

# Object Oriented Analysis and Design

## Inception Phase and Evolutionary Requirements

COMP 3831

Craig Larman: Chapters 5 and 6

# Activities in the Inception Phase

During the this phase we:

- ✱ Decide the “go/no-go” of the project
- ✱ Determine the Core Architecture of the system
- ✱ Create an executable prototype that serves as a proof of concept.

# Prerequisite – the Business Case

- ✶ The business case includes success criteria, risks assessment, estimates of the resources needed and a phase plan showing a schedule of major milestones.
- ✶ The business case is an input for OOAD

# Objectives of the Inception Phase

## **Resolve the System Scope**

- ✱ Define the scope of the proposed system.
- ✱ Draws a line around exactly what is to be within the proposed system and what is outside.
- ✱ Defines the external actors, which may be other systems or people which the system is to interact and it specifies at a high level the nature of this interaction.

# Resolve the System Scope - Questions

- ✱ Is what is to be within the system clear ?
- ✱ Are all the actors identified ?
- ✱ Is the general nature of the interfaces (user interfaces and communication protocols) to the actors identified ?
- ✱ Can what is within the scope stand by itself as a functioning system ?

# Objectives of the Inception Phase

## **Resolve Ambiguities in the Requirements**

- ★ The requirements at the beginning of the inception phase may range from a broad vision to many pages of textual description. However, these initial requirements are likely to contain ambiguities. In the inception phase an effort is made to avoid these ambiguities.

# Resolve Ambiguities - Questions

- ✱ Has the limited number of use-case requirements (functional) needed to reach the objectives of this phase been identified and detailed ?
- ✱ Have the supplementary requirements (non functional ) been identified, detailed and clarified ?

# Objectives of the Inception Phase

## **Establish a Candidate Architecture**

Why should an organization focus on the architecture?

- ☀ Lets you gain and retain Intellectual Control over the project.
- ☀ Reuse
- ☀ Provides a basis for project management.



# Establish a Candidate Architecture – Questions?

- ✱ Does it meet user's needs?
- ✱ Is it likely to work ?

# Objectives of the Inception Phase (cont)

## ☀ Estimate Risks

- ☀ Many difficult projects have failed because they encountered critical risks.

## ☀ Estimate the Cost and Schedule

- ☀ Overall cost and schedule for the entire project.

## ☀ Identify the primary scenarios of behavior (use cases) of the system

- ☀ These use cases will drive the systems functionality.

# Outcomes of the Inception Phase

- ☀ A **vision document** : general vision of the core project requirements, key features, and main constraints.
- ☀ A first version of a **business( or domain) model** that describes the context of the system
- ☀ A first cut of the models representing a first version of the **use-case model**, the analysis model, the design model. Of the implementation model and test model, there may be something rudimentary. There is also a first version of the **supplementary requirements** .

