Lecture 4 Software Requirements Analysis II

- **Requirements Modeling: Class-Based Methods**

Requirements Modeling Strategies

- One view of requirements modeling, called *structured analysis,* considers data and the processes that transform the data as separate entities.
  - Data objects are modeled in a way that defines their attributes and relationships.
  - Processes that manipulate data objects are modeled in a manner that shows how they transform data as data objects flow through the system.
- A second approach to analysis modeled, called *object-oriented analysis,* focuses on
  - the definition of classes and
  - the manner in which they collaborate with one another to effect customer requirements.

Class-Based Modeling

- Class-based modeling represents:
  - objects that the system will manipulate
  - operations (also called methods or services) that will be applied to the objects to effect the manipulation
  - relationships (some hierarchical) between the objects
  - collaborations that occur between the classes that are defined.
- The elements of a class-based model include classes and objects, attributes, operations, CRC models, collaboration diagrams and packages.

Identifying Analysis Classes

- Examining the usage scenarios developed as part of the requirements model and perform a "grammatical parse" [Abb83]
  - Classes are determined by underlining each noun or noun phrase and entering it into a simple table.
  - Synonyms should be noted.
  - If the class (noun) is required to implement a solution, then it is part of the solution space; otherwise, if a class is necessary only to describe a solution, it is part of the problem space.
- But what should we look for once all of the nouns have been isolated?

Manifestations of Analysis Classes

- *Analysis classes* manifest themselves in one of the following ways:
  - *External entities* (e.g., other systems, devices, people) that produce or consume information
  - *Things* (e.g, reports, displays, letters, signals) that are part of the information domain for the problem
  - *Occurrences or events* (e.g., a property transfer or the completion of a series of robot movements) that occur within the context of system operation
  - *Roles* (e.g., manager, engineer, salesperson) played by people who interact with the system
  - *Organizational units* (e.g., division, group, team) that are relevant to an application
  - *Places* (e.g., manufacturing floor or loading dock) that establish the context of the problem and the overall function
  - *Structures* (e.g., sensors, four-wheeled vehicles, or computers) that define a class of objects or related classes of objects

Potential Classes

- *Retained information.* The potential class will be useful during analysis only if information about it must be remembered so that the system can function.
- *Needed services.* The potential class must have a set of identifiable operations that can change the value of its attributes in some way.
- *Multiple attributes.* During requirement analysis, the focus should be on "major" information; a class with a single attribute may, in fact, be useful during design, but is probably better represented as an attribute of another class during the analysis activity.
- *Common attributes.* A set of attributes can be defined for the potential class and these attributes apply to all instances of the class.
- *Common operations.* A set of operations can be defined for the potential class and these operations apply to all instances of the class.
- *Essential requirements.* External entities that appear in the problem space and produce or consume information essential to the operation of any solution for the system will almost always be defined as classes in the requirements model.

Defining Attributes

- *Attributes* describe a class that has been selected for inclusion in the analysis model.
  - build two different classes for professional baseball players
    - **For Playing Statistics software:** name, position, batting average, fielding percentage, years played, and games played might be relevant
    - **For Pension Fund software:** average salary, credit toward full vesting, pension plan options chosen, mailing address, and the like.

