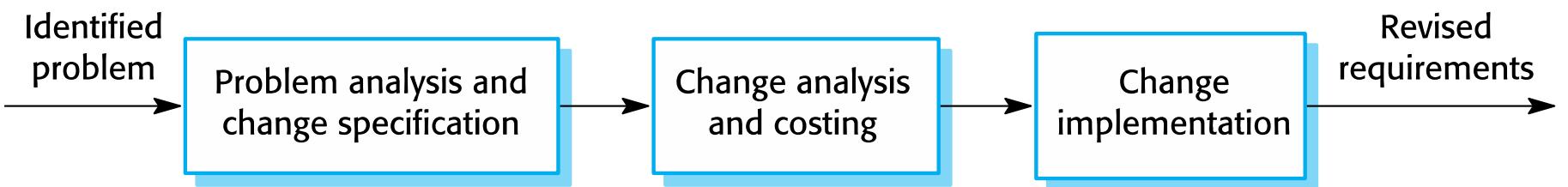
- ✧ Requirements management is the process of managing changing requirements during the requirements engineering process and system development.
- ✧ New requirements emerge as a system is being developed and after it has gone into use.
- ✧ You need to keep track of individual requirements and maintain links between dependent requirements so that you can assess the impact of requirements changes. You need to establish a formal process for making change proposals and linking these to system requirements.

Requirements change management



- ✧ Deciding if a requirements change should be accepted
 - *Problem analysis and change specification*
 - During this stage, the problem or the change proposal is analyzed to check that it is valid. This analysis is fed back to the change requestor who may respond with a more specific requirements change proposal, or decide to withdraw the request.
 - *Change analysis and costing*
 - The effect of the proposed change is assessed using traceability information and general knowledge of the system requirements. Once this analysis is completed, a decision is made whether or not to proceed with the requirements change.
 - *Change implementation*
 - The requirements document and, where necessary, the system design and implementation, are modified. Ideally, the document should be organized so that changes can be easily implemented.

Requirements change management

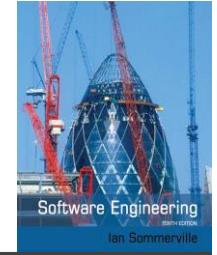




Key points

- ✧ Requirements for a software system set out what the system should do and define constraints on its operation and implementation.
- ✧ Functional requirements are statements of the services that the system must provide or are descriptions of how some computations must be carried out.
- ✧ Non-functional requirements often constrain the system being developed and the development process being used.
- ✧ They often relate to the emergent properties of the system and therefore apply to the system as a whole.

Key points



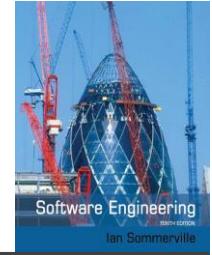
- ✧ The requirements engineering process is an iterative process that includes requirements elicitation, specification and validation.
- ✧ Requirements elicitation is an iterative process that can be represented as a spiral of activities – requirements discovery, requirements classification and organization, requirements negotiation and requirements documentation.
- ✧ You can use a range of techniques for requirements elicitation including interviews and ethnography. User stories and scenarios may be used to facilitate discussions.

Key points



- ✧ Requirements specification is the process of formally documenting the user and system requirements and creating a software requirements document.
- ✧ The software requirements document is an agreed statement of the system requirements. It should be organized so that both system customers and software developers can use it.

Key points



- ✧ Requirements validation is the process of checking the requirements for validity, consistency, completeness, realism and verifiability.
- ✧ Business, organizational and technical changes inevitably lead to changes to the requirements for a software system. Requirements management is the process of managing and controlling these changes.

SWEPM Unit 2.2



Chapter 5 – System Modeling

Topics covered



- ✧ Context models
- ✧ Interaction models
- ✧ Structural models
- ✧ Behavioral models
- ✧ Model-driven engineering

System modeling



- ✧ System modeling is the process of developing abstract models of a system, with each model presenting a different view or perspective of that system.
- ✧ System modeling has now come to mean representing a system using some kind of graphical notation, which is now almost always based on notations in the Unified Modeling Language (UML).
- ✧ System modelling helps the analyst to understand the functionality of the system and models are used to communicate with customers.

Existing and planned system models



- ✧ Models of the existing system are used during requirements engineering. They help clarify what the existing system does and can be used as a basis for discussing its strengths and weaknesses. These then lead to requirements for the new system.
- ✧ Models of the new system are used during requirements engineering to help explain the proposed requirements to other system stakeholders. Engineers use these models to discuss design proposals and to document the system for implementation.
- ✧ In a model-driven engineering process, it is possible to generate a complete or partial system implementation from the system model.

System perspectives



- ✧ An external perspective, where you model the context or environment of the system.
- ✧ An interaction perspective, where you model the interactions between a system and its environment, or between the components of a system.
- ✧ A structural perspective, where you model the organization of a system or the structure of the data that is processed by the system.
- ✧ A behavioral perspective, where you model the dynamic behavior of the system and how it responds to events.

UML diagram types



- ✧ Activity diagrams, which show the activities involved in a process or in data processing .
- ✧ Use case diagrams, which show the interactions between a system and its environment.
- ✧ Sequence diagrams, which show interactions between actors and the system and between system components.
- ✧ Class diagrams, which show the object classes in the system and the associations between these classes.
- ✧ State diagrams, which show how the system reacts to internal and external events.

Use of graphical models



- ✧ As a means of facilitating discussion about an existing or proposed system
 - Incomplete and incorrect models are OK as their role is to support discussion.
- ✧ As a way of documenting an existing system
 - Models should be an accurate representation of the system but need not be complete.
- ✧ As a detailed system description that can be used to generate a system implementation
 - Models have to be both correct and complete.

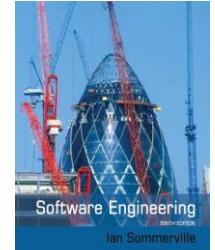


Context models



Context models

- ✧ Context models are used to illustrate the operational context of a system - they show what lies outside the system boundaries.
- ✧ Social and organisational concerns may affect the decision on where to position system boundaries.
- ✧ Architectural models show the system and its relationship with other systems.

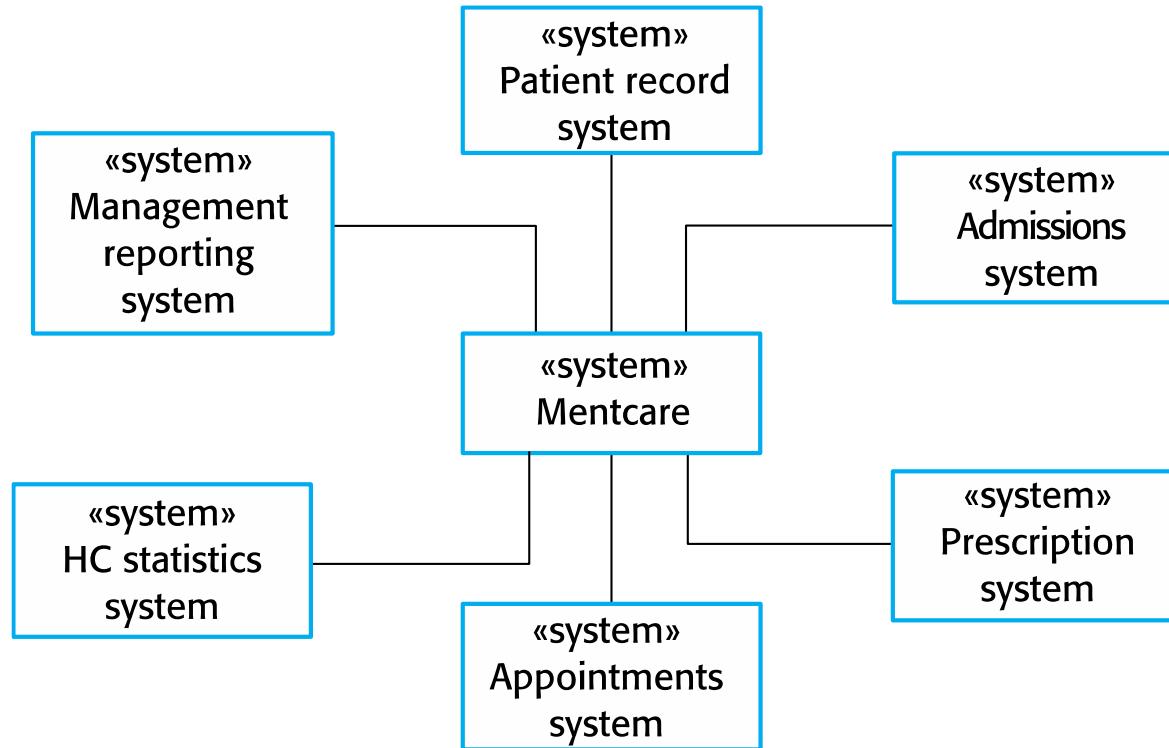


System boundaries

- ✧ System boundaries are established to define what is inside and what is outside the system.
 - They show other systems that are used or depend on the system being developed.
- ✧ The position of the system boundary has a profound effect on the system requirements.
- ✧ Defining a system boundary is a political judgment
 - There may be pressures to develop system boundaries that increase / decrease the influence or workload of different parts of an organization.



The context of the Mentcare system

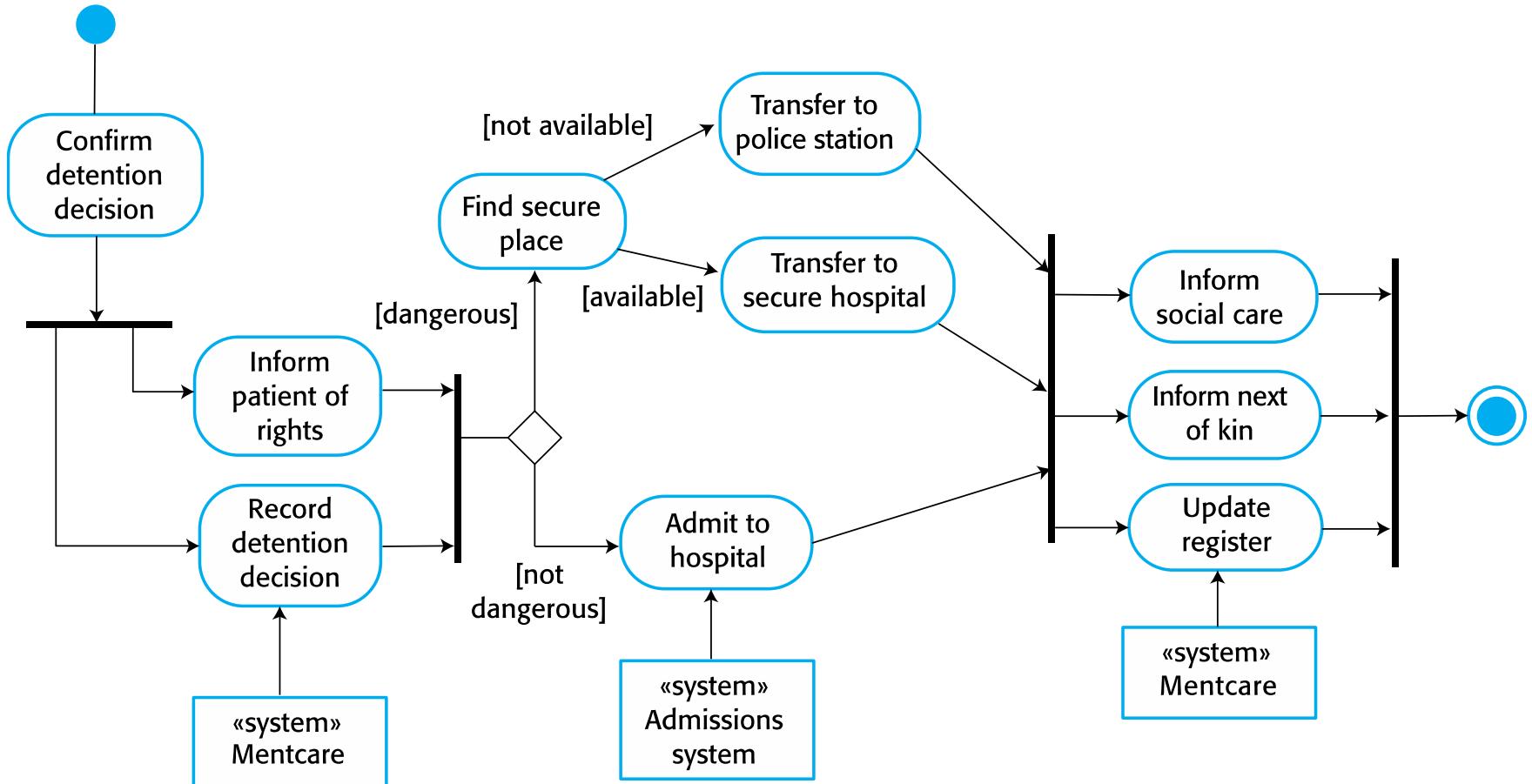
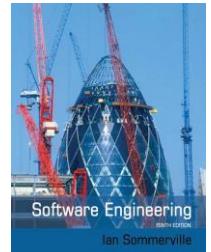


Process perspective



- ✧ Context models simply show the other systems in the environment, not how the system being developed is used in that environment.
- ✧ Process models reveal how the system being developed is used in broader business processes.
- ✧ UML activity diagrams may be used to define business process models.

Process model of involuntary detention





Interaction models

Interaction models



- ✧ Modeling user interaction is important as it helps to identify user requirements.
- ✧ Modeling system-to-system interaction highlights the communication problems that may arise.
- ✧ Modeling component interaction helps us understand if a proposed system structure is likely to deliver the required system performance and dependability.
- ✧ Use case diagrams and sequence diagrams may be used for interaction modeling.



Use case modeling

- ✧ Use cases were developed originally to support requirements elicitation and now incorporated into the UML.
- ✧ Each use case represents a discrete task that involves external interaction with a system.
- ✧ Actors in a use case may be people or other systems.
- ✧ Represented diagrammatically to provide an overview of the use case and in a more detailed textual form.



Transfer-data use case

✧ A use case in the Mentcare system

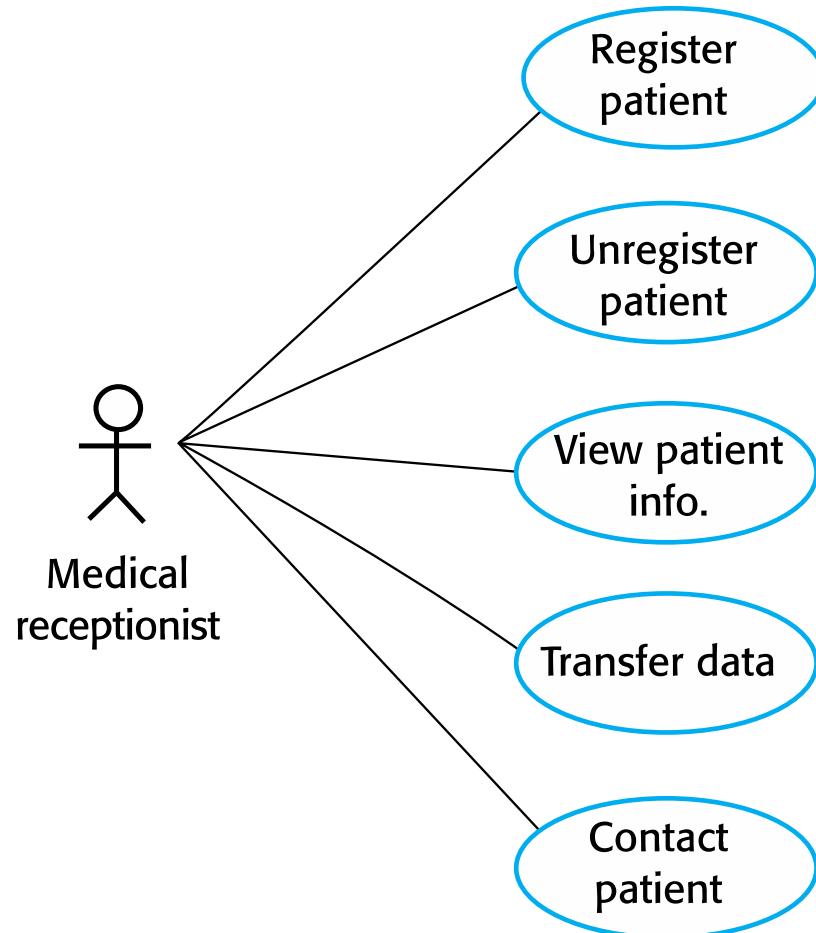
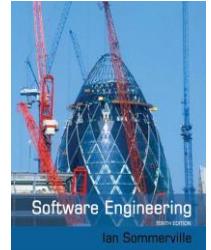


Tabular description of the ‘Transfer data’ use-case



MHC-PMS: Transfer data	
Actors	Medical receptionist, patient records system (PRS)
Description	A receptionist may transfer data from the Mentcase system to a general patient record database that is maintained by a health authority. The information transferred may either be updated personal information (address, phone number, etc.) or a summary of the patient's diagnosis and treatment.
Data	Patient's personal information, treatment summary
Stimulus	User command issued by medical receptionist
Response	Confirmation that PRS has been updated
Comments	The receptionist must have appropriate security permissions to access the patient information and the PRS.

