Applied software engineering

Hamza Bhatti (21223241)

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# Introduction

For this assignment a case study was provided. Appropriate UML, implementation in Java, along with testing was produced based on one chosen use case. The report will also cover critical analysis of all the previously mentioned elements of the assignment.

# Requirements From Case Study

What is the chosen use case and what is required from the case study?

The use case that was chosen to be implemented was “Update site popularity” which also included “Prioritise site for marketing”. A set of requirements were found within the case study which had to be followed to ensure that the implementation would be successful.

The requirements understood where:

1. The check will occur on the 30th December every year.
2. 6 regions are currently present, all of which have sites.
3. Site have ratings which are Bronze, Silver and Gold.
4. Site visitors will determine the new rating. If visitors are below 10,000 a Bronze is given, if between 10,000 and 30,000 a Silver is given and when above 30,000 a Gold is given.
5. While the rating is given, the site will be checked if it needs a marketing campaign.

For use case to be successful, these requirements had to be adhered to in the UML, Java implementation and had to be tested.

# UML Modelling

To aid in implementing the requirements of the use case, a series of UML diagrams where created. The diagrams provide a description of what should occur, the components that should be present, their interactions and sequence of events that take place to meet the requirements.

## Use Case Description

\* Appendix \_ Use case diagram

Talk about the functionality of the use case diagram – What’s going to happen in the software

The use cases that are dealt with in the diagram itself are the “Update site popularity” which include “Prioritise site for marketing”. The actor for these use cases is the System itself as there is not outside interaction by a physical user.

The use case description produced described how the system that would implemented will function. It covered the goal, pre-conditions, post-condition and how the use cases would be triggered along with the steps needed to reach the goal.

The requirements that had been identified in the previous section of the report are embedded in the whole use case diagram. One requirement was that the date needed to be 30th of December for the popularity to be changed. In the use case description, it is described that the date will be checked against a target. If the target is reached, the use case could carry on, otherwise nothing would happen.

Another requirement was that the popularity ratings would be determined by the amount of visitors of a site. The description states that the rating will change to either Bronze, Silver or Gold depending on if the visitor count meets a certain threshold.

Finally, the check to see if the marketing is needed for a site is identified in the description. This occurs before the “Update site popularity” use case has been completed. The process itself checks if the site needs marketing based on if the site gets half of the Bronze rating threshold.

## Class Diagram

\* Appendix \_ Class diagram

What are the elements in the class diagram – classes (attributes, operations), associations, pattern and abstraction?

To ensure that the use case and requirements could be met in the implementation, an appropriate class diagram had to be produced. The class diagram provided contains the different classes, their attributes, operations and their associations with one another. A design pattern is also provided here, which will be further described later in this report.

The classes created were based on the requirements. The SaxonSystem class was made as the business logic would be running through it. This being the two use cases. The Region class was created to hold number of sites. The Site class was created with operations that would help retrieve the amount of visitors and set a new rating. Again, these operations would be accessed through the system and not directly used anywhere else in the program.

All classes presented have interfaces which act as contracts. This makes the diagram itself abstract. This is the case because classes that implement the interfaces only show what attributes are needed for the implementation. The contract themselves have no bearing on the implementation, but show the method headings that need to be used to achieve the use cases. Having the contracts themselves would help with reusability and maintainability, but this will be discussed later in the report.

The abstraction of the diagram helps remove clutter, such as extra classes that do not need to be there. It also only shows the attributes and operations that are needed to fulfil the goal of the use case. This removes any confusion and leaves that system open and less rigid for any type of implementation for future development.

## Sequence Diagram

\* Appendix \_ Sequence diagram

What functions where used? – Just list them I guess.

The sequence diagram shows the process that would occur in the implementation by following the requirements, description and the components from the class diagram. The classes that are included in the sequence diagram are the SaxonSystem which also is the actor, the Site class were information will be retrieved and changed, and the Region classes that will have changes from the Site reflected on it.

Behaviour of the system – Talk about what happens at each step.