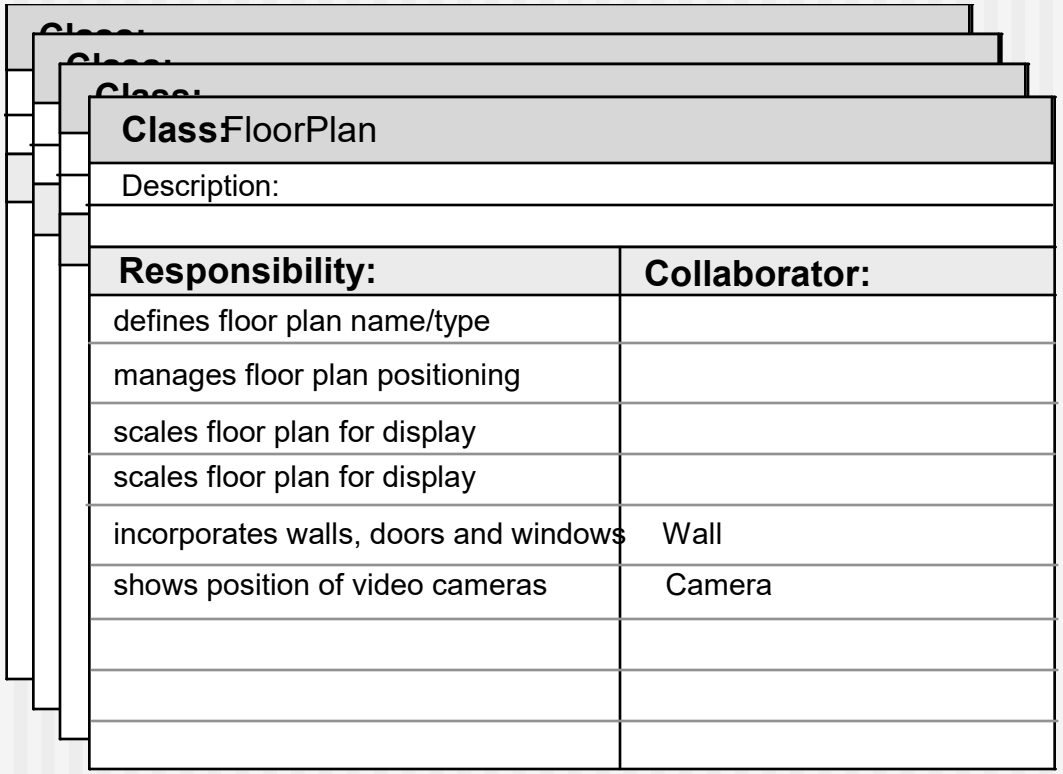
Defining Operations

- Do a grammatical parse of a processing narrative and look at the verbs
- Operations can be divided into four broad categories:
  - (1) operations that manipulate data in some way (e.g., adding, deleting, reformatting, selecting)
  - (2) operations that perform a computation
  - (3) operations that inquire about the state of an object, and
  - (4) operations that monitor an object for the occurrence of a controlling event.

CRC Models

- *Class-responsibility-collaborator (CRC) modeling* [Wir90] provides a simple means for identifying and organizing the classes that are relevant to system or product requirements. Ambler [Amb95] describes CRC modeling in the following way:
  - A CRC model is really a collection of standard index cards that represent classes. The cards are divided into three sections. Along the top of the card you write the name of the class. In the body of the card you list the class responsibilities on the left and the collaborators on the right.

CRC Modeling



Class: FloorPlan	
Description:	
Responsibility:	**Collaborator:**
defines floor plan name/type	
manages floor plan positioning	
scales floor plan for display	
scales floor plan for display	
incorporates walls, doors and windows	Wall
shows position of video cameras	Camera

Class Types

- *Entity classes*, also called *model* or *business* classes, are extracted directly from the statement of the problem (e.g., FloorPlan and Sensor).
- *Boundary classes* are used to create the interface (e.g., interactive screen or printed reports) that the user sees and interacts with as the software is used.
- *Controller classes* manage a "unit of work" [UML03] from start to finish. That is, controller classes can be designed to manage
  - the creation or update of entity objects;
  - the instantiation of boundary objects as they obtain information from entity objects;
  - complex communication between sets of objects;
  - validation of data communicated between objects or between the user and the application.