Use cases in the Mentcare system involving the role 'Medical Receptionist'

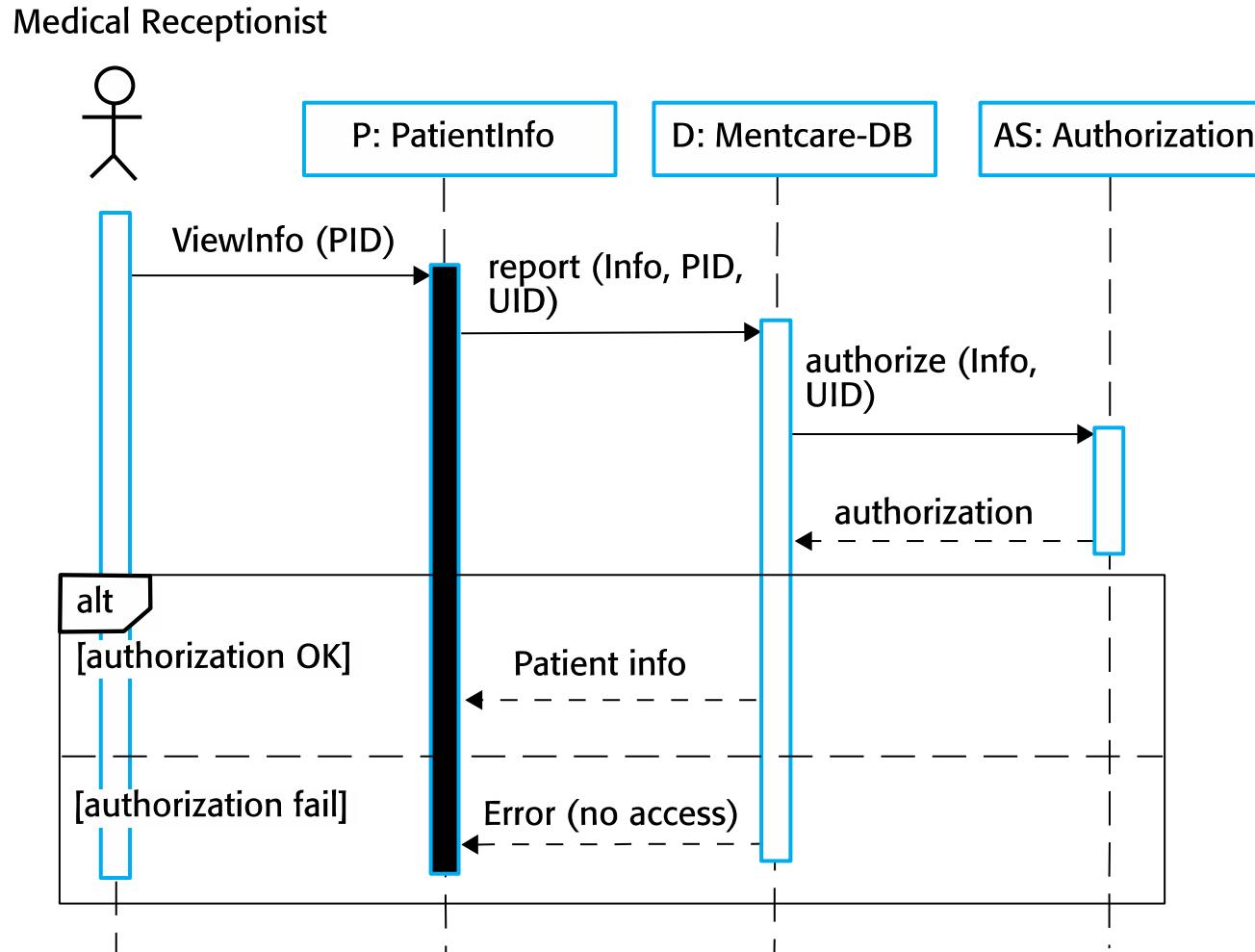


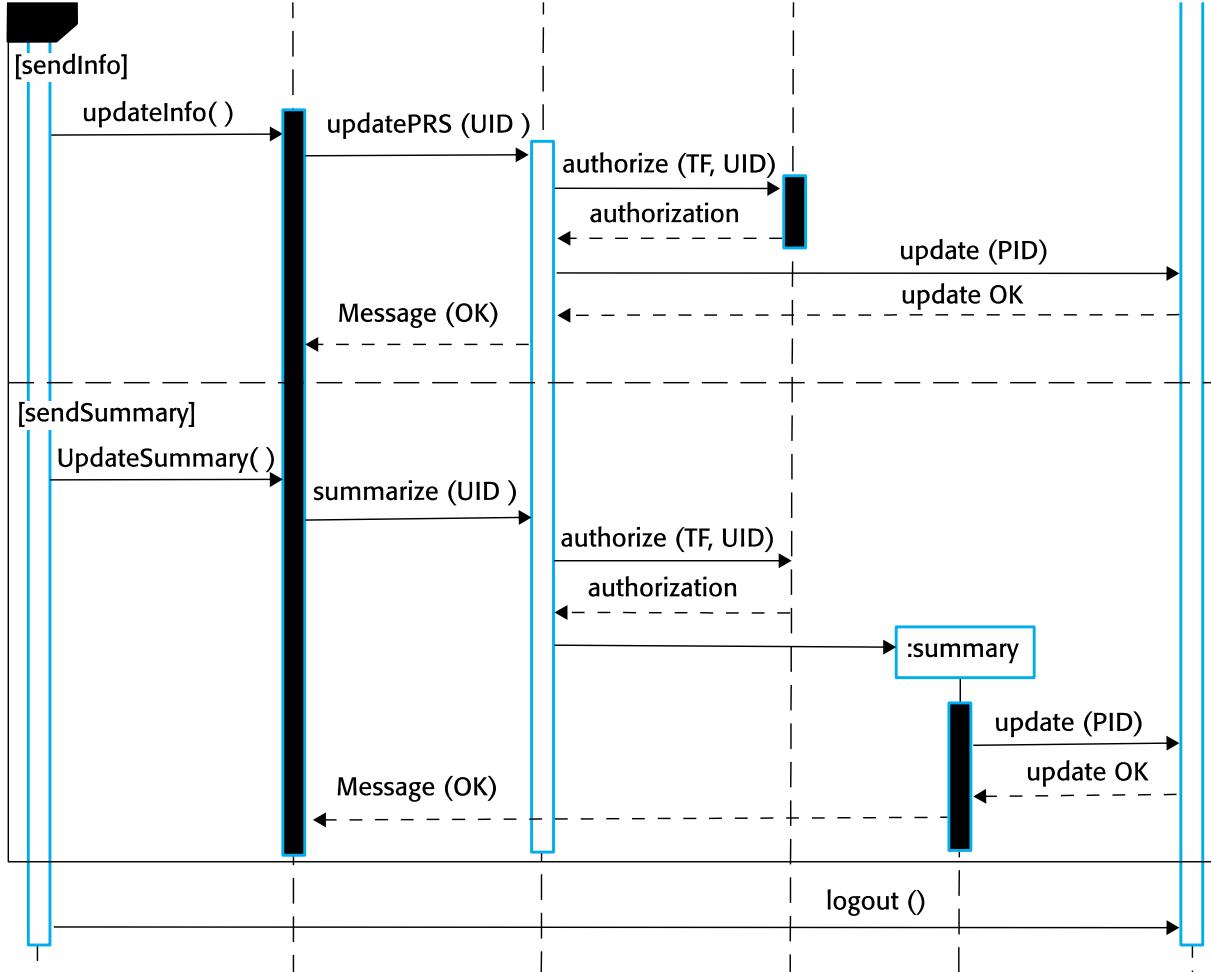
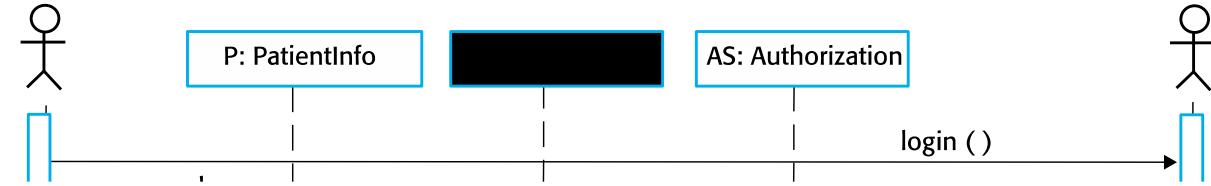
Sequence diagrams



- ✧ Sequence diagrams are part of the UML and are used to model the interactions between the actors and the objects within a system.
- ✧ A sequence diagram shows the sequence of interactions that take place during a particular use case or use case instance.
- ✧ The objects and actors involved are listed along the top of the diagram, with a dotted line drawn vertically from these.
- ✧ Interactions between objects are indicated by annotated arrows.

Sequence diagram for View patient information





Sequence diagram for Transfer Data



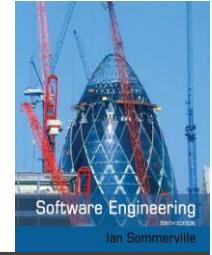
Structural models

Structural models



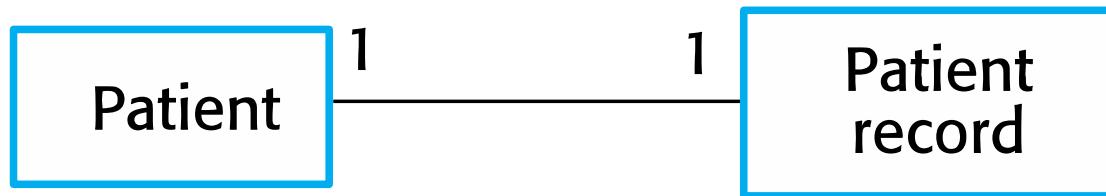
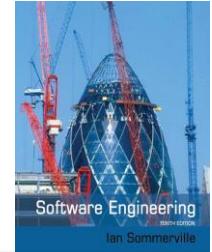
- ✧ Structural models of software display the organization of a system in terms of the components that make up that system and their relationships.
- ✧ Structural models may be static models, which show the structure of the system design, or dynamic models, which show the organization of the system when it is executing.
- ✧ You create structural models of a system when you are discussing and designing the system architecture.

Class diagrams

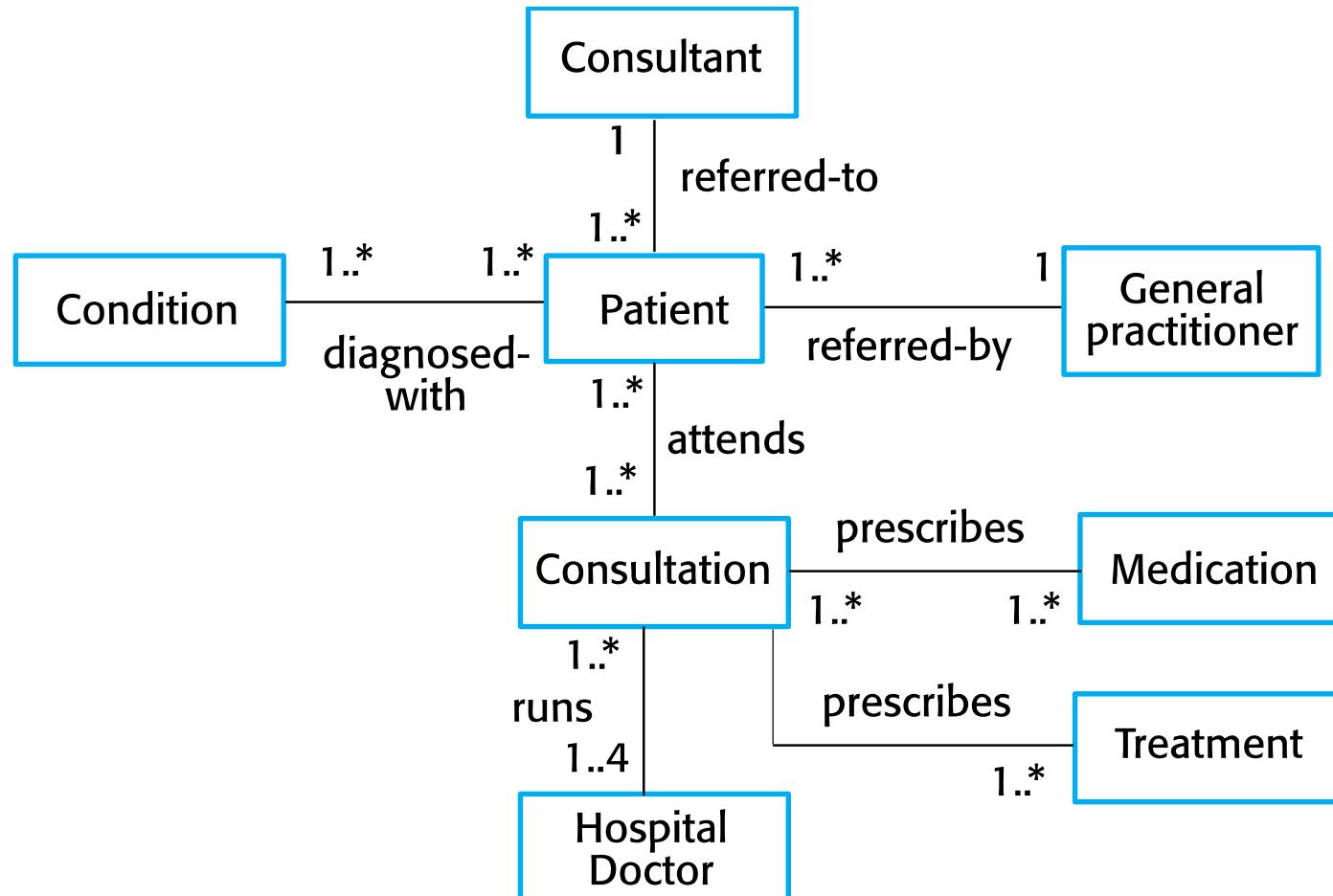


- ✧ Class diagrams are used when developing an object-oriented system model to show the classes in a system and the associations between these classes.
- ✧ An object class can be thought of as a general definition of one kind of system object.
- ✧ An association is a link between classes that indicates that there is some relationship between these classes.
- ✧ When you are developing models during the early stages of the software engineering process, objects represent something in the real world, such as a patient, a prescription, doctor, etc.