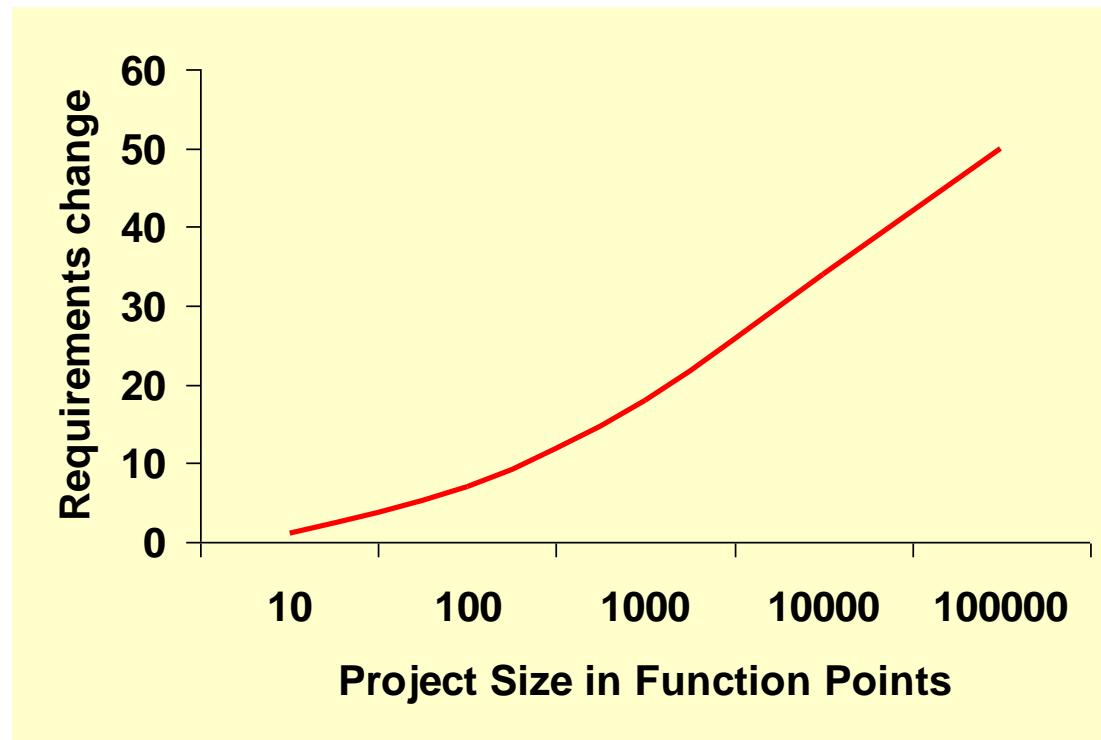
# Outcomes of the Inception Phase (cont)

- ✱ A first draft of a **candidate architecture** description with outlines of views of the use case, analysis, design and implementation models
- ✱ Possibly a proof of concept exploratory **prototype**, demonstrating the use of the new system
- ✱ An initial **risk list** and use case ranking list
- ✱ The beginning of a plan for the entire project, including a **general plan** for the phases

# Evolutionary Requirements

# Faulty Assumption 1: Requirements can be Fairly Accurate

Jones, 1997. Based on 6,700 systems.



# Faulty Assumption 2: Requirements are Stable

- The market changes—constantly.
- The technology changes.
- The goals of the stakeholders change.

# Faulty Assumption 3: The Design can be Done, before Programming

- Ask a programmer.
- Requirements are incomplete and changing.
- Too many variables, unknowns, and novelties.
- A complete specification must be as detailed as code itself.
- Software is very “hard”.
  - Discover Magazine, 1999: Software characterized as the most complex “machine” humankind builds.