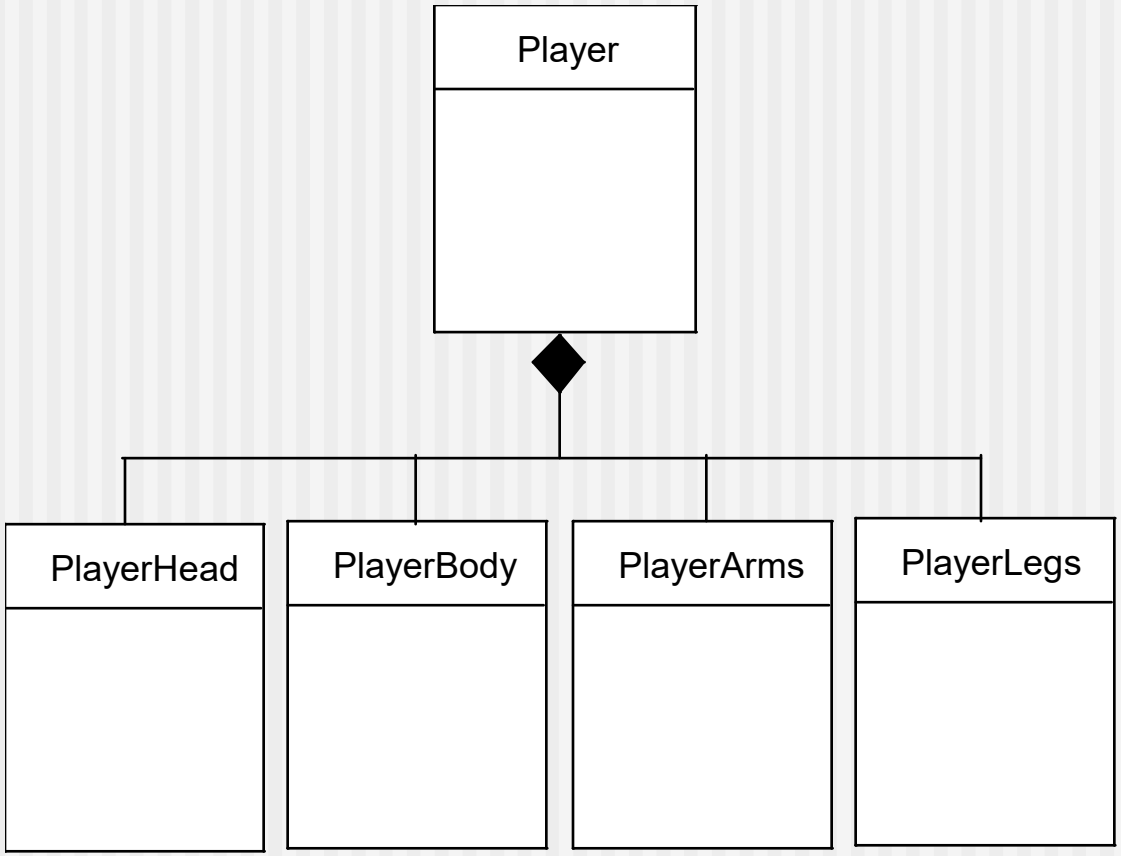
Responsibilities

- System intelligence should be distributed across classes to best address the needs of the problem
- Each responsibility should be stated as generally as possible
- Information and the behavior related to it should reside within the same class
- Information about one thing should be localized with a single class, not distributed across multiple classes.
- Responsibilities should be shared among related classes, when appropriate.

Collaborations

- Classes fulfill their responsibilities in one of two ways:
  - A class can use its own operations to manipulate its own attributes, thereby fulfilling a particular responsibility, or
  - a class can collaborate with other classes.
- Collaborations identify relationships between classes
- Collaborations are identified by determining whether a class can fulfill each responsibility itself
- three different generic relationships between classes [WIR90]:
  - the *is-part-of* relationship
  - the *has-knowledge-of* relationship
  - the *depends-upon* relationship