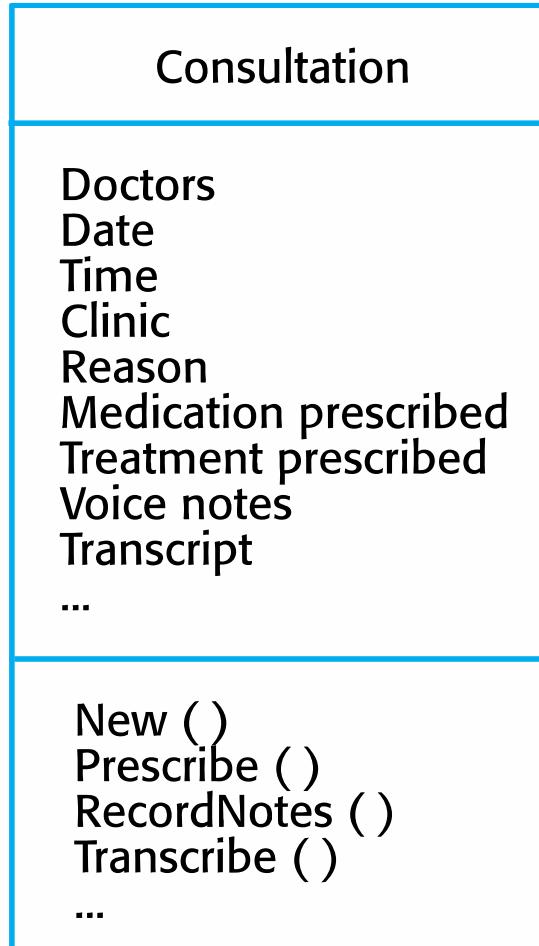
UML classes and association



Classes and associations in the MHC-PMS



The Consultation class





Generalization

- ✧ Generalization is an everyday technique that we use to manage complexity.
- ✧ Rather than learn the detailed characteristics of every entity that we experience, we place these entities in more general classes (animals, cars, houses, etc.) and learn the characteristics of these classes.
- ✧ This allows us to infer that different members of these classes have some common characteristics e.g. squirrels and rats are rodents.

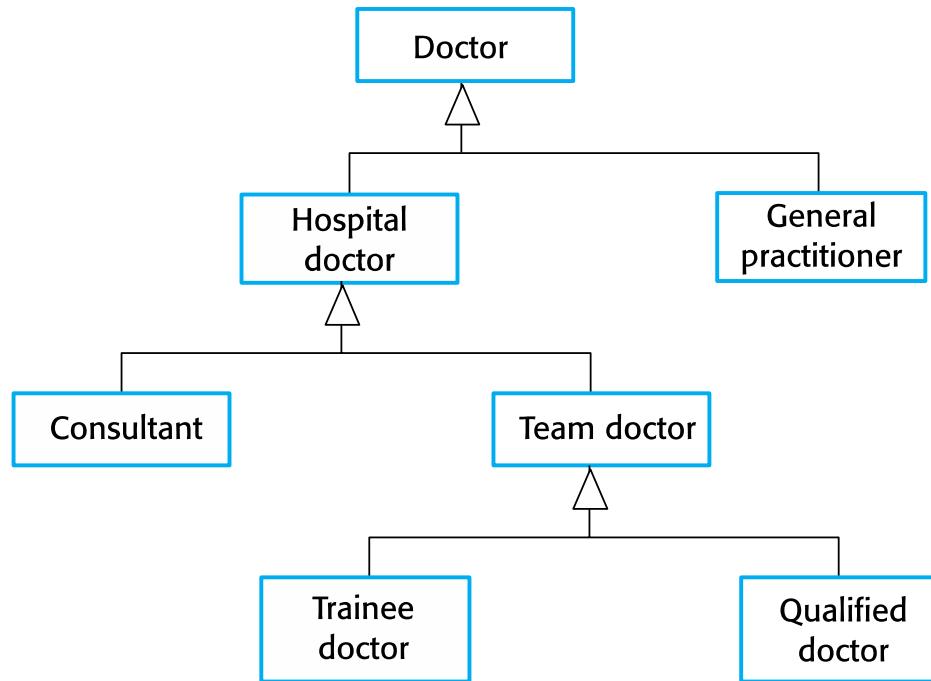
Generalization



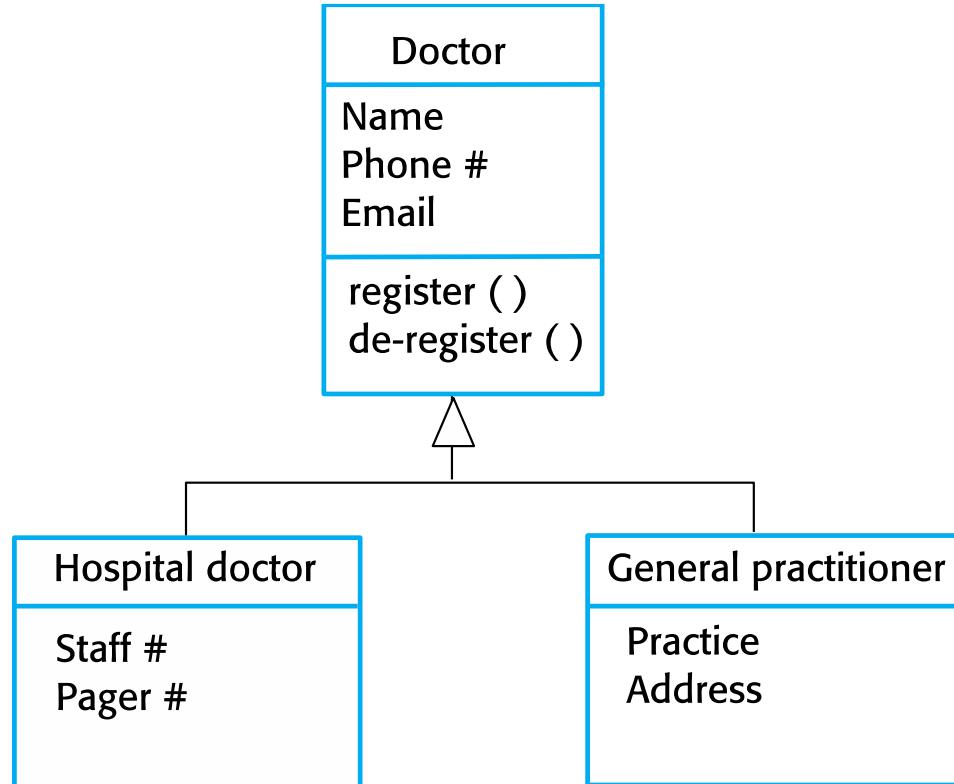
- ✧ In modeling systems, it is often useful to examine the classes in a system to see if there is scope for generalization. If changes are proposed, then you do not have to look at all classes in the system to see if they are affected by the change.
- ✧ In object-oriented languages, such as Java, generalization is implemented using the class inheritance mechanisms built into the language.
- ✧ In a generalization, the attributes and operations associated with higher-level classes are also associated with the lower-level classes.
- ✧ The lower-level classes are subclasses inherit the attributes and operations from their superclasses. These lower-level classes then add more specific attributes and operations.



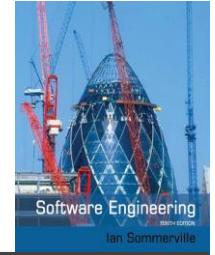
A generalization hierarchy



A generalization hierarchy with added detail

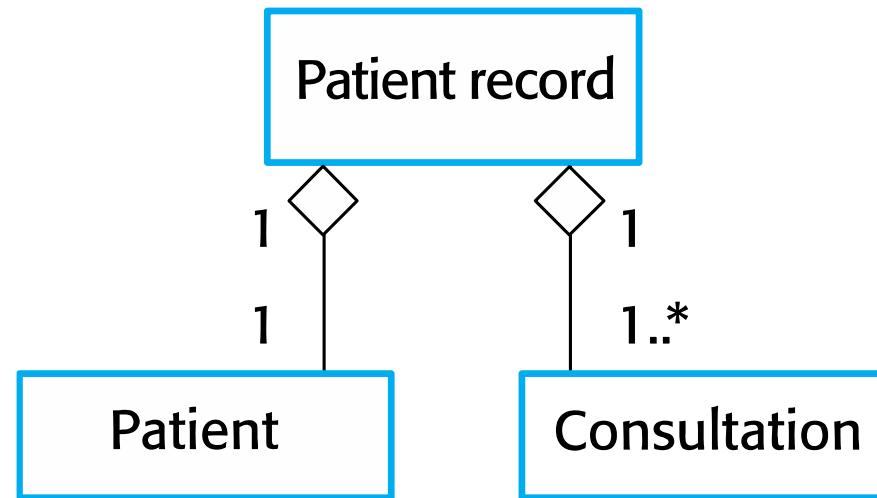


Object class aggregation models



- ✧ An aggregation model shows how classes that are collections are composed of other classes.
- ✧ Aggregation models are similar to the part-of relationship in semantic data models.

The aggregation association





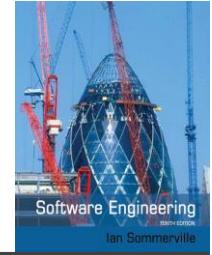
Behavioral models



Behavioral models

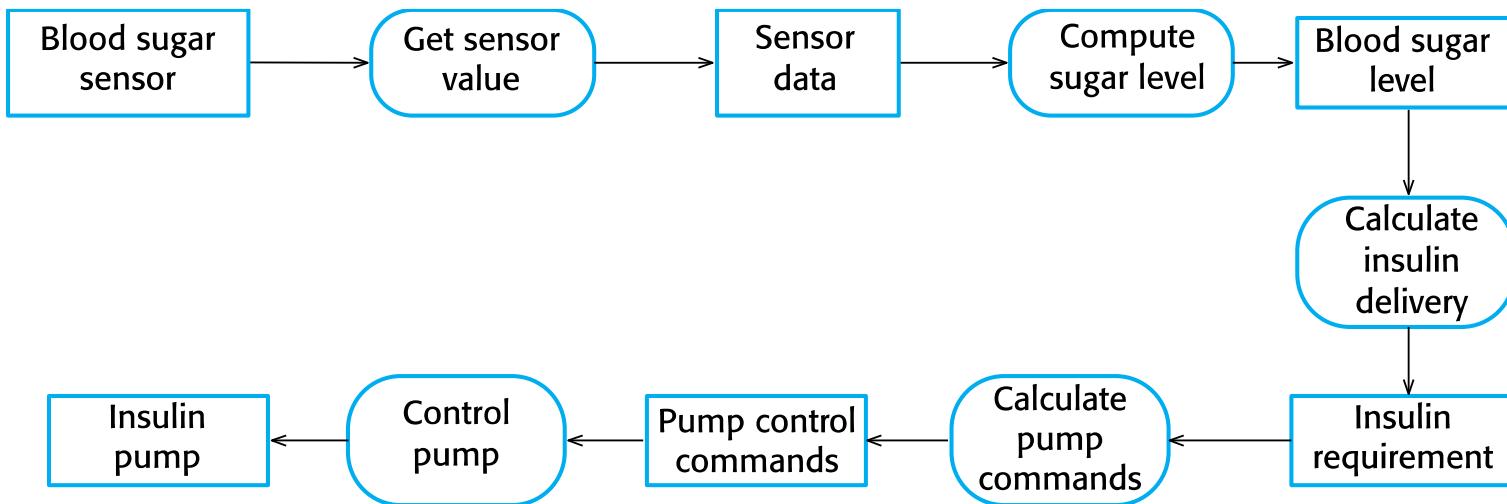
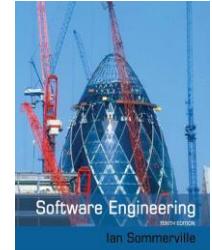
- ✧ Behavioral models are models of the dynamic behavior of a system as it is executing. They show what happens or what is supposed to happen when a system responds to a stimulus from its environment.
- ✧ You can think of these stimuli as being of two types:
 - **Data** Some data arrives that has to be processed by the system.
 - **Events** Some event happens that triggers system processing. Events may have associated data, although this is not always the case.

Data-driven modeling

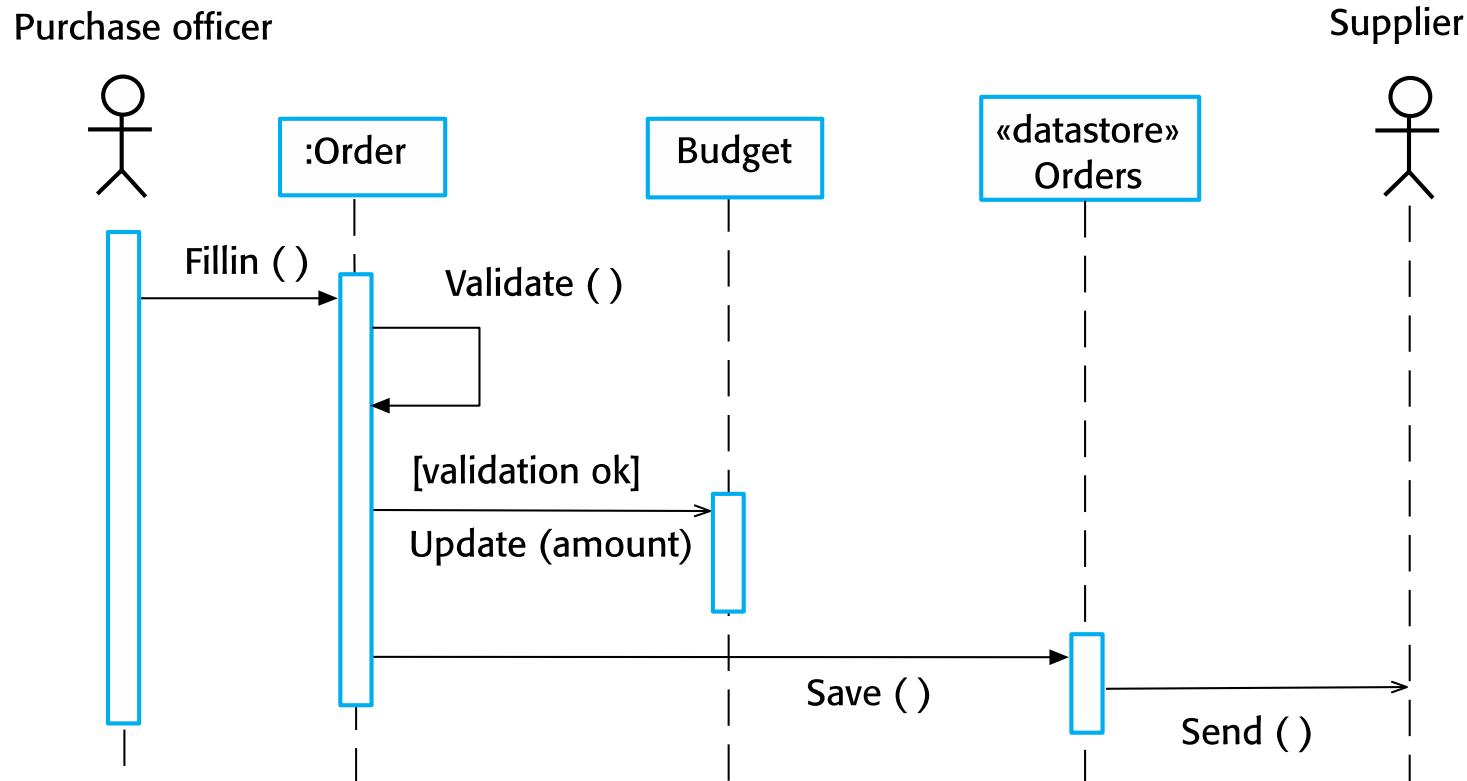


- ✧ Many business systems are data-processing systems that are primarily driven by data. They are controlled by the data input to the system, with relatively little external event processing.
- ✧ Data-driven models show the sequence of actions involved in processing input data and generating an associated output.
- ✧ They are particularly useful during the analysis of requirements as they can be used to show end-to-end processing in a system.

