SE 3XA3: Module Guide
ScrumBot

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Table 1: Revision History

Date	Developer(s)	Change
January 23, 2020	Arkin Modi	Copy template
March 5, 2020	Leon So	Introduction, Anticipated Changes, Unlikely Changes, Module Hierarchy
March 10, 2020	Arkin Modi	Worked on Module Hierarchy
March 11, 2020	Arkin Modi	Worked on the Introduction
March 12, 2020	Arkin Modi	Worked on Introduction, Anticipated and Unlikely Changes, Module Hierarchy, Module Decomposition, Traceability Matrix and Use Hierarchy Between Modules
March 12, 2020	Leon So	Anticipated Changes and Unlikely Changes
March 13, 2020	Arkin Modi	Worked on Use Hierarchy Between Modules, Traceability Matrix, Module Decomposition, and Module Hierarchy
April 4, 2020	Arkin Modi	Strikethrough all copied parts from template
April 4, 2020	Arkin Modi	Re-wrote the Introduction and Connection Between Requirements and Design

1 Introduction

1.1 Overview

Scrum is an Agile process framework widely used in industry for managing and coordinating collaborative projects. Scrum follows a highly iterative process and often has heavy customer involvement, therefore it can be often be complex. With Discord being a popular communication tool used by many teams of software developers today, ScrumBot provides a solution that directly integrates the management of a scrum development cycle into the communication channels. ScrumBot will allow for better management and organization of retrospectives, stand-ups, and other scrum/agile stages used by software teams within their routine communication channel. ScrumBot will provide features to add and manage Scrum meetings, as well as to store information relevant to those meetings. ScrumBot will also allow Scrum roles to be assigned to members of the Discord channel.

1.2 Context

Prior to this document, the Software Requirements Specification (SRS) was created to outline all the functional and non-functional requirements this project must satisfy. The purpose of this document is to provide a high-level structure to the implementation of this project by decomposing the idea into modules. The decomposition into modules enables a clearer form to satisfy the requirements of the project.

The Module Interface Specification was created in parallel to this document. It describes the operations that each module shall perform.

~~The Module Guide (MG) is developed (Parnas et al., 1984). The MG specifies the modular structure of the system and is intended to allow both designers and maintainers to easily identify the parts of the software. The potential readers of this document are as follows:~~

- ~~New project members: This document can be a guide for a new project member to easily understand the overall structure and quickly find the relevant modules they are searching for.~~
- ~~Maintainers: The hierarchical structure of the module guide improves the maintainers' understanding when they need to make changes to the system. It is important for a maintainer to update the relevant sections of the document after changes have been made.~~
- ~~Designers: Once the module guide has been written, it can be used to check for consistency, feasibility and flexibility. Designers can verify the system in various ways, such as consistency among modules, feasibility of the decomposition, and flexibility of the design.~~

~~The rest of the document is organized as follows. Section 2 lists the anticipated and unlikely changes of the software requirements. Section 3 summarizes the module decomposition that was constructed according to the likely changes. Section 4 specifies the connections between the software requirements and the modules. Section 5 gives a detailed description of the modules. Section 6 includes two traceability matrices. One checks the completeness of the design against the requirements provided in the SRS. The other shows the relation between anticipated changes and the modules. Section 7 describes the use relation between modules.~~

The Module Guide describes the structure of the system and identifies the system components as modules. The Module Guide's focus is on the hierarchy of the system modules, and not the functionality of each component. The potential readers of this document include: new project members, project maintainers, and designers.

This project is organized as follows. Section 2 contains a list of anticipated and unlikely changes that may occur to the system design. Section 3 contains a overview of the module hierarchy. Section 4 contains a list of connections between the SRS and the modules. Section 5 contains a description of each module. Section 6 contains two traceability matrices; one for the connections between the SRS and the modules, and another for the connections between the anticipated changes and the modules. Section 7 depicts the uses relation among all the modules.

1.3 Design Principles

~~Decomposing a system into modules is a commonly accepted approach to developing software. The Module Guide (MG) developed by (Parnas et al., 1984) specified the modular structure of the system. A module is a work assignment for a programmer or programming team (Parnas et al., 1984). Decomposition of the system into modules is based on the principle of information hiding (Parnas, 1972). This principle supports design for change, because the "secrets" that each module hides represent likely future changes. Design for change is valuable in SC, where modifications are frequent, especially during initial development as the solution space is explored.~~

Decomposition of the system into modules is based on the principle of information hiding (Parnas, 1972). Each module shall contain/hide a secret that can be easily changed. This supports the idea of design for change.

The design follows the rules layed out by Parnas et al. (1984), as follows:

- System details that are likely to change independently should be the secrets of separate modules.
- Each data structure is used in only one module.

- Any other program that requires information stored in a module's data structures must obtain it by calling access programs belonging to that module.