Composite Aggregate Class



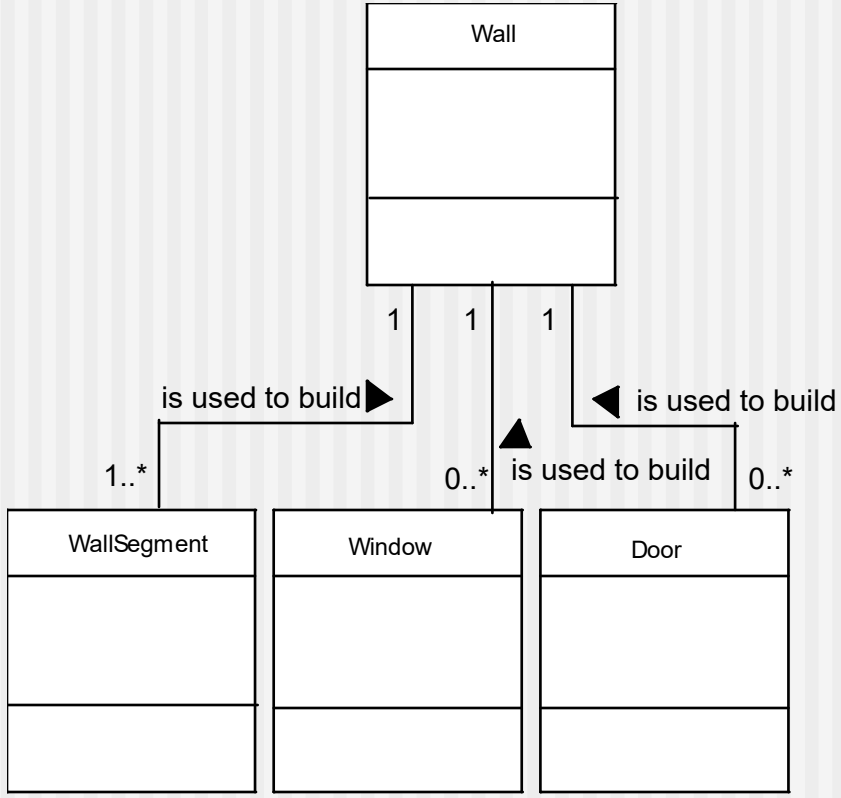
Reviewing the CRC Model

- All participants in the review (of the CRC model) are given a subset of the CRC model index cards.
  - Cards that collaborate should be separated (i.e., no reviewer should have two cards that collaborate).
- All use-case scenarios (and corresponding use-case diagrams) should be organized into categories.
- The review leader reads the use-case deliberately.
  - As the review leader comes to a named object, she passes a token to the person holding the corresponding class index card.
- When the token is passed, the holder of the class card is asked to describe the responsibilities noted on the card.
  - The group determines whether one (or more) of the responsibilities satisfies the use-case requirement.
- If the responsibilities and collaborations noted on the index cards cannot accommodate the use-case, modifications are made to the cards.
  - This may include the definition of new classes (and corresponding CRC index cards) or the specification of new or revised responsibilities or collaborations on existing cards.

Associations and Dependencies

- Two analysis classes are often related to one another in some fashion
  - In UML these relationships are called *associations*
  - Associations can be refined by indicating *multiplicity* (the term *cardinality* is used in data modeling
- In many instances, a client-server relationship exists between two analysis classes.
  - In such cases, a client-class depends on the server-class in some way and a *dependency relationship* is established

Multiplicity

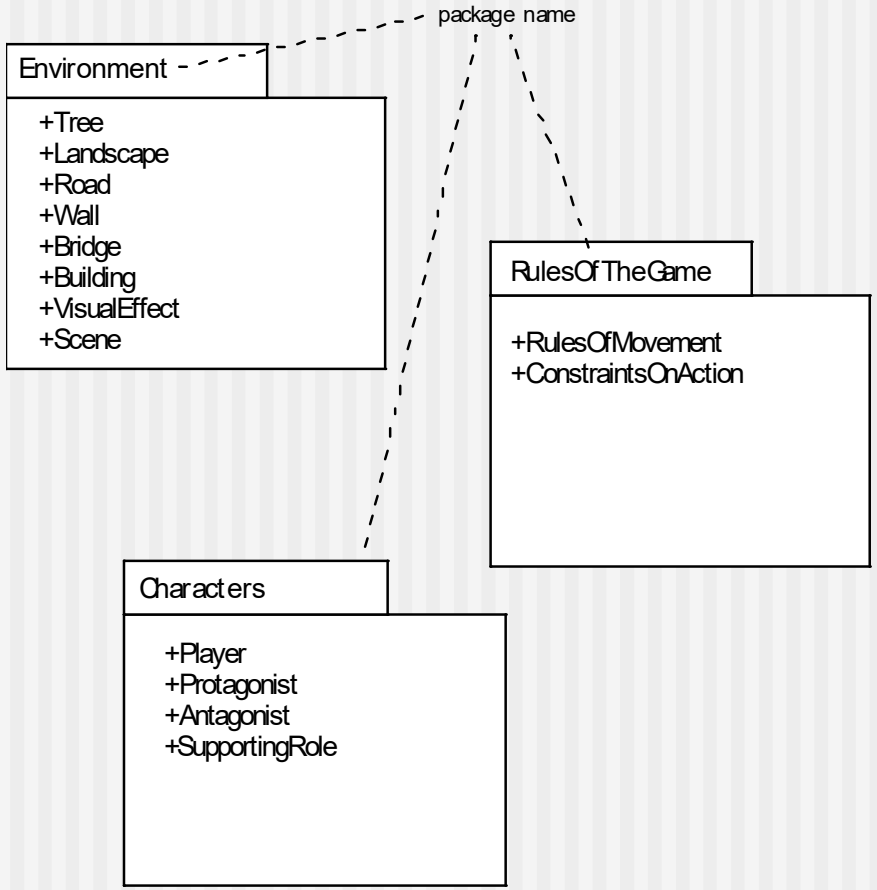


Dependencies

Analysis Packages

- Various elements of the analysis model (e.g., use-cases, analysis classes) are categorized in a manner that packages them as a grouping
- The plus sign preceding the analysis class name in each package indicates that the classes have public visibility and are therefore accessible from other packages.
- Other symbols can precede an element within a package. A minus sign indicates that an element is hidden from all other packages and a # symbol indicates that an element is accessible only to packages contained within a given package.