An activity model of the insulin pump's operation



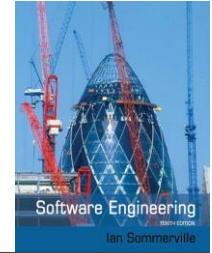
Order processing



Event-driven modeling



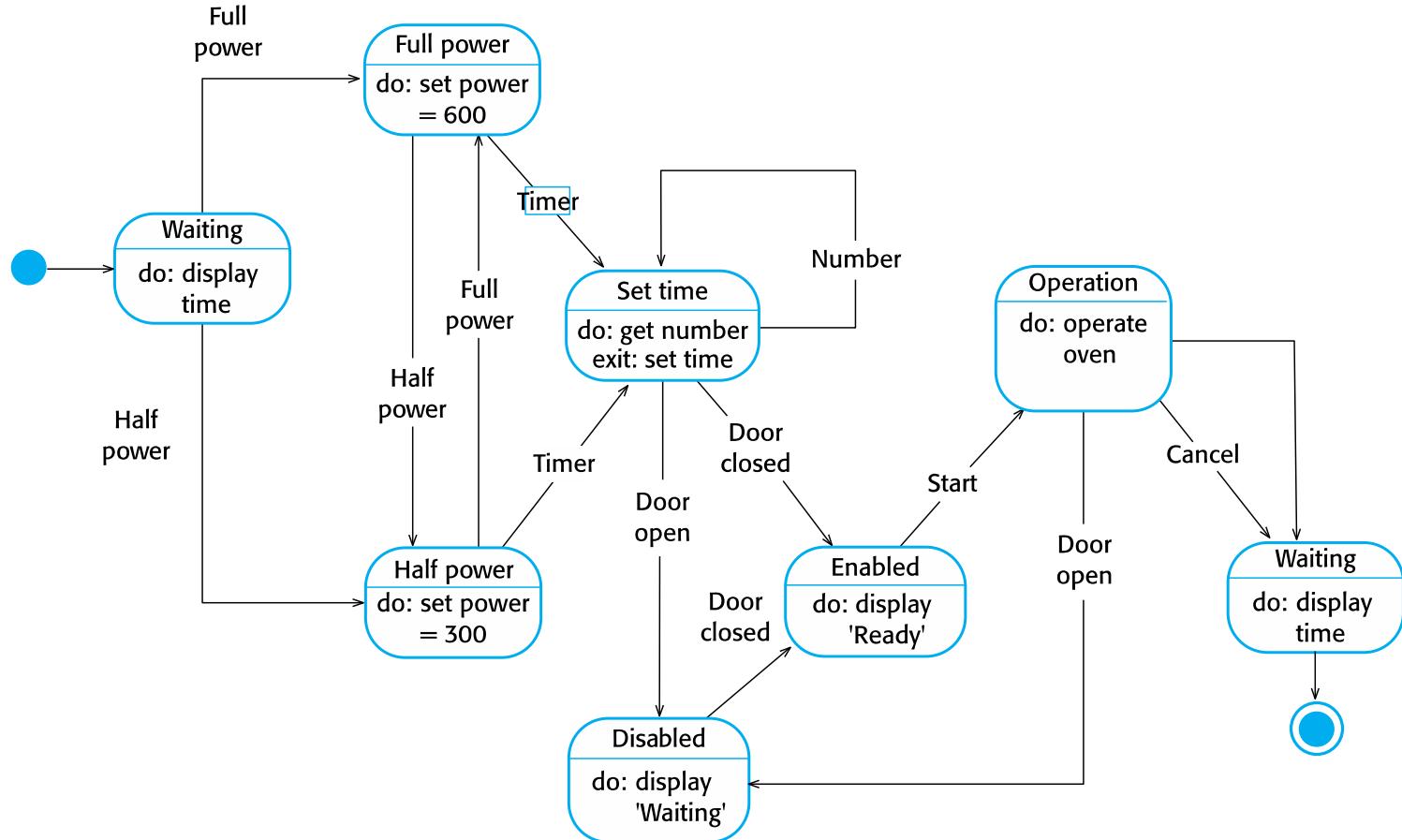
- ✧ Real-time systems are often event-driven, with minimal data processing. For example, a landline phone switching system responds to events such as 'receiver off hook' by generating a dial tone.
- ✧ Event-driven modeling shows how a system responds to external and internal events.
- ✧ It is based on the assumption that a system has a finite number of states and that events (stimuli) may cause a transition from one state to another.



State machine models

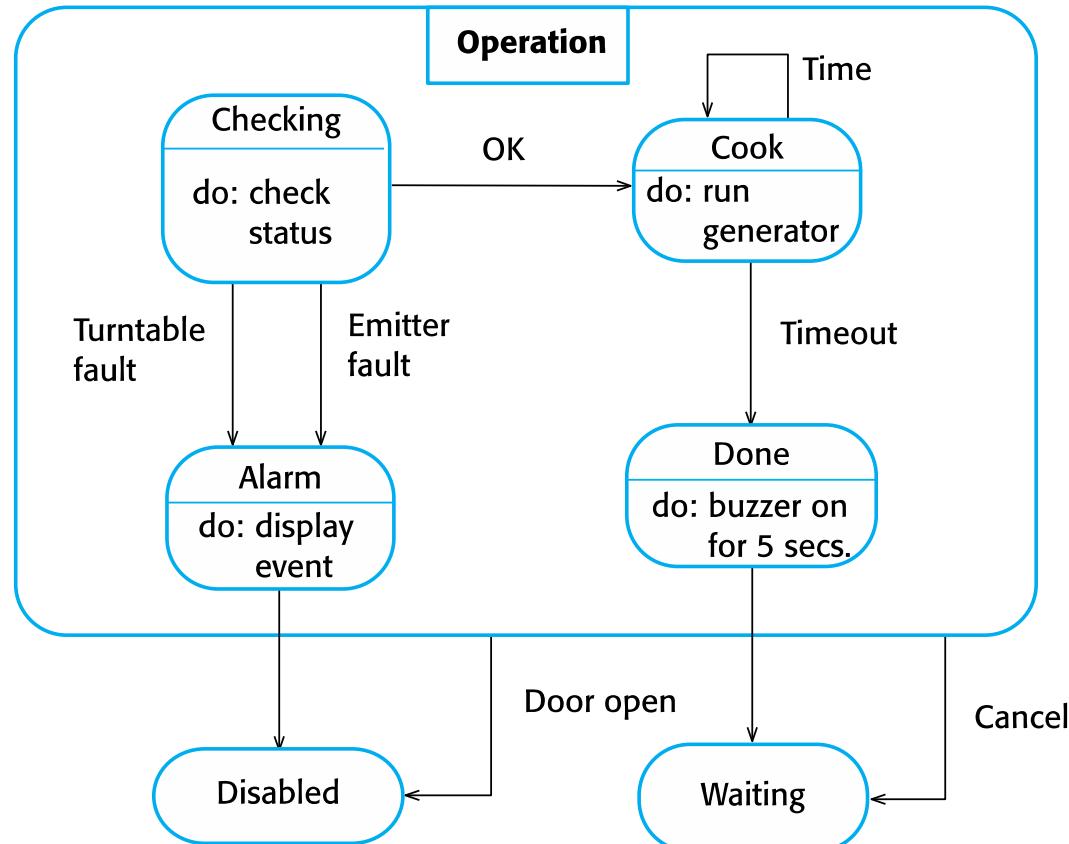
- ✧ These model the behaviour of the system in response to external and internal events.
- ✧ They show the system's responses to stimuli so are often used for modelling real-time systems.
- ✧ State machine models show system states as nodes and events as arcs between these nodes. When an event occurs, the system moves from one state to another.
- ✧ Statecharts are an integral part of the UML and are used to represent state machine models.

State diagram of a microwave oven





Microwave oven operation



States and stimuli for the microwave oven (a)



State	Description
Waiting	The oven is waiting for input. The display shows the current time.
Half power	The oven power is set to 300 watts. The display shows 'Half power'.
Full power	The oven power is set to 600 watts. The display shows 'Full power'.
Set time	The cooking time is set to the user's input value. The display shows the cooking time selected and is updated as the time is set.
Disabled	Oven operation is disabled for safety. Interior oven light is on. Display shows 'Not ready'.
Enabled	Oven operation is enabled. Interior oven light is off. Display shows 'Ready to cook'.
Operation	Oven in operation. Interior oven light is on. Display shows the timer countdown. On completion of cooking, the buzzer is sounded for five seconds. Oven light is on. Display shows 'Cooking complete' while buzzer is sounding.

States and stimuli for the microwave oven (b)

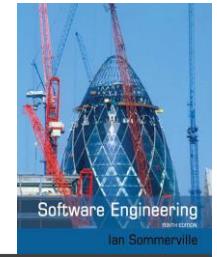


Stimulus	Description
Half power	The user has pressed the half-power button.
Full power	The user has pressed the full-power button.
Timer	The user has pressed one of the timer buttons.
Number	The user has pressed a numeric key.
Door open	The oven door switch is not closed.
Door closed	The oven door switch is closed.
Start	The user has pressed the Start button.
Cancel	The user has pressed the Cancel button.



Model-driven engineering

Model-driven engineering



- ✧ Model-driven engineering (MDE) is an approach to software development where models rather than programs are the principal outputs of the development process.
- ✧ The programs that execute on a hardware/software platform are then generated automatically from the models.
- ✧ Proponents of MDE argue that this raises the level of abstraction in software engineering so that engineers no longer have to be concerned with programming language details or the specifics of execution platforms.

Usage of model-driven engineering

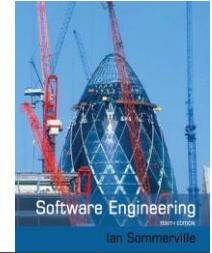


- ✧ Model-driven engineering is still at an early stage of development, and it is unclear whether or not it will have a significant effect on software engineering practice.
- ✧ Pros
 - Allows systems to be considered at higher levels of abstraction
 - Generating code automatically means that it is cheaper to adapt systems to new platforms.
- ✧ Cons
 - Models for abstraction and not necessarily right for implementation.
 - Savings from generating code may be outweighed by the costs of developing translators for new platforms.

Model driven architecture



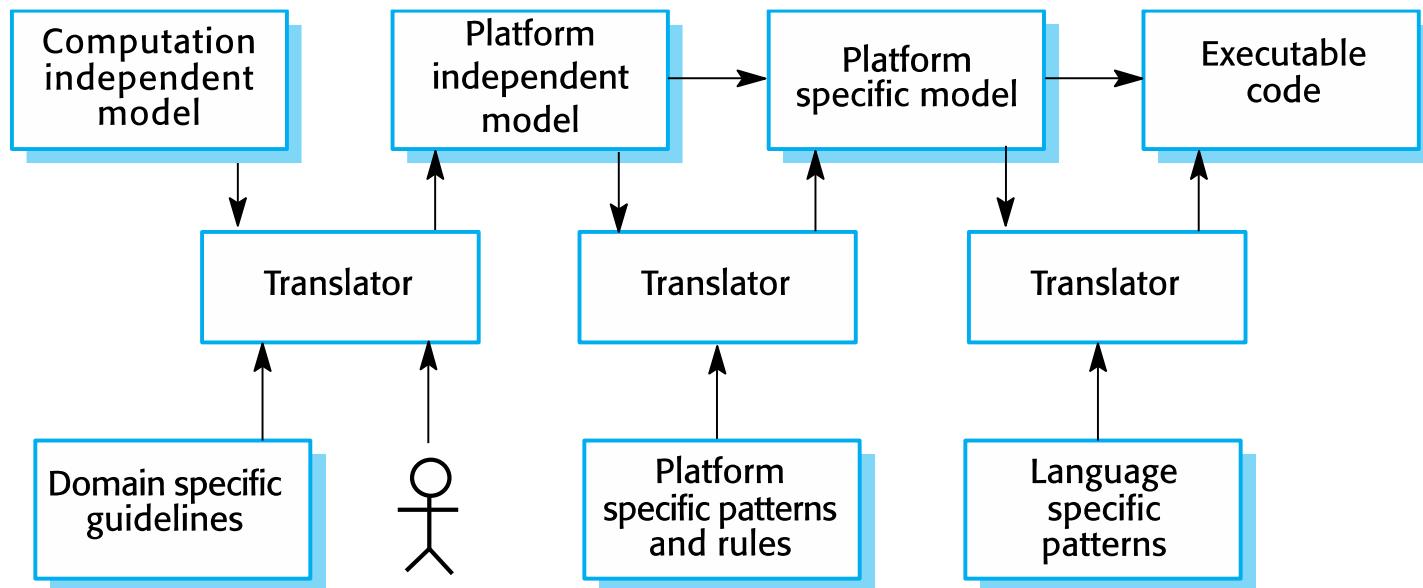
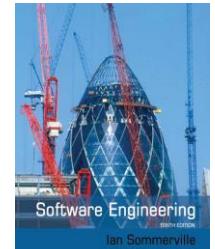
- ✧ Model-driven architecture (MDA) was the precursor of more general model-driven engineering
- ✧ MDA is a model-focused approach to software design and implementation that uses a subset of UML models to describe a system.
- ✧ Models at different levels of abstraction are created. From a high-level, platform independent model, it is possible, in principle, to generate a working program without manual intervention.



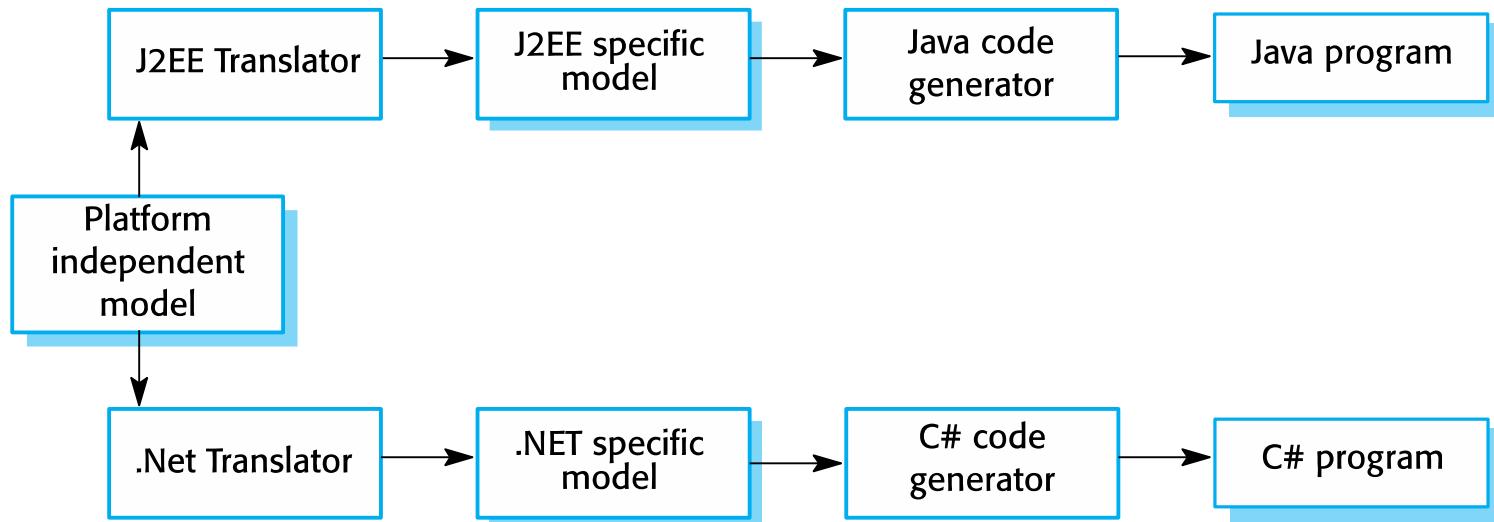
Types of model

- ✧ A computation independent model (CIM)
 - These model the important domain abstractions used in a system. CIMs are sometimes called domain models.
- ✧ A platform independent model (PIM)
 - These model the operation of the system without reference to its implementation. The PIM is usually described using UML models that show the static system structure and how it responds to external and internal events.
- ✧ Platform specific models (PSM)
 - These are transformations of the platform-independent model with a separate PSM for each application platform. In principle, there may be layers of PSM, with each layer adding some platform-specific detail.

MDA transformations



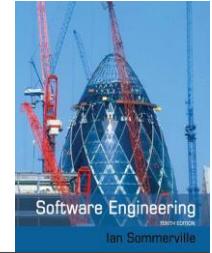
Multiple platform-specific models





Key points

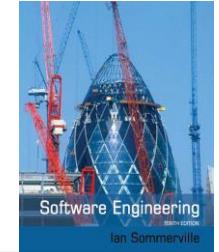
- ✧ A model is an abstract view of a system that ignores system details. Complementary system models can be developed to show the system's context, interactions, structure and behavior.
- ✧ Context models show how a system that is being modeled is positioned in an environment with other systems and processes.
- ✧ Use case diagrams and sequence diagrams are used to describe the interactions between users and systems in the system being designed. Use cases describe interactions between a system and external actors; sequence diagrams add more information to these by showing interactions between system objects.
- ✧ Structural models show the organization and architecture of a system. Class diagrams are used to define the static structure of classes in a system and their associations.



Key points

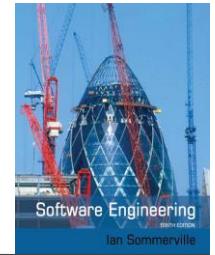
- ✧ Behavioral models are used to describe the dynamic behavior of an executing system. This behavior can be modeled from the perspective of the data processed by the system, or by the events that stimulate responses from a system.
- ✧ Activity diagrams may be used to model the processing of data, where each activity represents one process step.
- ✧ State diagrams are used to model a system's behavior in response to internal or external events.
- ✧ Model-driven engineering is an approach to software development in which a system is represented as a set of models that can be automatically transformed to executable code.