The first operation that is used in the sequence diagram is the updateSitePopularity() which is in line with the use case “Update Site Popularity”. This sends a message from the actor which is the SaxonSystem to itself. From here the date is checked to see if the 30th of December has been reached. This is in line with the requirements and the use case description. If the date has not been reached, nothing will happen, but the system will carry on working to update the site popularity.

Next, the SaxonSystem will interact with the Site class which has an association with, which is found in the class diagram. Though the System has access to the Regions which also contain Sites, it is much quicker to interact with the Sites directly. It would take more steps to go through the Region, retrieve the Sites, and then retrieve the information needed. The Site method getVisitors(). This value is needed to determine what the new sitePopularity value will change to.

The Site operation setSitePopularity() will then be used to set a sitePopularity rating. As mentioned in the requirements, this depends on the amount of visitors that the Site gets. Alternate flows are used here, showing what the new ratings will be based off the siteVisitors. The Site rating will be set accordingly. After the new sitePopularity is set, this will then reflect onto the Region objects. This is because, as seen on the class diagram, The Region, which is held by the SaxonSystem, also contains many Sites. The changes that are directly made to the Site, will reflect onto the Regions also.

Following the use case diagram, the included use case was “Prioritise Site For Marketing” which occurs before the “Update Site Popularity” use case and method have been completed. In the sequence diagram, the method prioritiseSiteForMarketing() is called. Another alternate flow is identified which falls in line with the use case description. The Site has a threshold of visitors that is half of the Bronze rating, it will need marketing, and otherwise nothing will occur.

Finally a confirmation is given. By the end of the sequence of events, the Site would have been updated and checked to see if it needs marketing. The latter would occur before the update had finished.

## Architecture Diagram

Talk about the sections of the architecture and how it fits with the other UML.

# Implementation

\* Appendix \_ Source Code

The implementation in Java was created with all previous sections in mind. The source code follows the requirements and use case description. It also takes all the classes identified in the class diagram, along with methods and operations and follows the sequence of events identified in the sequence diagram.

Features of the code – interfaces, abstraction how classes interact, the design pattern (why is it there?)

Many of the classes implement interfaces. These interfaces act as contracts, identifying what methods need to be present in the classes that implement them. The abstract nature of the interface allows future developers to decide how they would want to implement certain methods in the future if requirements change. Below are the interfaces and an indication of what classes implemented them. These are also reflected in the class diagram.

Region implemented by classes of type Region (6 Regions from the case study)

public interface Region **{**

// All classes implementing this interface should have addSite

public void addSite**(**Site siteToAdd**)**;

// Only needed for testing purposes

public ArrayList<Site> getSites**()**;

**}**

SiteInterface implemented by Site

public interface SiteInterface **{**

// Methods to be implemented

public int getSiteVisitors**()**;

public void setSitePopularity**(**String newSitePopularity**)**;

**}**

SaxonSystemInterface implemented by SaxonSystem

public interface SaxonSystemInterface **{**

// Methods that must be implemented

public String updateSitePopularity**()**;

public void prioritiseSiteForMarketing**(**Site siteToPrioritise**)**;

**}**

The methods used in the interfaces are all consistent with the class diagram. The methods also help understand what should be going on the implementation of each of them. Along with this, the SaxonSystemInterface methods share the names of the two use cases, clearly identifying what should occur within the method implementation.

The design pattern – what was it and how it was used?

<https://www.codeproject.com/articles/37547/exploring-factory-pattern>

From the requirements, it was mentioned that there were 6 regions. From the class diagram there was use of a factory pattern. The pattern helped create the 6 regions from the case study and where of type Region. All of the regions created had regionNames and sites.

Below is a code snippet from the RegionFactory class that returns region objects.

public Region makeRegion**(**String regionName**)** **{**

**if** **(**regionName.equalsIgnoreCase**(**"LONDON"**))** **{**

return new London**()**;

**}**

Here only one example is given, more can be seen in the Appendix\_.