2 Anticipated and Unlikely Changes

~~This section lists possible changes to the system. According to the likeliness of the change, the possible changes are classified into two categories. Anticipated changes are listed in Section 2.1, and unlikely changes are listed in Section 2.2.~~

2.1 Anticipated Changes

~~Anticipated changes are the source of the information that is to be hidden inside the modules. Ideally, changing one of the anticipated changes will only require changing the one module that hides the associated decision. The approach adapted here is called design for change.~~

AC1: The format of the input data

AC2: The format of discord commands

AC3: The URL used to connect to the hosting server

AC4: The format of the response from the server

AC5: The format of the output data

2.2 Unlikely Changes

~~The module design should be as general as possible. However, a general system is more complex. Sometimes this complexity is not necessary. Fixing some design decisions at the system architecture stage can simplify the software design. If these decision should later need to be changed, then many parts of the design will potentially need to be modified. Hence, it is not intended that these decisions will be changed.~~

UC1: There will always be a source of input data external to the software

UC2: The system will be interfacing with the Discord application

UC3: The data structure of a meeting

UC4: The data structure of a project

UC5: The data structure of a task

UC6: The data structure of a sprint

3 Module Hierarchy

~~This section provides an overview of the module design. Modules are summarized in a hierarchy decomposed by secrets in Table 2. The modules listed below, which are leaves in the hierarchy tree, are the modules that will actually be implemented.~~

M1: Hardware-Hiding Module

M2: ScrumBot Module

M3: Meeting Types Module

M4: Meeting List Module

M5: Meeting Module

M6: Task List Module

M7: Task Module

M8: Sprint Module

M9: Project List Module

M10: Project Module

M11: Generic Dictionary Module

Level 1	**Level 2**
Hardware-Hiding Module	
Behaviour-Hiding Module	ScrumBot Module
Software Decision Module	Meeting Types Module Meeting List Module Meeting Module Task List Module Task Module Sprint Module Project List Module Project Module Generic Dictionary Module

Table 2: Module Hierarchy

4 Connection Between Requirements and Design

~~The design of the system is intended to satisfy the requirements developed in the SRS. In this stage, the system is decomposed into modules. The connection between requirements and modules is listed in Table 3.~~ The SRS defines the requirements that the system design must fulfill. In Table 3, the connections between the requirements and modules are listed.

5 Module Decomposition

~~Modules are decomposed according to the principle of "information hiding" proposed by Parnas et al. (1984). The Secrets field in a module decomposition is a brief statement of the design decision hidden by the module. The Services field specifies what the module will do without documenting how to do it. For each module, a suggestion for the implementing software is given under the Implemented By title. If the entry is OS, this means that the module is provided by the operating system or by standard programming language libraries. Also indicate if the module will be implemented specifically for the software.~~

~~Only the leaf modules in the hierarchy have to be implemented. If a dash (–) is shown, this means that the module is not a leaf and will not have to be implemented. Whether or not this module is implemented depends on the programming language selected.~~

5.1 Hardware Hiding Modules (M1)

Secrets: The data structure and algorithm used to implement the virtual hardware.

Services: Serves as a virtual hardware used by the rest of the system. This module provides the interface between the hardware and the software. So, the system can use it to display outputs or to accept inputs.

Implemented By: OS

5.2 Behaviour-Hiding Module

Secrets: The contents of the required behaviours.

Services: Includes programs that provide externally visible behaviour of the system as specified in the software requirements specification (SRS) documents. This module serves as a communication layer between the hardware-hiding module and the software decision module. The programs in this module will need to change if there are changes in the SRS.

Implemented By: –

5.2.1 ScrumBot Module (M2)

Secrets: The format and structure of the input data.

Services: Converts the input data into the data structure used by the input parameters module.

Implemented By: scrumbot.py

5.3 Software Decision Module

5.3.1 Meeting Types Module (M3)

Secrets: Exported type (data structure)

Services: None

Implemented By: meetingTypes.py

5.3.2 Meeting List Module (M4)

Secrets: Data structure for a list of meetings

Services: Provides the ability to add, remove, and output all data

Implemented By: meetingList.py

5.3.3 Meeting Module (M5)

Secrets: Data structure of a meeting

Services: Provides the ability to initialize, access (name, date, time, type, and description) and mutate (description only) a meeting

Implemented By: meeting.py

5.3.4 Task List Module (M6)

Secrets: Data structure for a list of tasks

Services: Provides the ability to add, remove, and output all data

Implemented By: taskList.py

5.3.5 Task Module (M7)

Secrets: Data structure of a task

Services: Provides the ability to initialize, access (deadline, details and feedback) and mutate (feedback and details) a task

Implemented By: task.py

5.3.6 Sprint Module (M8)

Secrets: Data structure of a sprint

Services: Provides the ability to initialize, access (all tasks) and mutate (task) a sprint

Implemented By: sprint.py

5.3.7 Project List Module (M9)

Secrets: Data structure for a list of projects

Services: Provides the ability to add, remove, and output all data

Implemented By: projectList.py

5.3.8 Project Module (M10)

Secrets: Data structure for a project

Services: Provides the ability to initialize, access (description, meetings, requirements and sprints) and mutate (description, meetings, requirements and sprints) a project

Implemented By: project.py

5.3.9 Generic Dictionary Module (M11)

Secrets: Data structure of a dictionary

Services: Provides basic functionality of a dictionary (add, remove, output all data)

Implemented By: dictionary.py

6 Traceability Matrix

This section shows two traceability matrices: between the modules and the requirements and between the modules and the anticipated changes.