SWEPM Unit 2.3



Chapter 6 – Architectural Design

Topics covered



- ✧ Architectural design decisions
- ✧ Architectural views
- ✧ Architectural patterns
- ✧ Application architectures

Architectural design



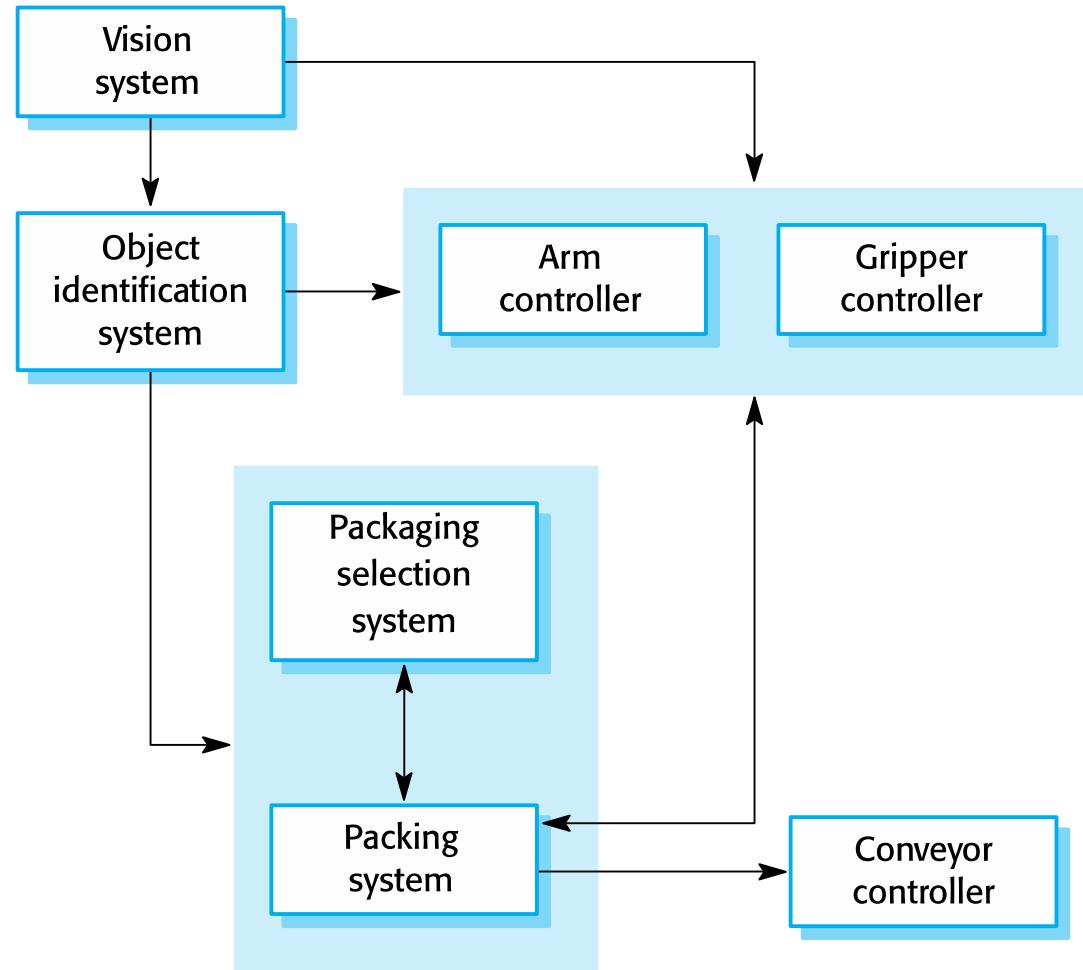
- ✧ Architectural design is concerned with understanding how a software system should be organized and designing the overall structure of that system.
- ✧ Architectural design is the critical link between design and requirements engineering, as it identifies the main structural components in a system and the relationships between them.
- ✧ The output of the architectural design process is an architectural model that describes how the system is organized as a set of communicating components.

Agility and architecture



- ✧ It is generally accepted that an early stage of agile processes is to design an overall systems architecture.
- ✧ Refactoring the system architecture is usually expensive because it affects so many components in the system

The architecture of a packing robot control system



Advantages of explicit architecture



✧ Stakeholder communication

- Architecture may be used as a focus of discussion by system stakeholders.

✧ System analysis

- Means that analysis of whether the system can meet its non-functional requirements is possible.

✧ Large-scale reuse

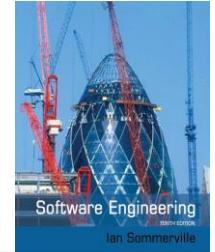
- The architecture may be reusable across a range of systems
- Product-line architectures may be developed.

Architectural representations



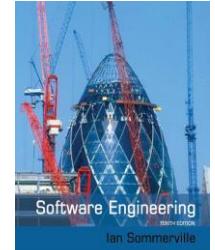
- ✧ Simple, informal block diagrams showing entities and relationships are the most frequently used method for documenting software architectures.
- ✧ But these have been criticised because they lack semantics, do not show the types of relationships between entities nor the visible properties of entities in the architecture.
- ✧ Depends on the use of architectural models. The requirements for model semantics depends on how the models are used.

Box and line diagrams



- ✧ Very abstract - they do not show the nature of component relationships nor the externally visible properties of the sub-systems.
- ✧ However, useful for communication with stakeholders and for project planning.

Use of architectural models



- ✧ As a way of facilitating discussion about the system design
 - A high-level architectural view of a system is useful for communication with system stakeholders and project planning because it is not cluttered with detail. Stakeholders can relate to it and understand an abstract view of the system. They can then discuss the system as a whole without being confused by detail.
- ✧ As a way of documenting an architecture that has been designed
 - The aim here is to produce a complete system model that shows the different components in a system, their interfaces and their connections.



Architectural design decisions

Architectural design decisions



- ✧ Architectural design is a creative process so the process differs depending on the type of system being developed.
- ✧ However, a number of common decisions span all design processes and these decisions affect the non-functional characteristics of the system.

Architectural design decisions



Is there a generic application architecture that can act as a template for the system that is being designed?

How will the system be distributed across hardware cores or processors?

What architectural patterns or styles might be used?

What will be the fundamental approach used to structure the system?

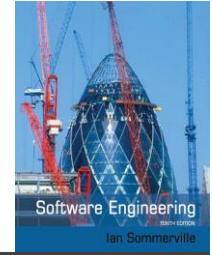
What strategy will be used to control the operation of the components in the system?

How will the structural components in the system be decomposed into sub-components?

What architectural organization is best for delivering the non-functional requirements of the system?

How should the architecture of the system be documented?

Architecture reuse



- ✧ Systems in the same domain often have similar architectures that reflect domain concepts.
- ✧ Application product lines are built around a core architecture with variants that satisfy particular customer requirements.
- ✧ The architecture of a system may be designed around one of more architectural patterns or 'styles'.
 - These capture the essence of an architecture and can be instantiated in different ways.

Architecture and system characteristics

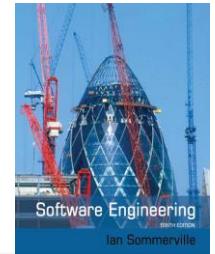


- ✧ Performance
 - Localise critical operations and minimise communications. Use large rather than fine-grain components.
- ✧ Security
 - Use a layered architecture with critical assets in the inner layers.
- ✧ Safety
 - Localise safety-critical features in a small number of subsystems.
- ✧ Availability
 - Include redundant components and mechanisms for fault tolerance.
- ✧ Maintainability
 - Use fine-grain, replaceable components.



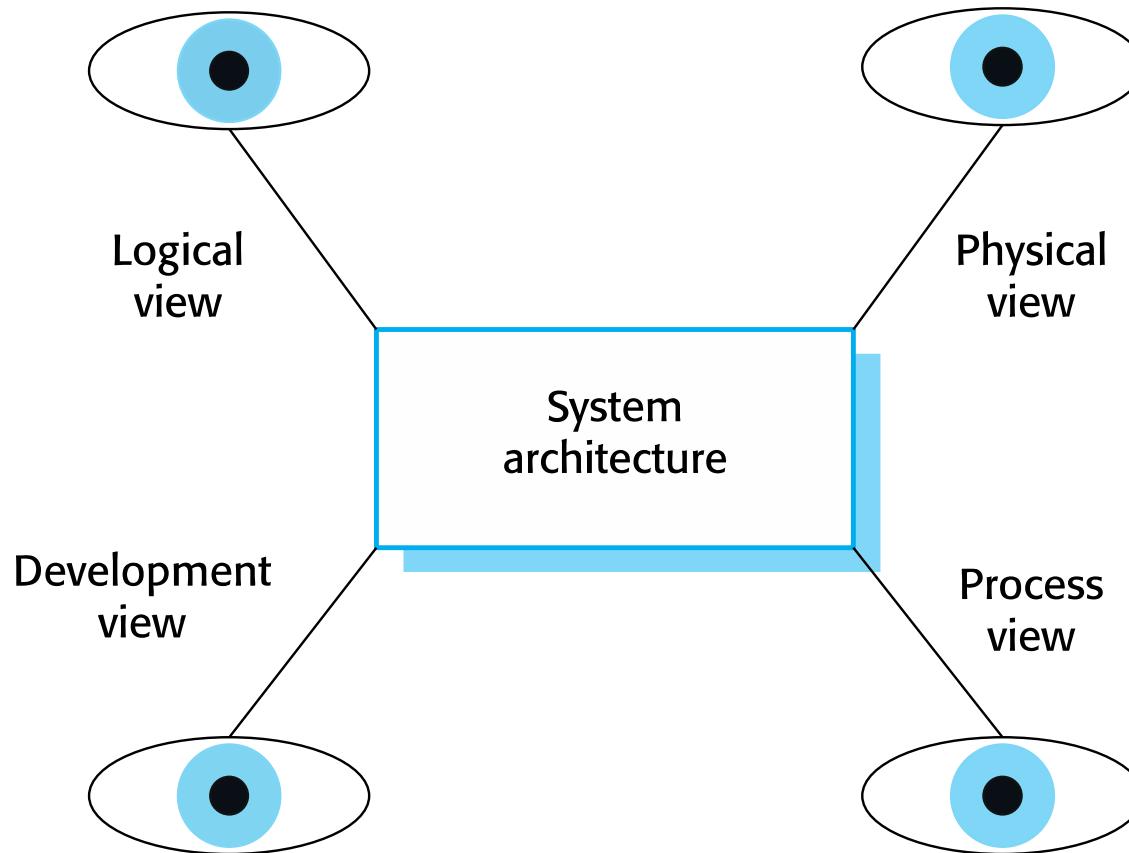
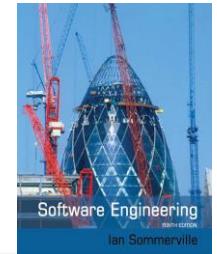
Architectural views

Architectural views

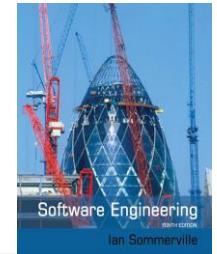


- ✧ What views or perspectives are useful when designing and documenting a system's architecture?
- ✧ What notations should be used for describing architectural models?
- ✧ Each architectural model only shows one view or perspective of the system.
 - It might show how a system is decomposed into modules, how the run-time processes interact or the different ways in which system components are distributed across a network. For both design and documentation, you usually need to present multiple views of the software architecture.

Architectural views



4 + 1 view model of software architecture



- ✧ A logical view, which shows the key abstractions in the system as objects or object classes.
- ✧ A process view, which shows how, at run-time, the system is composed of interacting processes.
- ✧ A development view, which shows how the software is decomposed for development.
- ✧ A physical view, which shows the system hardware and how software components are distributed across the processors in the system.
- ✧ Related using use cases or scenarios (+1)

Representing architectural views



- ✧ Some people argue that the Unified Modeling Language (UML) is an appropriate notation for describing and documenting system architectures
- ✧ I disagree with this as I do not think that the UML includes abstractions appropriate for high-level system description.
- ✧ Architectural description languages (ADLs) have been developed but are not widely used



Architectural patterns

Architectural patterns



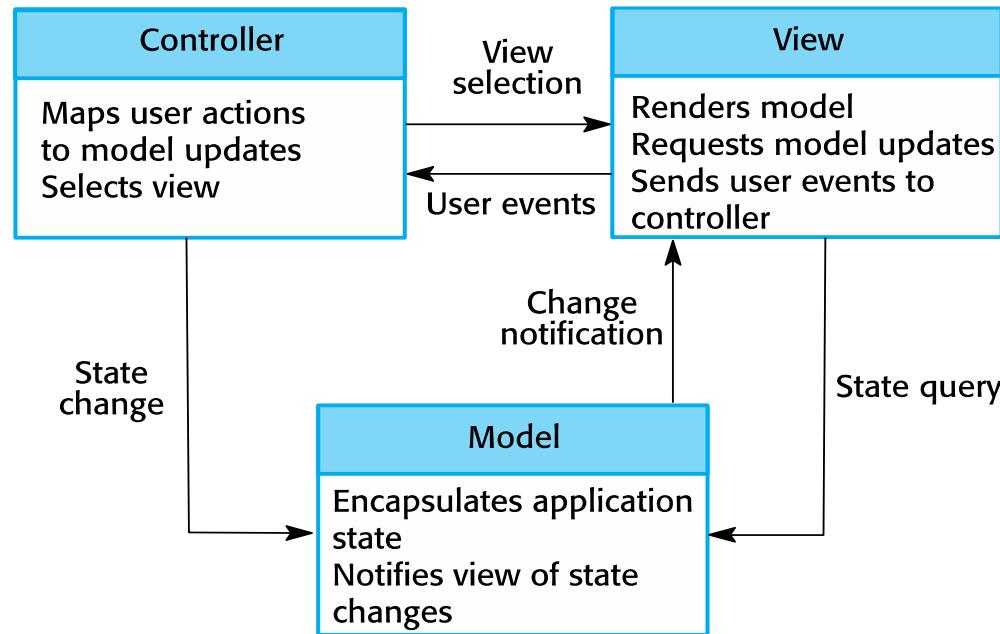
- ✧ Patterns are a means of representing, sharing and reusing knowledge.
- ✧ An architectural pattern is a stylized description of good design practice, which has been tried and tested in different environments.
- ✧ Patterns should include information about when they are and when they are not useful.
- ✧ Patterns may be represented using tabular and graphical descriptions.

The Model-View-Controller (MVC) pattern

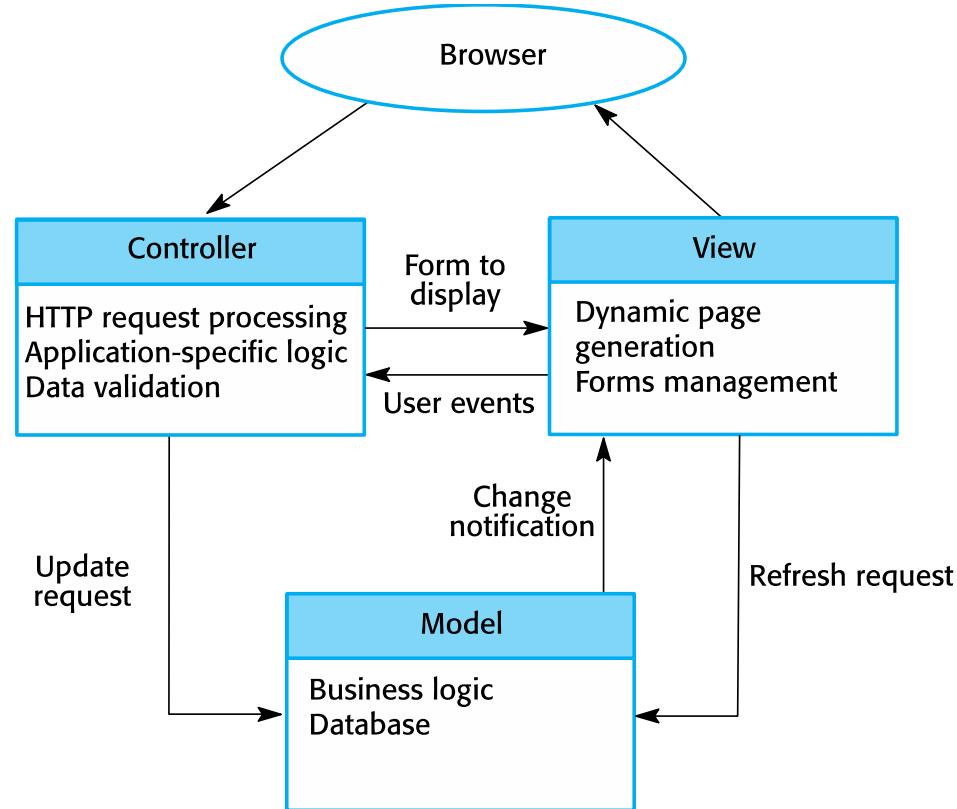


Name	MVC (Model-View-Controller)
Description	Separates presentation and interaction from the system data. The system is structured into three logical components that interact with each other. The Model component manages the system data and associated operations on that data. The View component defines and manages how the data is presented to the user. The Controller component manages user interaction (e.g., key presses, mouse clicks, etc.) and passes these interactions to the View and the Model. See Figure 6.3.
Example	Figure 6.4 shows the architecture of a web-based application system organized using the MVC pattern.
When used	Used when there are multiple ways to view and interact with data. Also used when the future requirements for interaction and presentation of data are unknown.
Advantages	Allows the data to change independently of its representation and vice versa. Supports presentation of the same data in different ways with changes made in one representation shown in all of them.
Disadvantages	Can involve additional code and code complexity when the data model and interactions are simple.