Analysis Packages



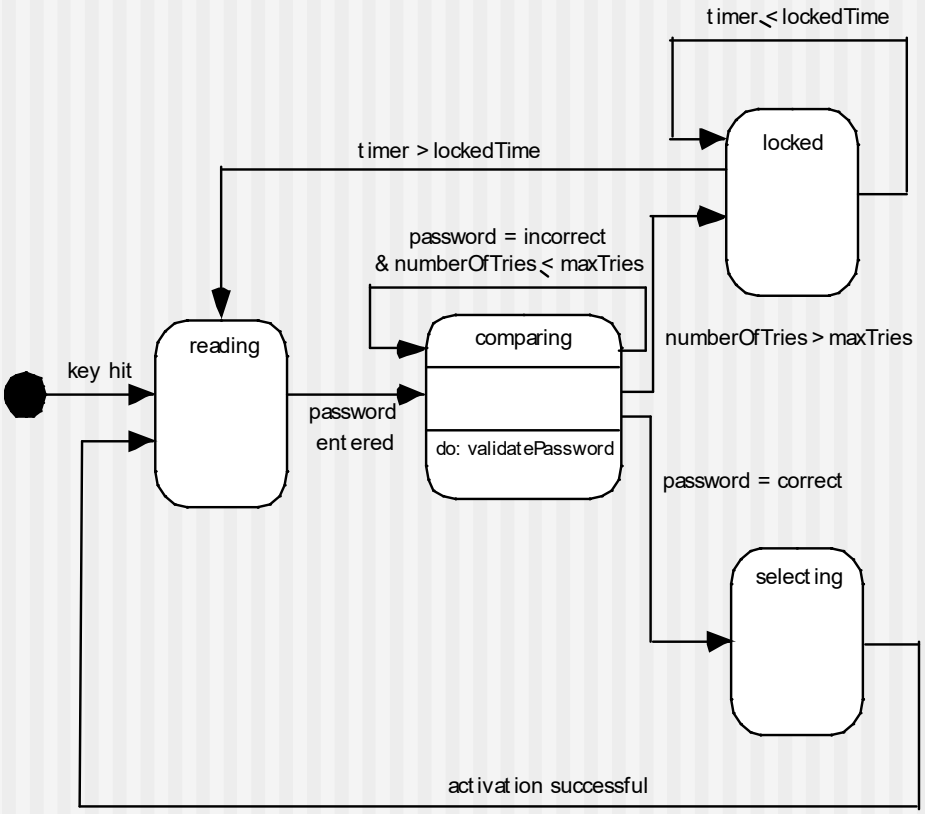
Behavioral Modeling

- The behavioral model indicates how software will respond to external events or stimuli. To create the model, the analyst must perform the following steps:
  - Evaluate all use-cases to fully understand the sequence of interaction within the system.
  - Identify events that drive the interaction sequence and understand how these events relate to specific objects.
  - Create a sequence for each use-case.
  - Build a state diagram for the system.
  - Review the behavioral model to verify accuracy and consistency.

State Representations

- In the context of behavioral modeling, two different characterizations of states must be considered:
  - the state of each class as the system performs its function and
  - the state of the system as observed from the outside as the system performs its function
- The state of a class takes on both passive and active characteristics [CHA93].
  - A *passive state* is simply the current status of all of an object's attributes.
  - The *active state* of an object indicates the current status of the object as it undergoes a continuing transformation or processing.