Requirements	Modules
BE1	M2
BE2	M2, M9, M10, M11
BE3	M2, M9, M11
BE4	M2, M8, M9, M10, M11
BE5	M2, M8, M9, M10, M11
BE6	M2, M8, M9, M10, M11
BE7	M2, M8, M9, M10, M11
BE8	M2, M9, M10, M11
BE9	M2, M9, M10, M11
BE10	M2, M9, M10, M11
BE11	M2, M8, M9, M10, M11
LF1	M2
LF2	M2
LF3	M2
UH1	M2
UH2	
UH3	
UH4	M2
P1	
P2	
P3	
P4	M2
OE1	M2
OE2	
OE3	M2
OE4	
OE5	
OE6	
OE7	
OE8	
MS1	
MS2	
MS3	
MS4	
MS5	
S1	M2
C1	
L1	
HS1	

Table 3: Trace Between Requirements and Modules

AC	Modules
AC1	M2
AC2	M2
AC3	M2
AC4	M2
AC5	M2

Table 4: Trace Between Anticipated Changes and Modules

7 Use Hierarchy Between Modules

~~In this section, the uses hierarchy between modules is provided. Parnas (1978) said of two programs A and B that A uses B if correct execution of B may be necessary for A to complete the task described in its specification. That is, A uses B if there exist situations in which the correct functioning of A depends upon the availability of a correct implementation of B.~~ Figure 1 illustrates the use relation between the modules. It can be seen that the graph is a directed acyclic graph (DAG). Each level of the hierarchy offers a testable and usable subset of the system, and modules in the higher level of the hierarchy are essentially simpler because they use modules from the lower levels.

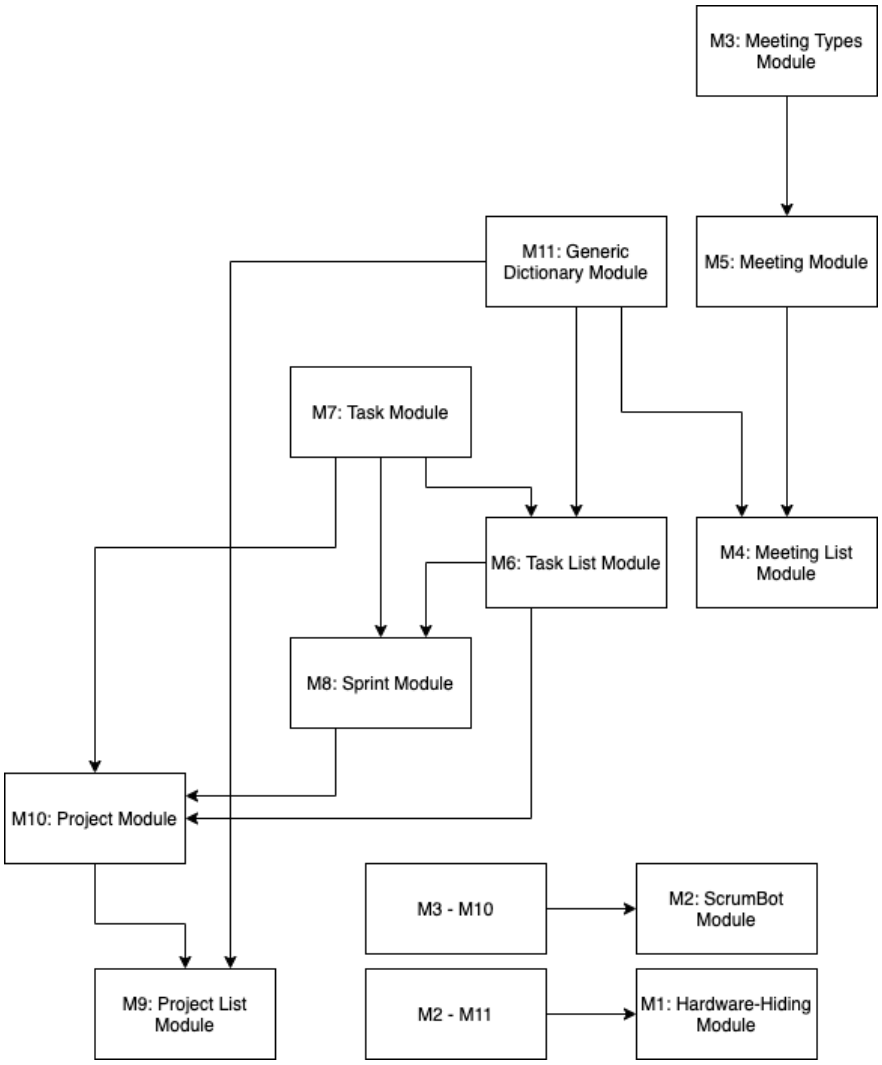

Figure 1: Use hierarchy among modules

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