The organization of the Model-View-Controller



Web application architecture using the MVC pattern

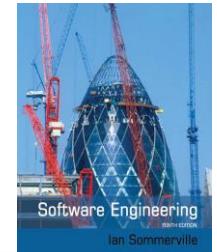


Layered architecture



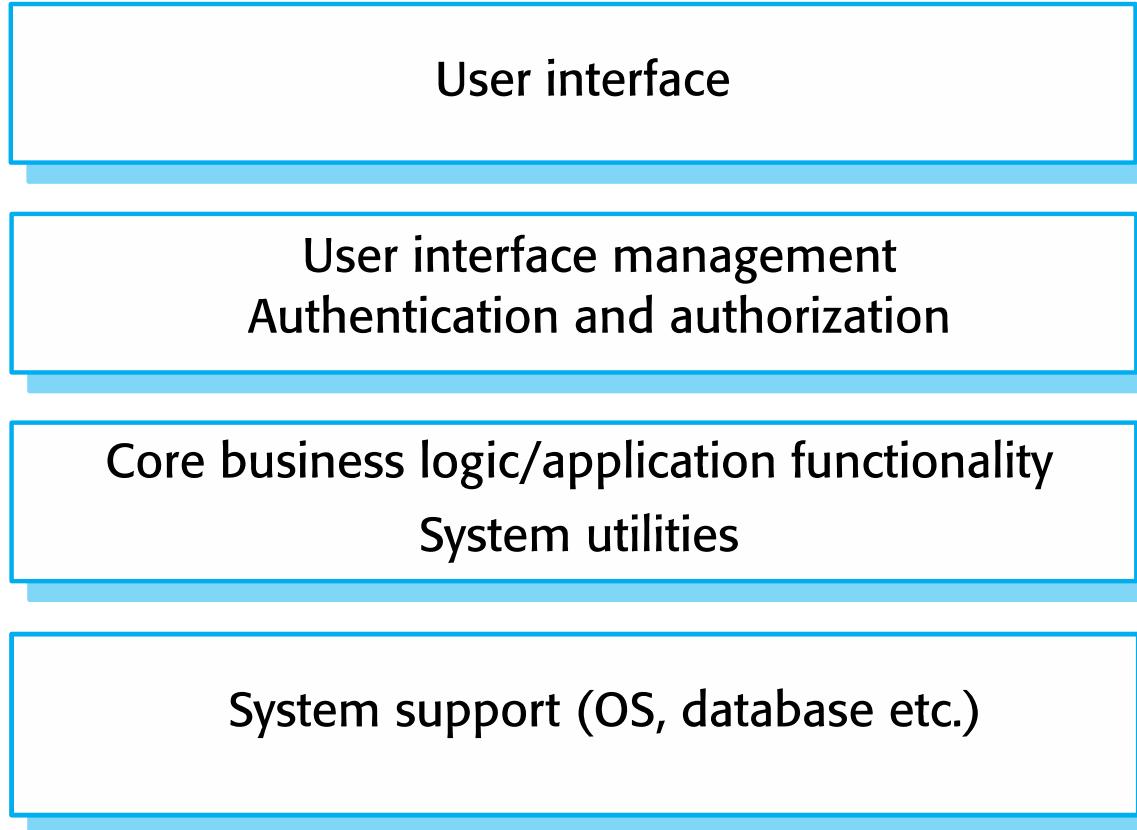
- ✧ Used to model the interfacing of sub-systems.
- ✧ Organises the system into a set of layers (or abstract machines) each of which provide a set of services.
- ✧ Supports the incremental development of sub-systems in different layers. When a layer interface changes, only the adjacent layer is affected.
- ✧ However, often artificial to structure systems in this way.

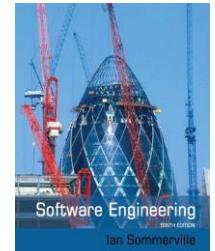
The Layered architecture pattern



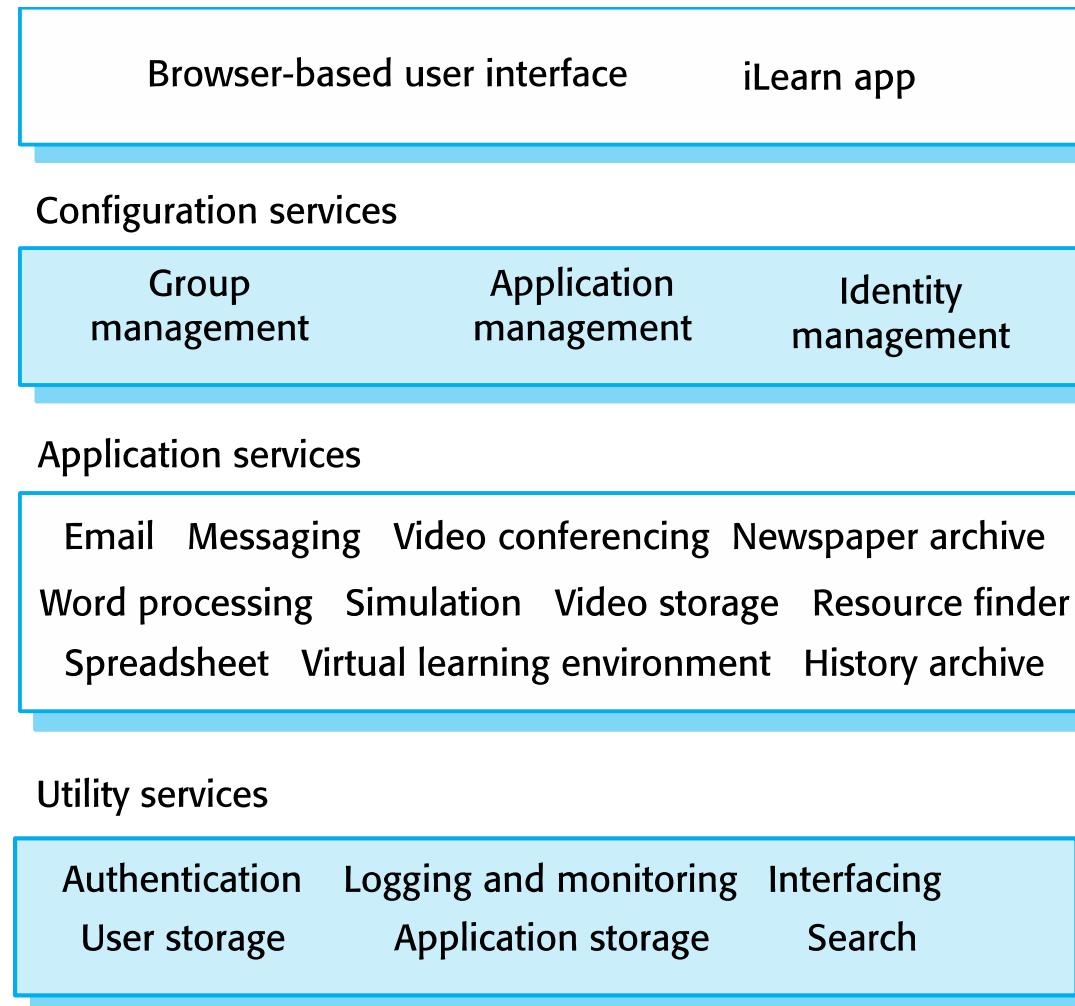
Name	Layered architecture
Description	Organizes the system into layers with related functionality associated with each layer. A layer provides services to the layer above it so the lowest-level layers represent core services that are likely to be used throughout the system. See Figure 6.6.
Example	A layered model of a system for sharing copyright documents held in different libraries, as shown in Figure 6.7.
When used	Used when building new facilities on top of existing systems; when the development is spread across several teams with each team responsibility for a layer of functionality; when there is a requirement for multi-level security.
Advantages	Allows replacement of entire layers so long as the interface is maintained. Redundant facilities (e.g., authentication) can be provided in each layer to increase the dependability of the system.
Disadvantages	In practice, providing a clean separation between layers is often difficult and a high-level layer may have to interact directly with lower-level layers rather than through the layer immediately below it. Performance can be a problem because of multiple levels of interpretation of a service request as it is processed at each layer.

A generic layered architecture





The architecture of the iLearn system



Repository architecture



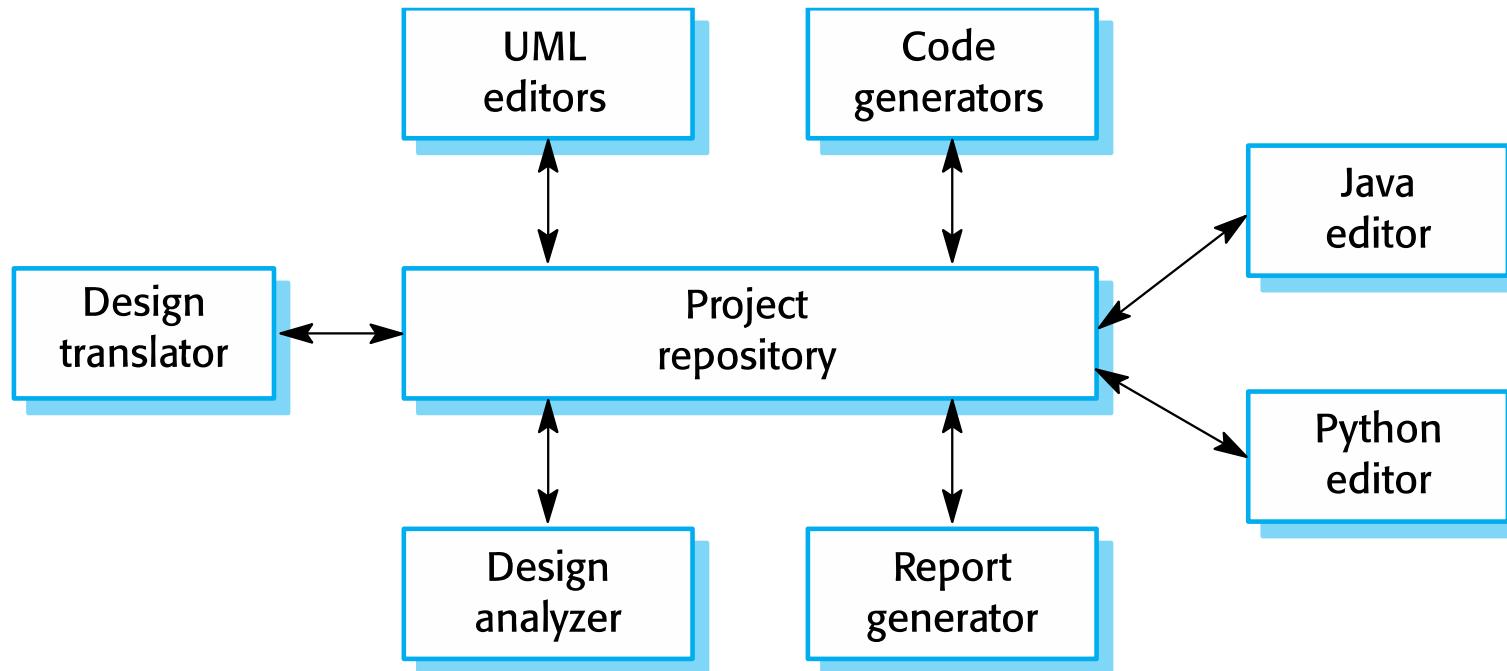
- ✧ Sub-systems must exchange data. This may be done in two ways:
 - Shared data is held in a central database or repository and may be accessed by all sub-systems;
 - Each sub-system maintains its own database and passes data explicitly to other sub-systems.
- ✧ When large amounts of data are to be shared, the repository model of sharing is most commonly used as this is an efficient data sharing mechanism.

The Repository pattern



Name	Repository
Description	All data in a system is managed in a central repository that is accessible to all system components. Components do not interact directly, only through the repository.
Example	Figure 6.9 is an example of an IDE where the components use a repository of system design information. Each software tool generates information which is then available for use by other tools.
When used	You should use this pattern when you have a system in which large volumes of information are generated that has to be stored for a long time. You may also use it in data-driven systems where the inclusion of data in the repository triggers an action or tool.
Advantages	Components can be independent—they do not need to know of the existence of other components. Changes made by one component can be propagated to all components. All data can be managed consistently (e.g., backups done at the same time) as it is all in one place.
Disadvantages	The repository is a single point of failure so problems in the repository affect the whole system. May be inefficiencies in organizing all communication through the repository. Distributing the repository across several computers may be difficult.

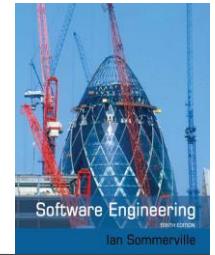
A repository architecture for an IDE



Client-server architecture



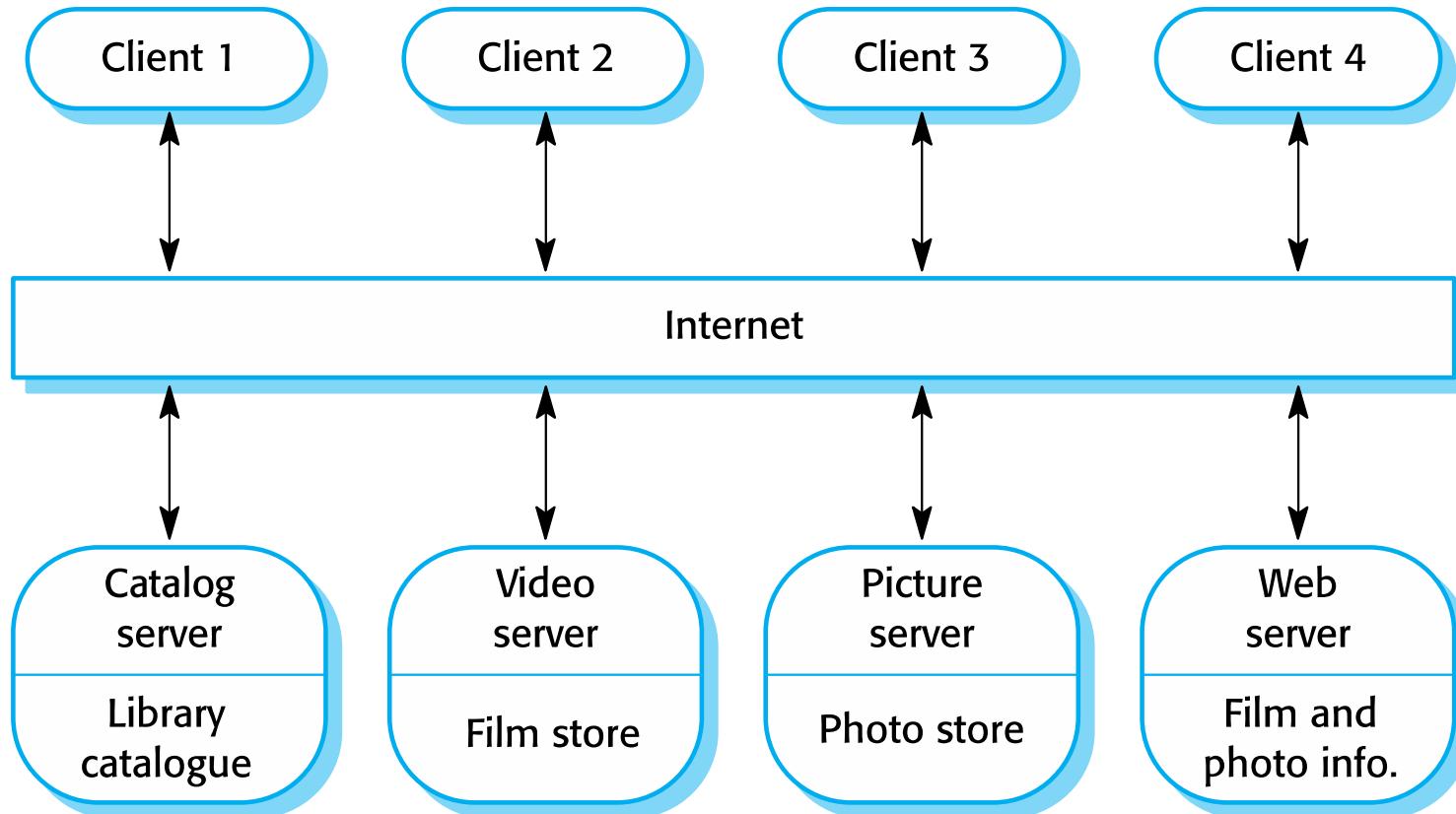
- ✧ Distributed system model which shows how data and processing is distributed across a range of components.
 - Can be implemented on a single computer.
- ✧ Set of stand-alone servers which provide specific services such as printing, data management, etc.
- ✧ Set of clients which call on these services.
- ✧ Network which allows clients to access servers.