State Diagram for the ControlPanel Class



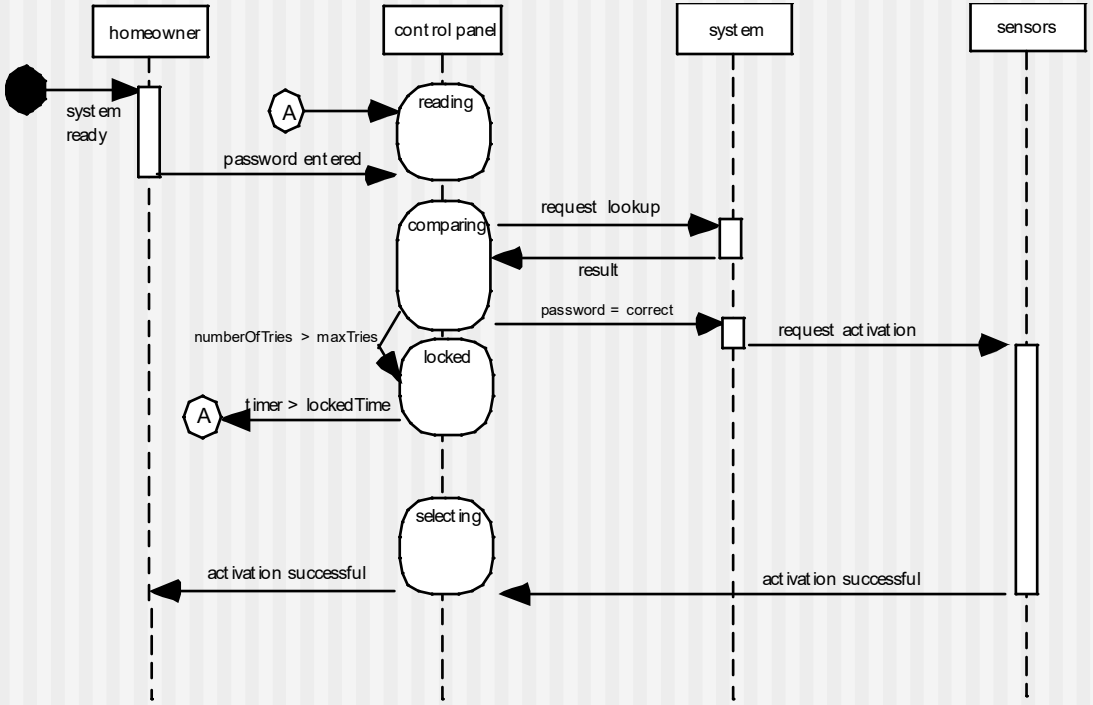
The States of a System

- state—a set of observable circum-stances that characterizes the behavior of a system at a given time
- state transition—the movement from one state to another
- event—an occurrence that causes the system to exhibit some predictable form of behavior
- action—process that occurs as a consequence of making a transition

Behavioral Modeling

- make a list of the different states of a system (How does the system behave?)
- indicate how the system makes a transition from one state to another (How does the system change state?)
  - indicate event
  - indicate action
- draw a state diagram or a sequence diagram

Sequence Diagram



Writing the Software Specification

Patterns for Requirements Modeling

- Software patterns are a mechanism for capturing domain knowledge in a way that allows it to be reapplied when a new problem is encountered
  - domain knowledge can be applied to a new problem within the same application domain
  - the domain knowledge captured by a pattern can be applied by analogy to a completely different application domain.
- The original author of an analysis pattern does not "create" the pattern, but rather, *discovers* it as requirements engineering work is being conducted.
- Once the pattern has been discovered, it is documented

Discovering Analysis Patterns

- The most basic element in the description of a requirements model is the use case.
- A coherent set of use cases may serve as the basis for discovering one or more analysis patterns.
- A *semantic analysis pattern* (SAP) "is a pattern that describes a small set of coherent use cases that together describe a basic generic application." [Fer00]

Requirements Modeling for WebApps

Content Analysis. The full spectrum of content to be provided by the WebApp is identified, including text, graphics and images, video, and audio data. Data modeling can be used to identify and describe each of the data objects.

Interaction Analysis. The manner in which the user interacts with the WebApp is described in detail. Use-cases can be developed to provide detailed descriptions of this interaction.

Functional Analysis. The usage scenarios (use-cases) created as part of interaction analysis define the operations that will be applied to WebApp content and imply other processing functions. All operations and functions are described in detail.

Configuration Analysis. The environment and infrastructure in which the WebApp resides are described in detail.