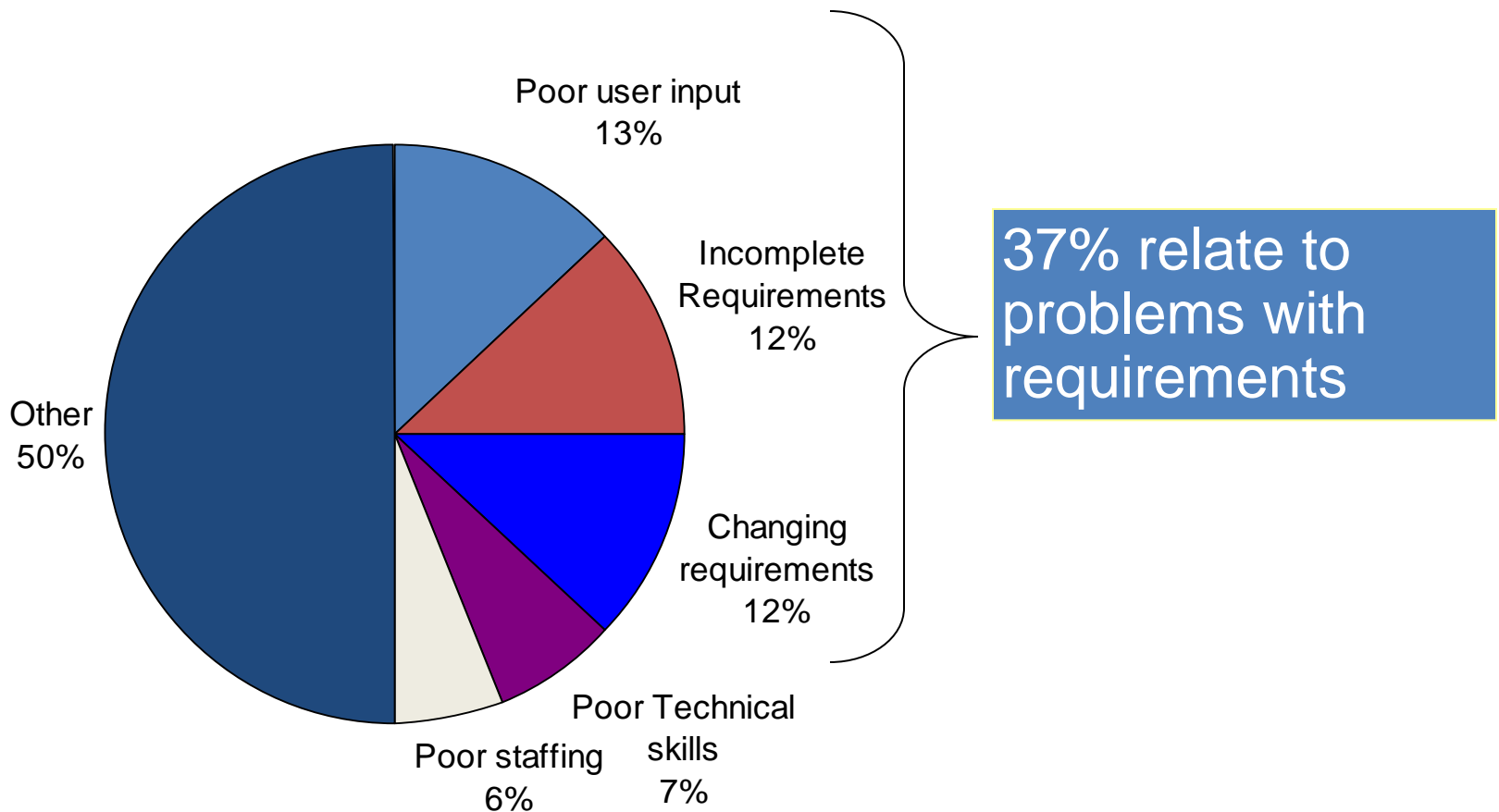
# The Importance of Requirements

- Requirements are often taken for granted.
- Users know what they want, right? Well not exactly!
- Figuring out exactly what a system should be doing is a major undertaking