<http://www.javatpoint.com/factory-method-design-pattern>

The benefit of using this factory pattern is that loose coupling can be achieved. The code that is created around the objects only interact with the interface. The interface itself means that any class in a system can use it. The objects created will only depend on the interface.

Talk about how the system meets the use case requirements

The requirements of the use cases can be seen as a whole in SaxonSystem class. The updateSitePopularity() method is used to check the date, retrieve the Site visitor details, then update the site popularity depending on the details. As that occurs, the Site is checked to see if it needs marketing when the prioritiseSiteForMarketing() method is used. The prioritising adhered to the use case diagram as it occurs before the “Update site popularity” method finishes and uses a threshold to determine if the site needs marketing.

Below are the methods showing how the use case was fulfilled.

// USE CASE **-** Update site popularity

// Checks date, loops through Sites, gets the siteVisitors,

// sets a new sitePopularity based on visitors,

// Checks **if** marketting needed, finishes

public String updateSitePopularity**()** **{**

**if** **(**currentDate.equals**(**date**))** **{**

Site s;

for **(**int i **=** 0; i **<** sites.size**()**; i++) {

s **=** sites.get**(**i**)**;

int visitors **=** s.getSiteVisitors**()**;

**if** **(**visitors **<** 10000**)** **{**

s.setSitePopularity**(**"Bronze"**)**;

**}** **else** **if** **(**visitors **>=** 10000 && visitors **<** 30000**)** **{**

s.setSitePopularity**(**"Silver"**)**;

**}** **else** **{**

s.setSitePopularity**(**"Gold"**)**;

**}**

prioritiseSiteForMarketing**(**s**)**;

**}**

return **(**"All site popularity ratings have been updated"

**+** "\n" **+** regions**)**;

**}** **else** **{**

return **(**"Cant Update Popularity yet. Wait till 30th Dec"**)**;

**}**

**}**

...

// USE CASE **–** Prioritise site for marketing

// Site as argument, check siteVisitors, add to martketting

public void prioritiseSiteForMarketing**(**Site siteToPrioritise**){**

**if(**siteToPrioritise.getSiteVisitors**()** **<** 5000**)** **{**

// Add it to a **list**

prioritsedSites.add**(**siteToPrioritise**)**;

**}**

**}**

Quick instruction on how to run the program – what is included with the package

# Software Testing

To check if the implementation was working accordingly, based on requirements and general running of the system, JUnit testing was used.

What is the purpose of testing?

<http://www.wideskills.com/junit/advantages-using-junit>

Unit tests where created to ensure that the implementation was working accordingly. The testing environment used was JUnit. JUnit itself is widely used in industry to test java applications and is now a standard in most IDEs (WideSkills 2015).

<https://www.gontu.org/benefits-of-using-junit-framework/>

Using Junit allows all the methods to be tested. This is the case when modifications to the methods (Gorav, Ankush 2012). The testing of these methods can happen any time during the development of software, but earlier is better to ensure methods are working accordingly.

Testing the system before deployment is a necessary step. This would reduce the chances of having a handed over system being turned down because functions do not work. This would cause a huge loss in money and increase development time.

Talk about the tests you did - How did they help meet the requirements?

A big part of testing the system is to ensure that all the requirements of the system had been met. The tests created where based on the methods identified in the class diagram and sequence diagrams.

Explain what happens during the tests to get the result.

Give instructions on how to run

# Evaluation

## UML

Why was the UML abstract in certain places – in the use case diagram and class diagrams?

How can the UML change to be better?

## Implementation

How did the code follow the uml – is the code abstract too?

How is the code reusable etc? – Software principles along with maintainability etc

How could the code change to be better?

## Software Testing

How did the tests help?

Why were the tests written the way they were?

How could the tests change to be better?

Bibliography MUST MAKE THIS PROPER

<http://www.javatpoint.com/factory-method-design-pattern>

<https://www.codeproject.com/articles/37547/exploring-factory-pattern>

# Appendix

PUT DIAGRAM AND CODE HERE