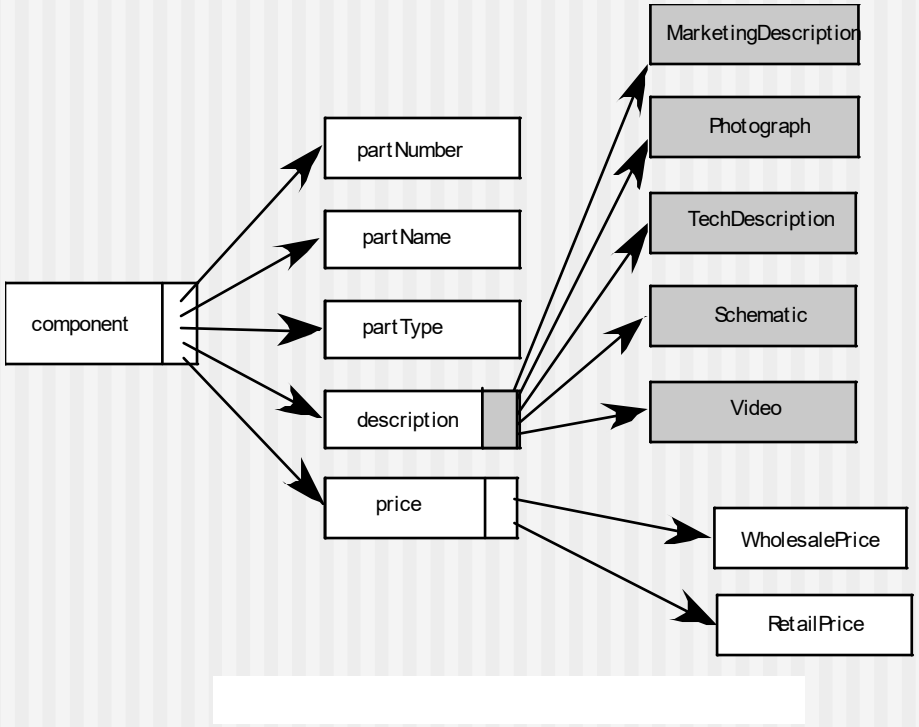
When Do We Perform Analysis?

- In some Web/Mobile App situations, analysis and design merge. However, an explicit analysis activity occurs when …
  - the Web or Mobile App to be built is large and/or complex
  - the number of stakeholders is large
  - the number of developers is large
  - the development team members have not worked together before
  - the success of the app will have a strong bearing on the success of the business

The Content Model

- Content objects are extracted from use-cases
  - examine the scenario description for direct and indirect references to content
- Attributes of each content object are identified
- The relationships among content objects and/or the hierarchy of content maintained by a WebApp
  - Relationships—entity-relationship diagram or UML
  - Hierarchy—data tree or UML