# Types of requirements (FURPS+)

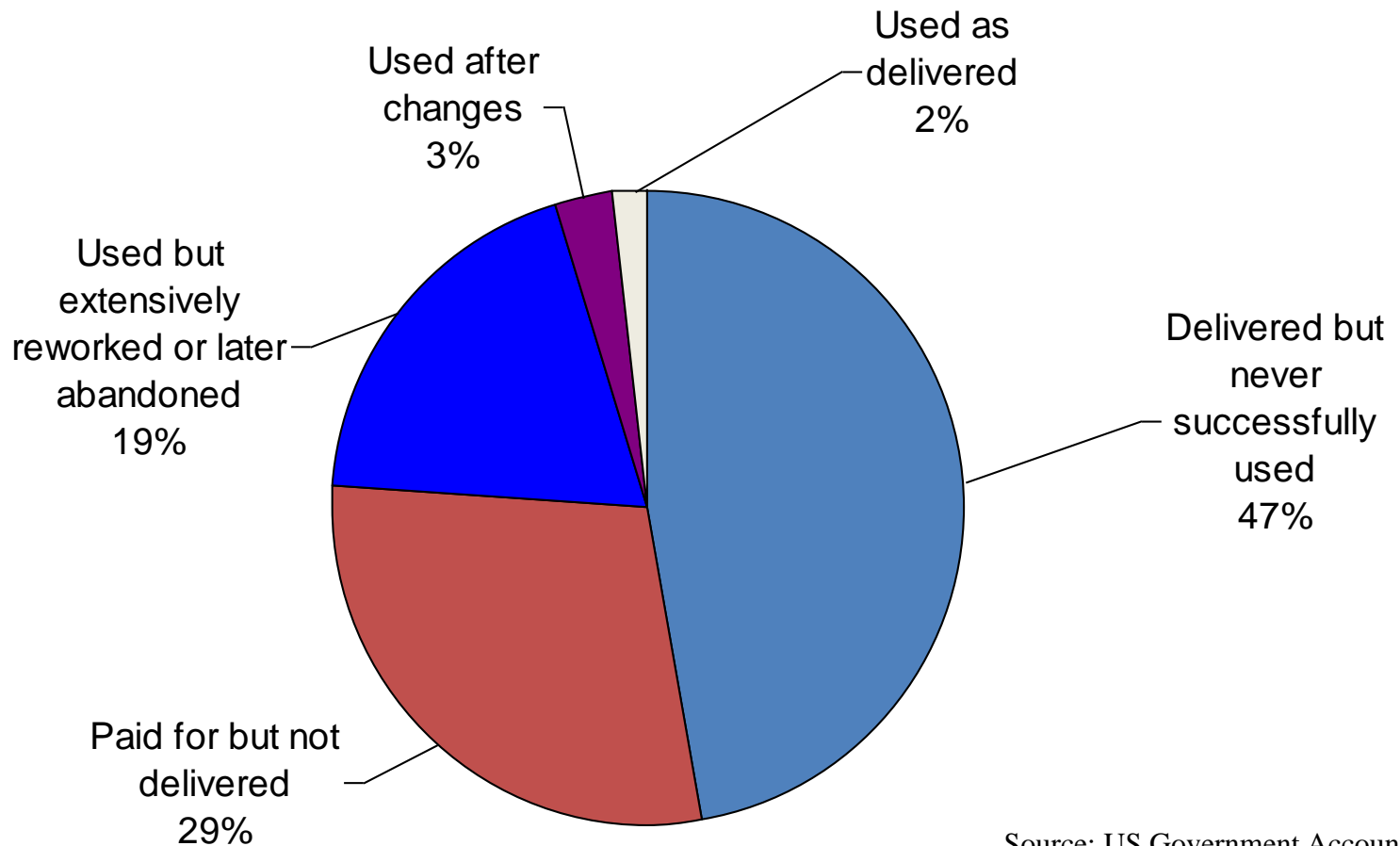
- FURPS
  - (F)unctional - features, capabilities, security
  - (U)sability - human factors, help, documentation
  - (R)eliability - frequency of failure, recoverability, predictability
  - (P)erformance - response times, throughput, accuracy, availability, resource usage
  - (S)upportability - adaptability, maintainability, internationalization, configurability

