

SWEN30006

Software Modelling and Design

CASE STUDIES

Larman Chapter 3

Few things are harder to put up with than a good example.

—Mark Twain

Sample Layers in OO



Case Study Focus: Core App. Logic

OO technology can be applied throughout.

Why focus on the core application logic layer?

- ☐ Other layers tend to be technology/platform dependent.
- ☐ Design approach/patterns for other layers tends to be technology constrained and changeable.
- ☐ OO design of core logic layer similar across technologies.
- ☐ Essential OO design skills are applicable to other layers.

Iterative Learning Path



Iteration 1

Introduces just those analysis and design skills related to iteration one.



Iteration 2

Additional analysis and design skills introduced.



Iteration 3

Likewise.

Case 1: NextGen POS System



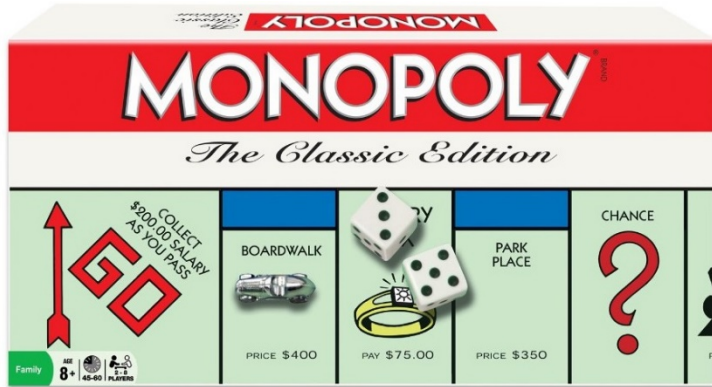
Point-Of-Sale (POS) is a system to record sales and handle payments.

Includes hardware such as a register with bar code scanner and credit card reader, as well as software.

Features include:

- Interfaces to service applications, e.g. tax calculator, inventory control
- Fault-tolerant: at least capture sales and handle cash payments
- Flexibility in client-side terminals and interfaces
- Able to support different clients with different business rules, e.g. discounting policies

Case 2: Monopoly Game System



A Software Simulation of Monopoly

User starts off game and watches the activities of the simulated players.