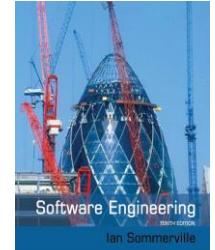
The Client–server pattern

Name	Client-server
Description	In a client–server architecture, the functionality of the system is organized into services, with each service delivered from a separate server. Clients are users of these services and access servers to make use of them.
Example	Figure 6.11 is an example of a film and video/DVD library organized as a client–server system.
When used	Used when data in a shared database has to be accessed from a range of locations. Because servers can be replicated, may also be used when the load on a system is variable.
Advantages	The principal advantage of this model is that servers can be distributed across a network. General functionality (e.g., a printing service) can be available to all clients and does not need to be implemented by all services.
Disadvantages	Each service is a single point of failure so susceptible to denial of service attacks or server failure. Performance may be unpredictable because it depends on the network as well as the system. May be management problems if servers are owned by different organizations.

A client–server architecture for a film library



Pipe and filter architecture



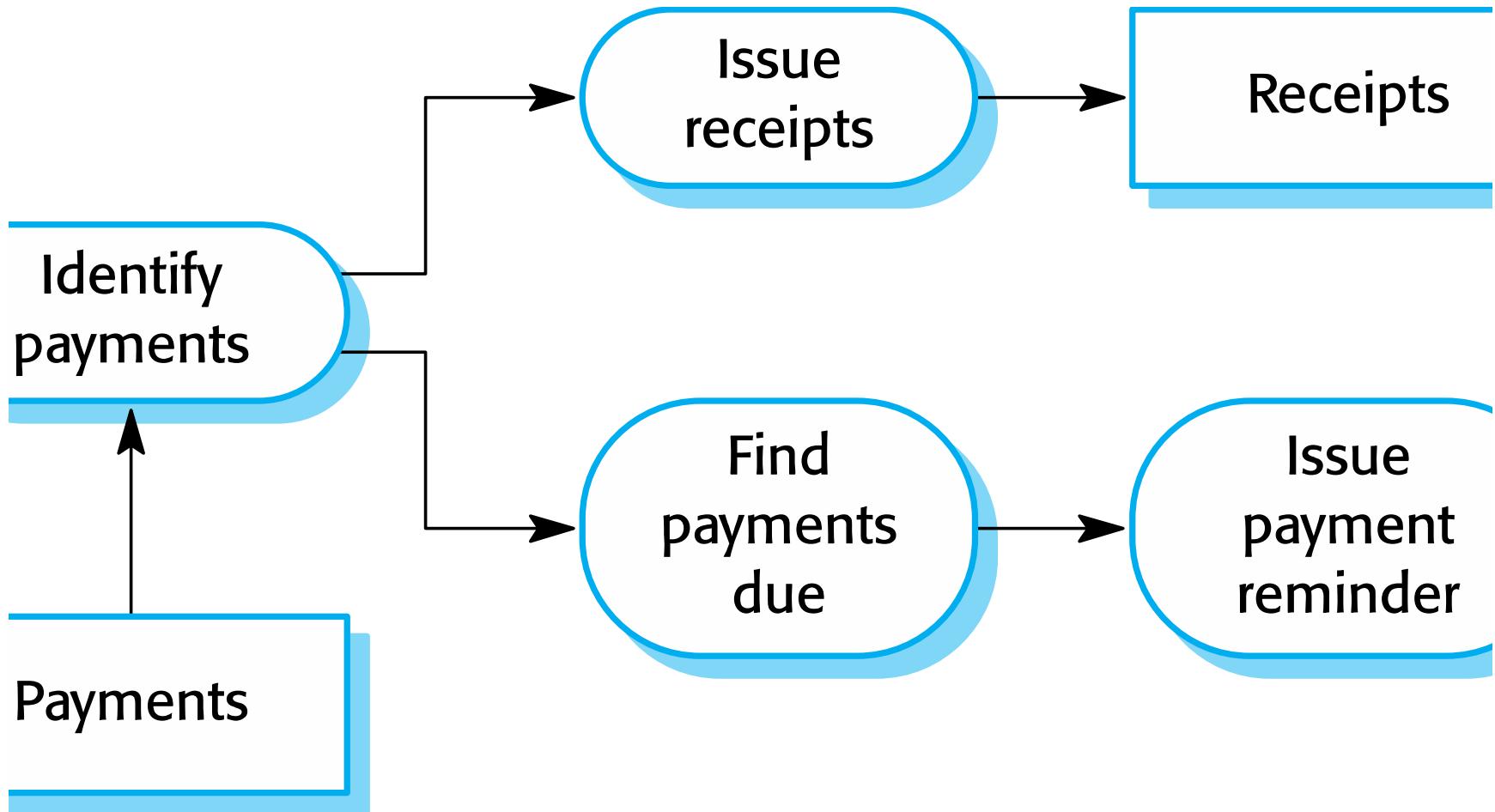
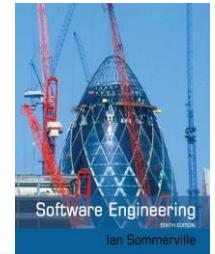
- ✧ Functional transformations process their inputs to produce outputs.
- ✧ May be referred to as a pipe and filter model (as in UNIX shell).
- ✧ Variants of this approach are very common. When transformations are sequential, this is a batch sequential model which is extensively used in data processing systems.
- ✧ Not really suitable for interactive systems.



The pipe and filter pattern

Name	Pipe and filter
Description	The processing of the data in a system is organized so that each processing component (filter) is discrete and carries out one type of data transformation. The data flows (as in a pipe) from one component to another for processing.
Example	Figure 6.13 is an example of a pipe and filter system used for processing invoices.
When used	Commonly used in data processing applications (both batch- and transaction-based) where inputs are processed in separate stages to generate related outputs.
Advantages	Easy to understand and supports transformation reuse. Workflow style matches the structure of many business processes. Evolution by adding transformations is straightforward. Can be implemented as either a sequential or concurrent system.
Disadvantages	The format for data transfer has to be agreed upon between communicating transformations. Each transformation must parse its input and unparse its output to the agreed form. This increases system overhead and may mean that it is impossible to reuse functional transformations that use incompatible data structures.

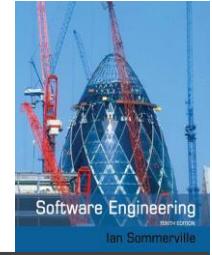
An example of the pipe and filter architecture used in a payments system



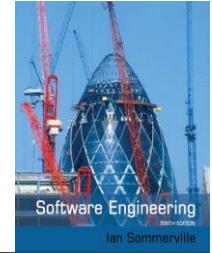


Application architectures

Application architectures



- ✧ Application systems are designed to meet an organisational need.
- ✧ As businesses have much in common, their application systems also tend to have a common architecture that reflects the application requirements.
- ✧ A generic application architecture is an architecture for a type of software system that may be configured and adapted to create a system that meets specific requirements.



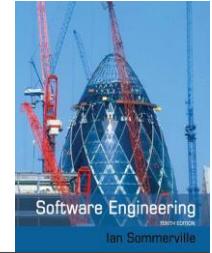
Use of application architectures

- ✧ As a starting point for architectural design.
- ✧ As a design checklist.
- ✧ As a way of organising the work of the development team.
- ✧ As a means of assessing components for reuse.
- ✧ As a vocabulary for talking about application types.



Examples of application types

- ✧ Data processing applications
 - Data driven applications that process data in batches without explicit user intervention during the processing.
- ✧ Transaction processing applications
 - Data-centred applications that process user requests and update information in a system database.
- ✧ Event processing systems
 - Applications where system actions depend on interpreting events from the system's environment.
- ✧ Language processing systems
 - Applications where the users' intentions are specified in a formal language that is processed and interpreted by the system.



Application type examples

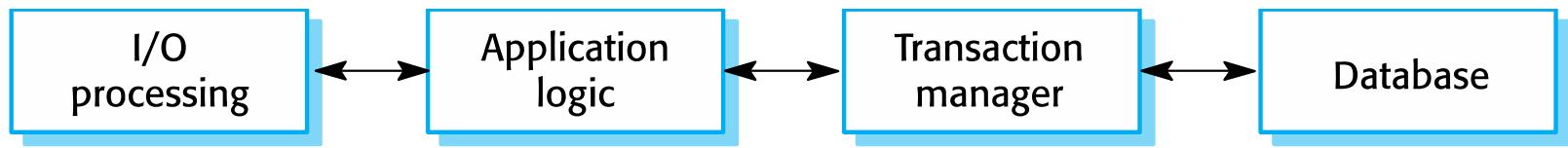
- ✧ Two very widely used generic application architectures are transaction processing systems and language processing systems.
- ✧ Transaction processing systems
 - E-commerce systems;
 - Reservation systems.
- ✧ Language processing systems
 - Compilers;
 - Command interpreters.

Transaction processing systems

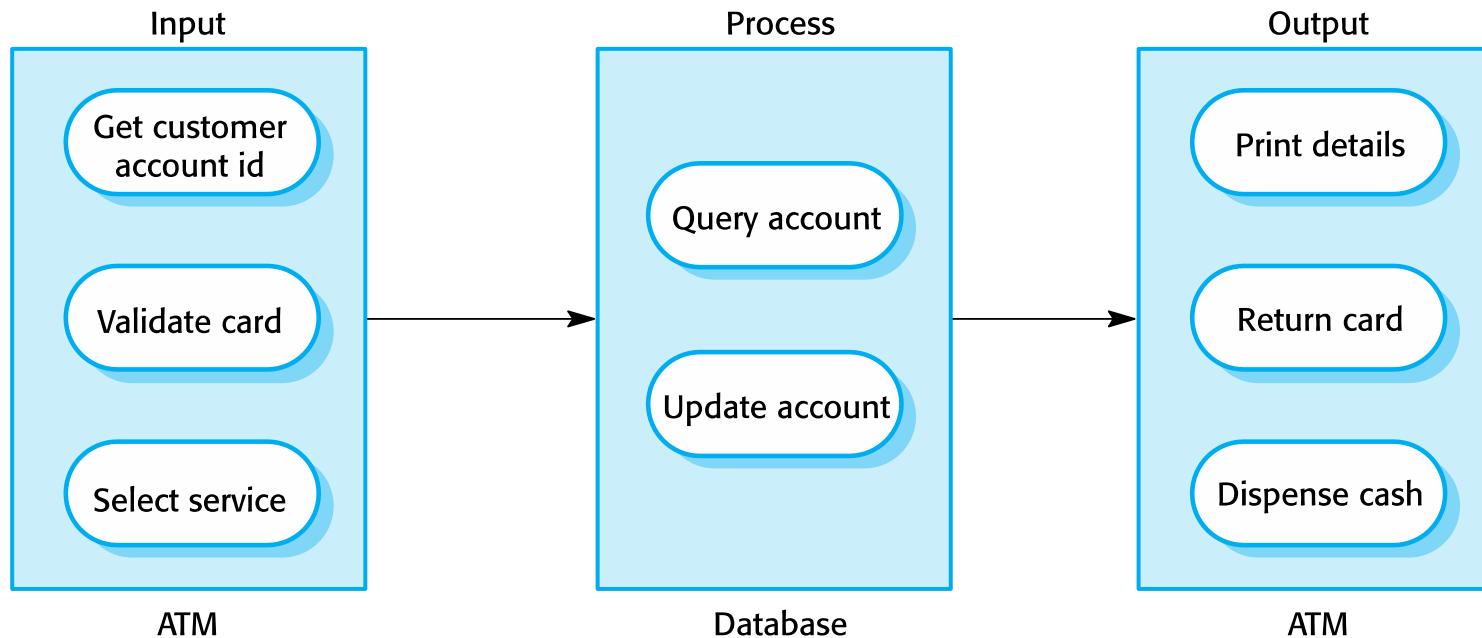


- ✧ Process user requests for information from a database or requests to update the database.
- ✧ From a user perspective a transaction is:
 - Any coherent sequence of operations that satisfies a goal;
 - For example - find the times of flights from London to Paris.
- ✧ Users make asynchronous requests for service which are then processed by a transaction manager.