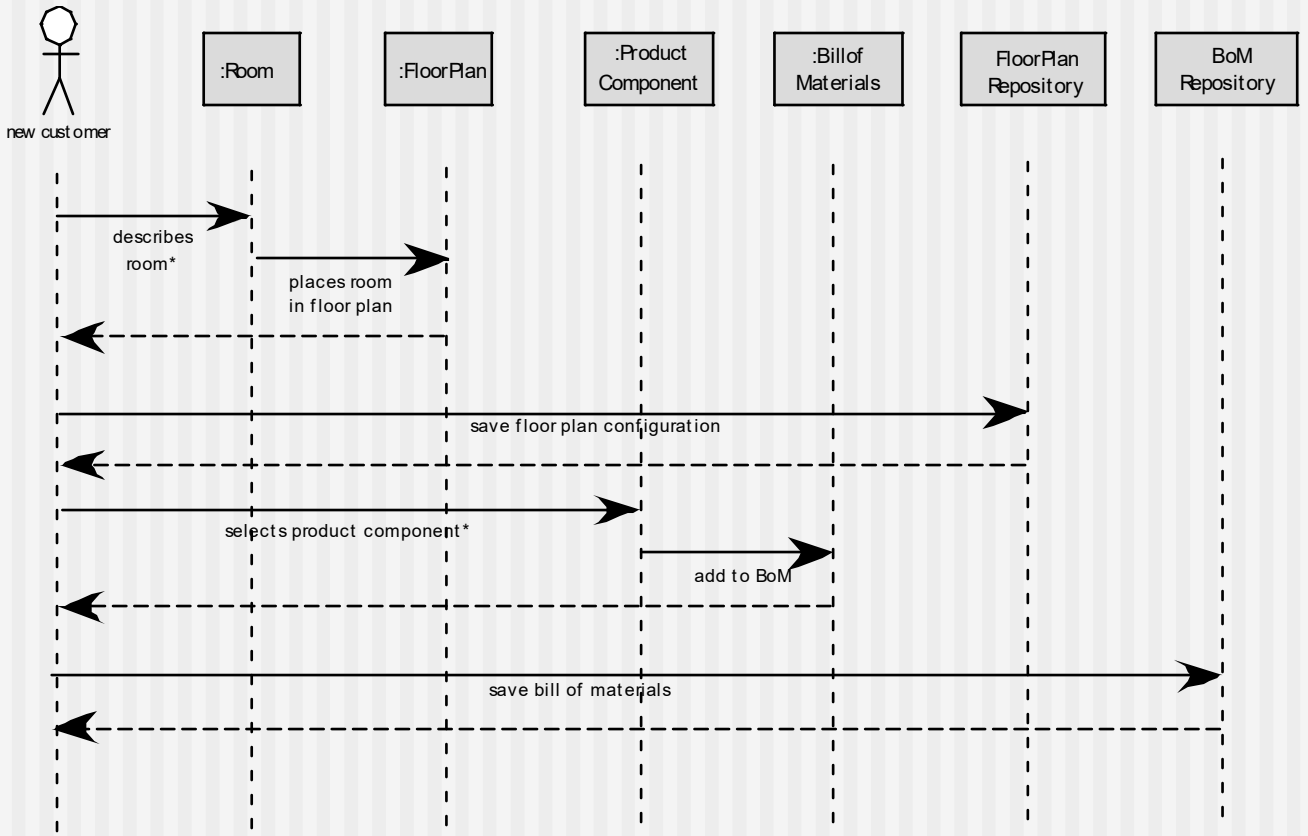
Data Tree



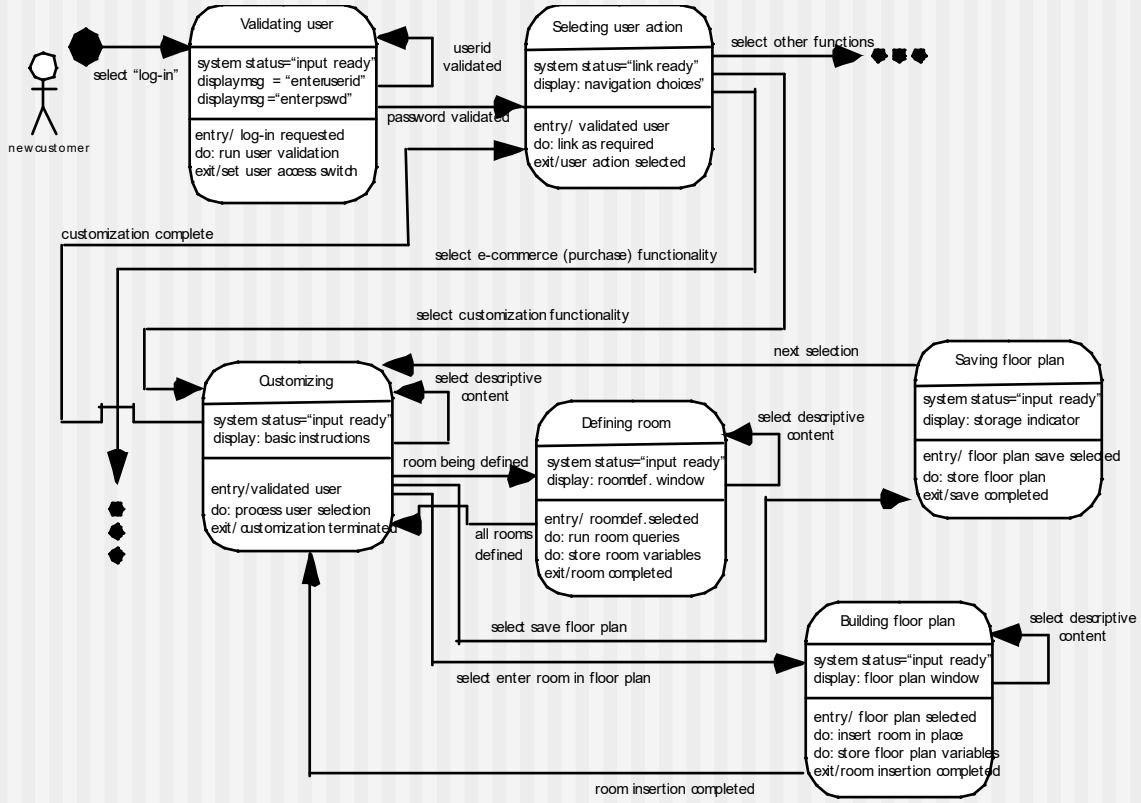
The Interaction Model

- Composed of four elements:
  - use-cases
  - sequence diagrams
  - state diagrams
  - a user interface prototype
- Each of these is an important UML notation and is described in Appendix I

Sequence Diagram



State Diagram



The Functional Model

- The functional model addresses two processing elements of the WebApp
  - user observable functionality that is delivered by the WebApp to end-users
  - the operations contained within analysis classes that implement behaviors associated with the class.
- An activity diagram can be used to represent processing flow

Activity Diagram