# Factors on challenged software projects



# The Rate of Failure

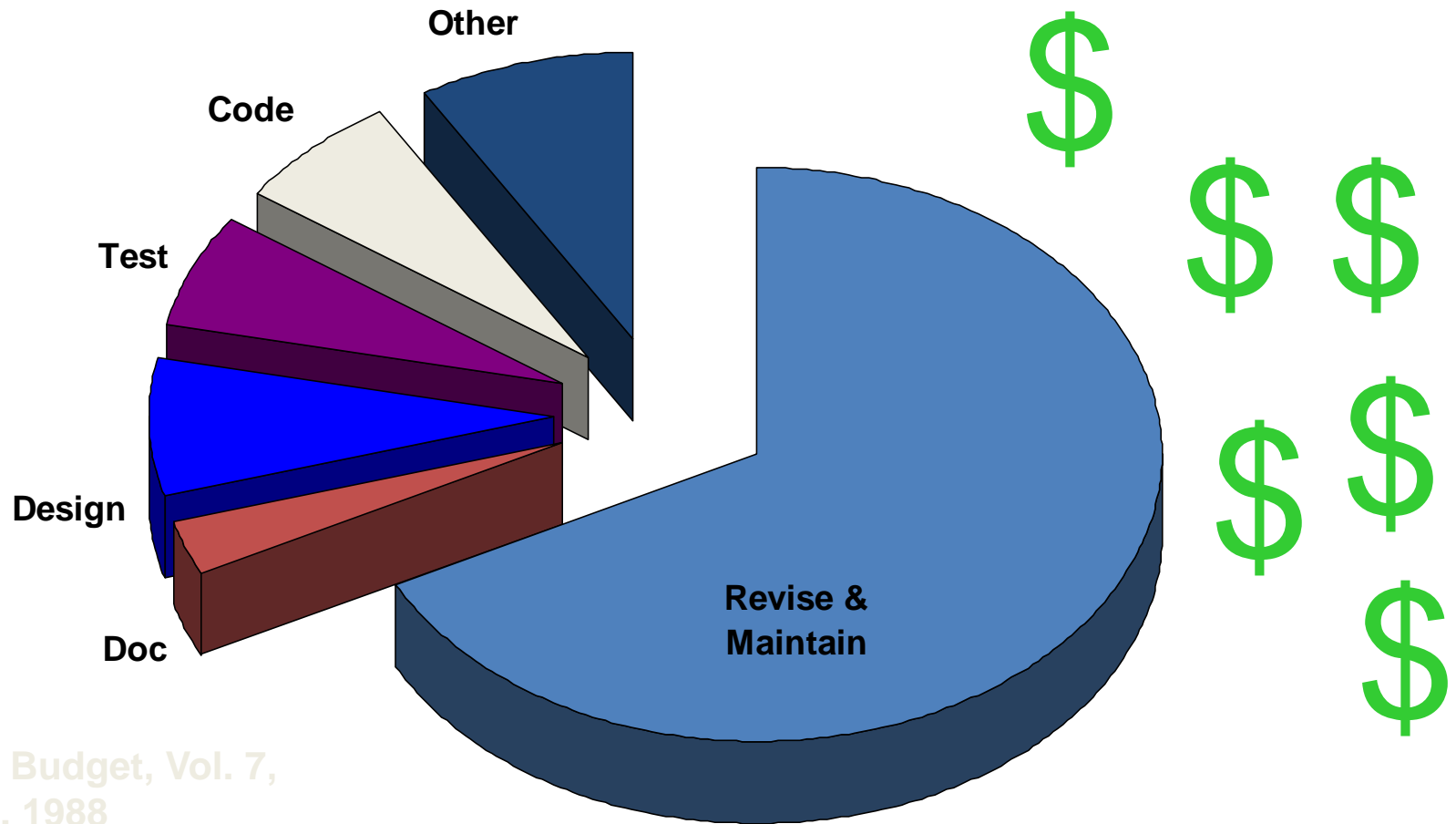
Randomly selected U.S. government software projects:



Source: US Government Accounting Office. Report FGMSD-80-4.

# The Cost of Change

Strategic rational system development plans are based on the complete cost of a system, not solely on development costs.



Source: DP Budget, Vol. 7,  
No. 12, Dec. 1988

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# The Cost of Change

- An AT&T study indicated that, on average

Business Rules change at the rate of 8% per month. This would be quite a large change over a year.

# Questions and Conclusions