The structure of transaction processing applications



The software architecture of an ATM system



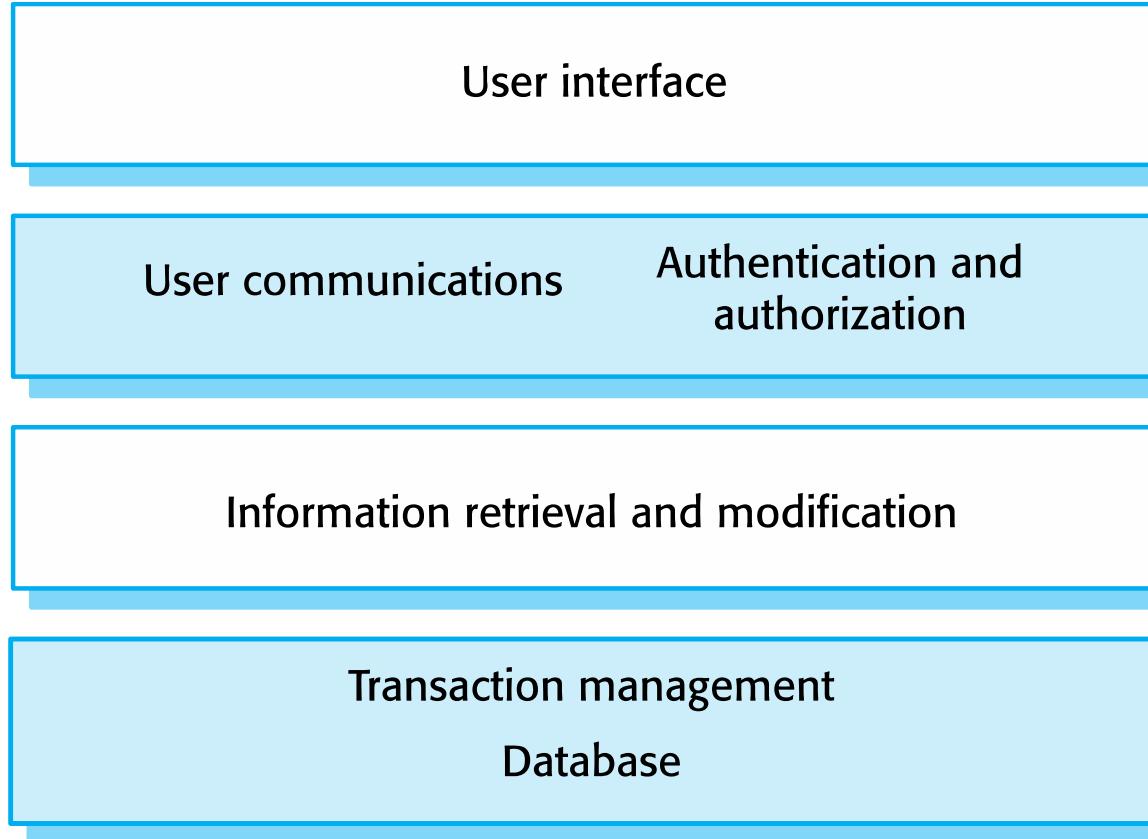
Information systems architecture

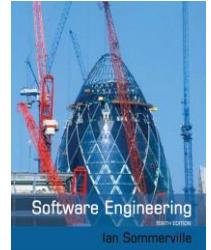


- ✧ Information systems have a generic architecture that can be organised as a layered architecture.
- ✧ These are transaction-based systems as interaction with these systems generally involves database transactions.
- ✧ Layers include:
 - The user interface
 - User communications
 - Information retrieval
 - System database

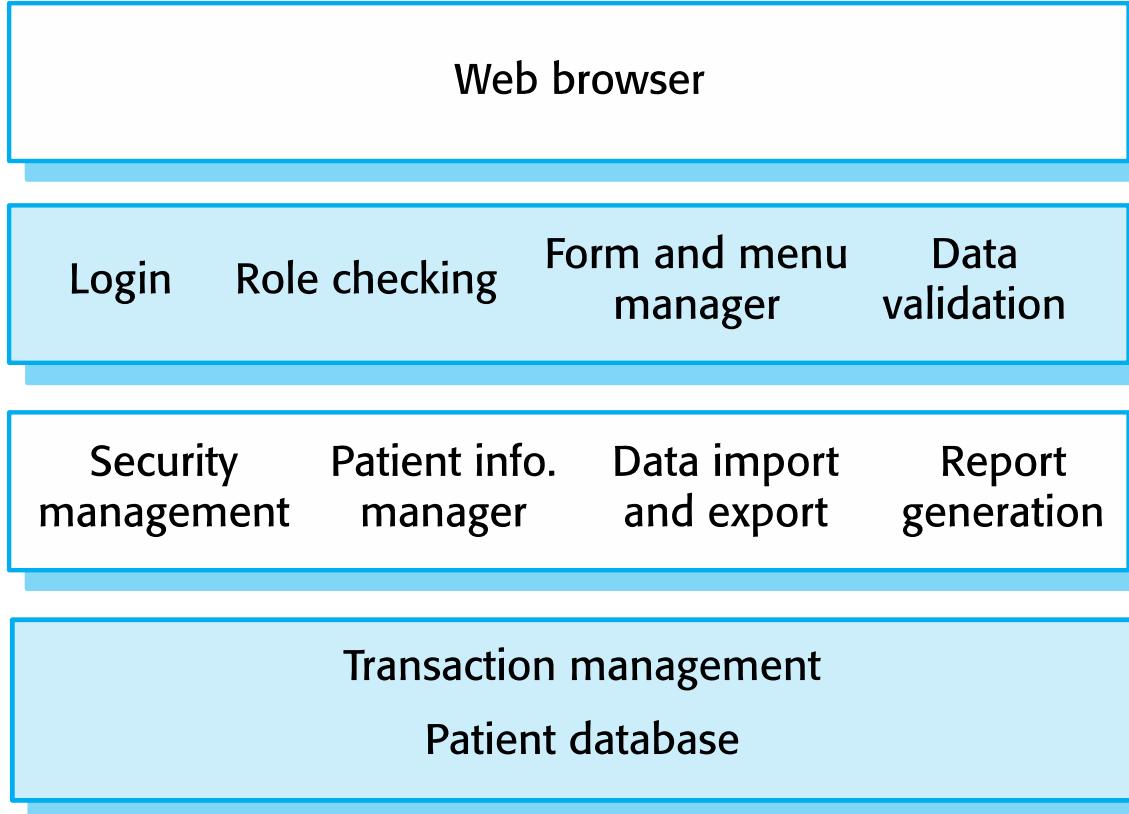


Layered information system architecture

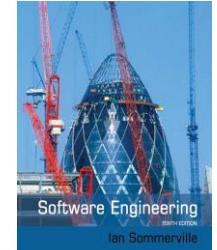




The architecture of the Mentcare system



Web-based information systems



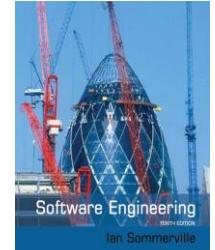
- ✧ Information and resource management systems are now usually web-based systems where the user interfaces are implemented using a web browser.
- ✧ For example, e-commerce systems are Internet-based resource management systems that accept electronic orders for goods or services and then arrange delivery of these goods or services to the customer.
- ✧ In an e-commerce system, the application-specific layer includes additional functionality supporting a ‘shopping cart’ in which users can place a number of items in separate transactions, then pay for them all together in a single transaction.

Server implementation



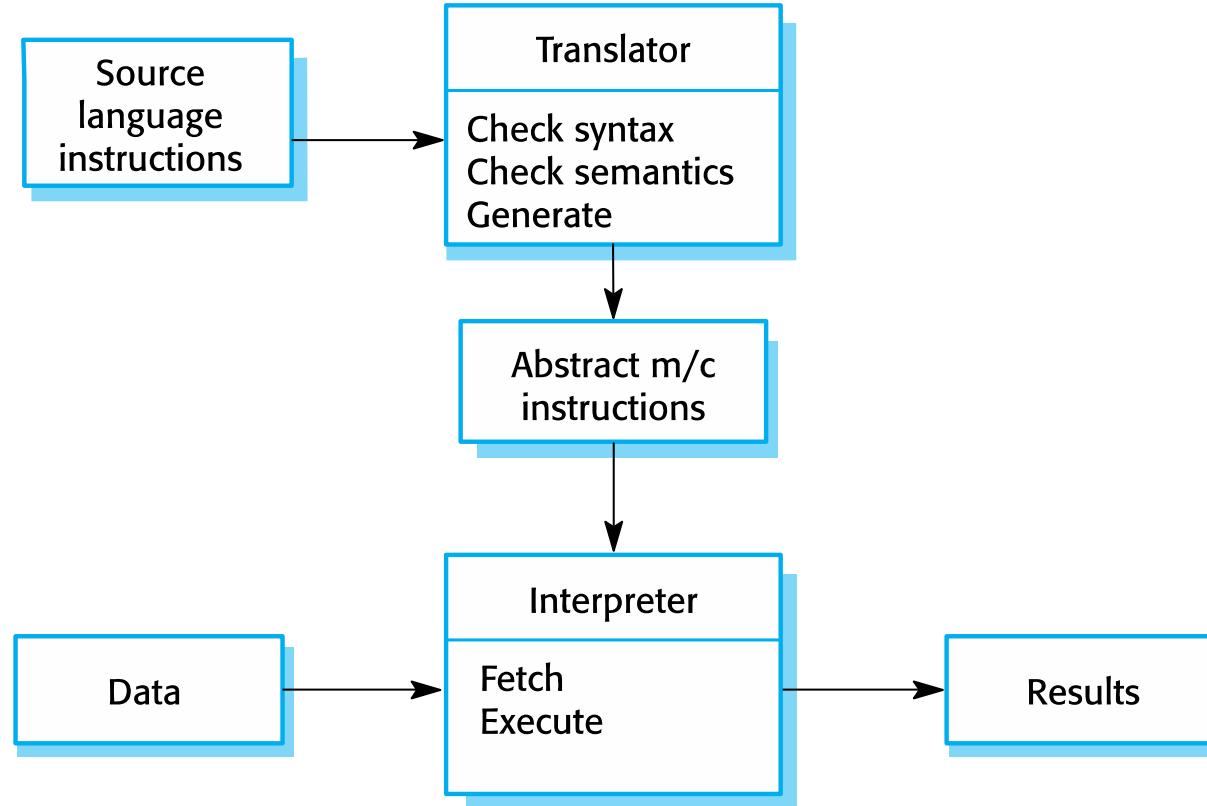
- ✧ These systems are often implemented as multi-tier client server/architectures (discussed in Chapter 17)
 - The web server is responsible for all user communications, with the user interface implemented using a web browser;
 - The application server is responsible for implementing application-specific logic as well as information storage and retrieval requests;
 - The database server moves information to and from the database and handles transaction management.

Language processing systems



- ✧ Accept a natural or artificial language as input and generate some other representation of that language.
- ✧ May include an interpreter to act on the instructions in the language that is being processed.
- ✧ Used in situations where the easiest way to solve a problem is to describe an algorithm or describe the system data
 - Meta-case tools process tool descriptions, method rules, etc and generate tools.

The architecture of a language processing system



Compiler components



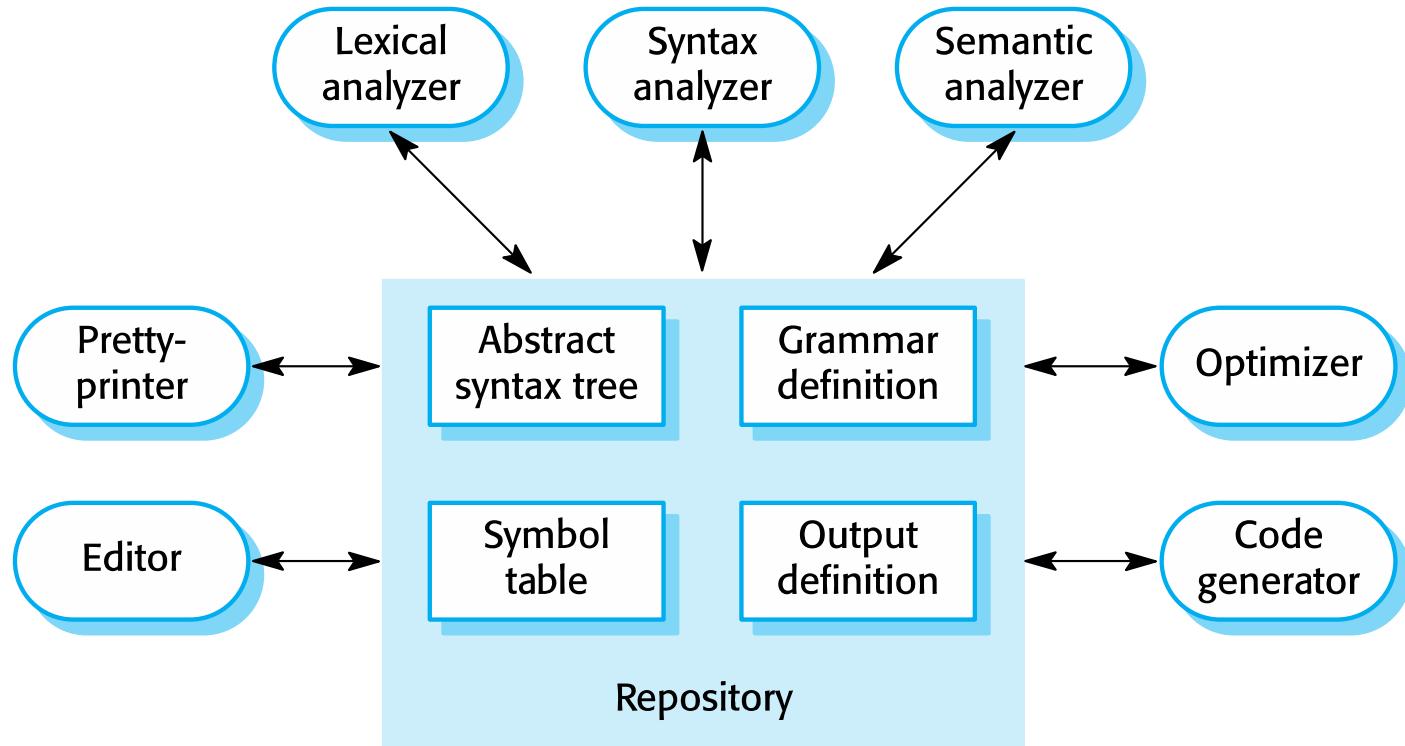
- ✧ A lexical analyzer, which takes input language tokens and converts them to an internal form.
- ✧ A symbol table, which holds information about the names of entities (variables, class names, object names, etc.) used in the text that is being translated.
- ✧ A syntax analyzer, which checks the syntax of the language being translated.
- ✧ A syntax tree, which is an internal structure representing the program being compiled.

Compiler components

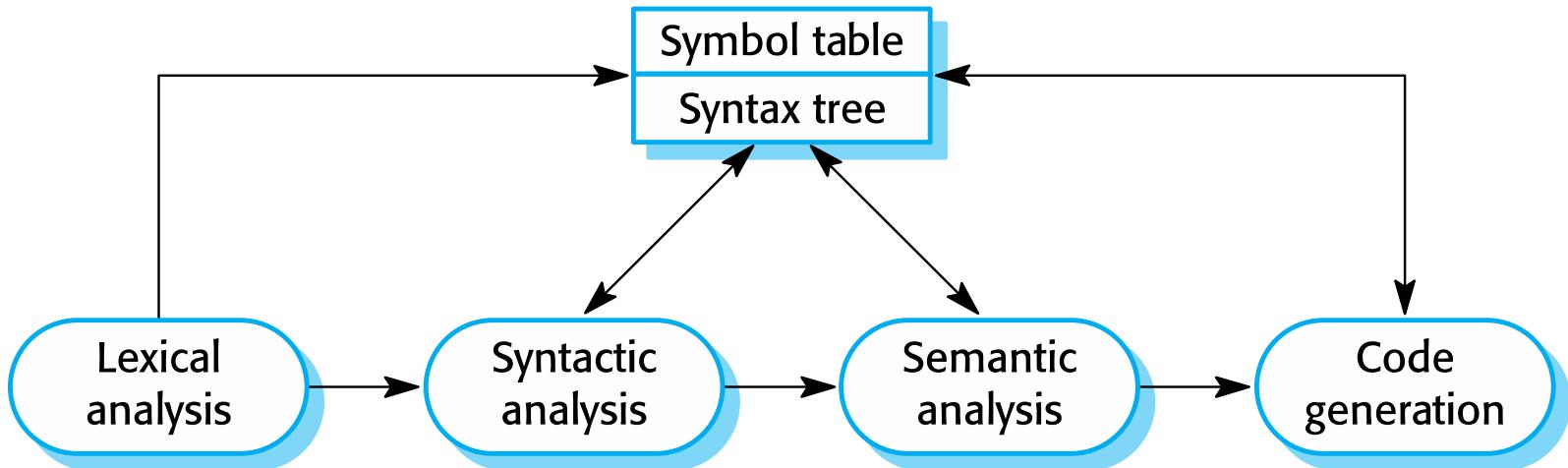


- ✧ A semantic analyzer that uses information from the syntax tree and the symbol table to check the semantic correctness of the input language text.
- ✧ A code generator that ‘walks’ the syntax tree and generates abstract machine code.

A repository architecture for a language processing system



A pipe and filter compiler architecture

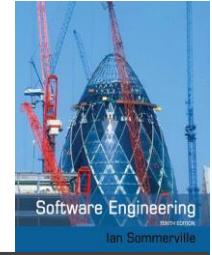




Key points

- ✧ A software architecture is a description of how a software system is organized.
- ✧ Architectural design decisions include decisions on the type of application, the distribution of the system, the architectural styles to be used.
- ✧ Architectures may be documented from several different perspectives or views such as a conceptual view, a logical view, a process view, and a development view.
- ✧ Architectural patterns are a means of reusing knowledge about generic system architectures. They describe the architecture, explain when it may be used and describe its advantages and disadvantages.

Key points



- ✧ Models of application systems architectures help us understand and compare applications, validate application system designs and assess large-scale components for reuse.
- ✧ Transaction processing systems are interactive systems that allow information in a database to be remotely accessed and modified by a number of users.
- ✧ Language processing systems are used to translate texts from one language into another and to carry out the instructions specified in the input language. They include a translator and an abstract machine that executes the generated language.