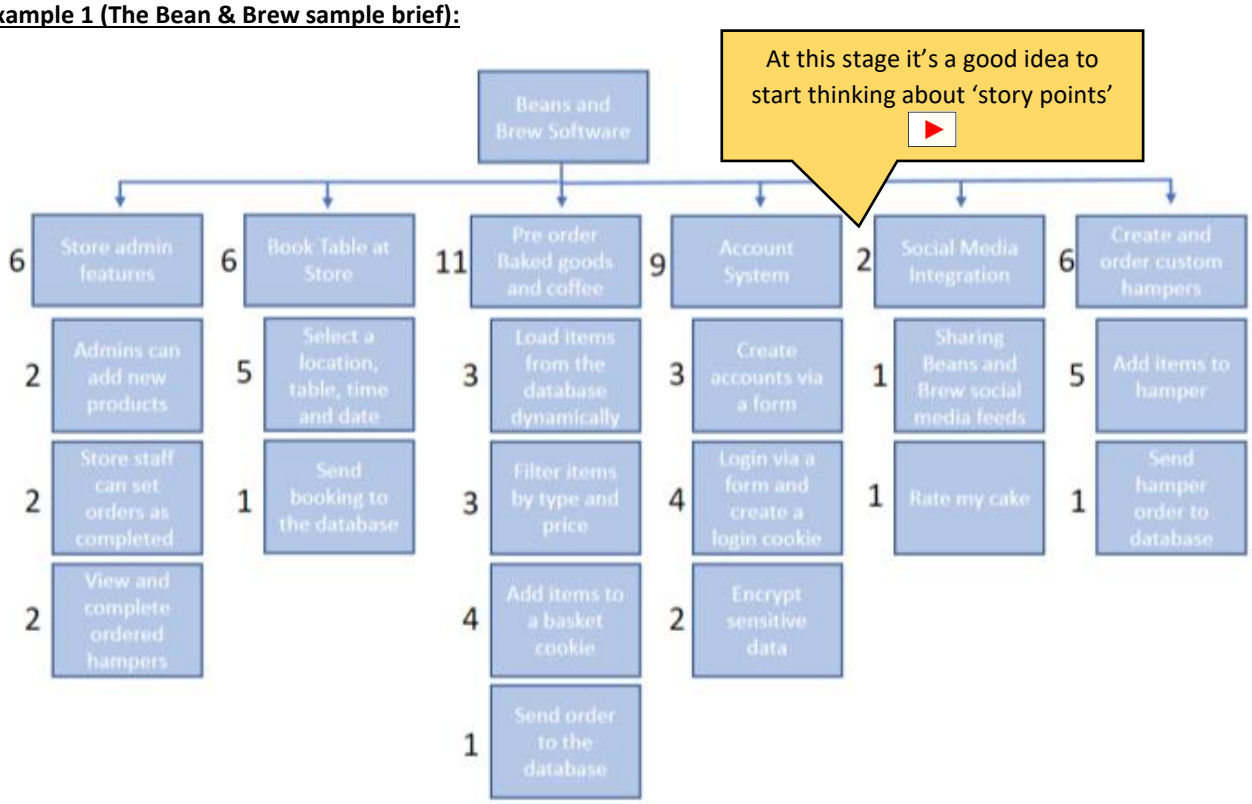
Decomposition

Decomposition is simple! The term 'Decomposition' basically refers to the concept of breaking a bigger problem down into small more manageable pieces. This can be approached in different ways depending on the nature of the given problem.

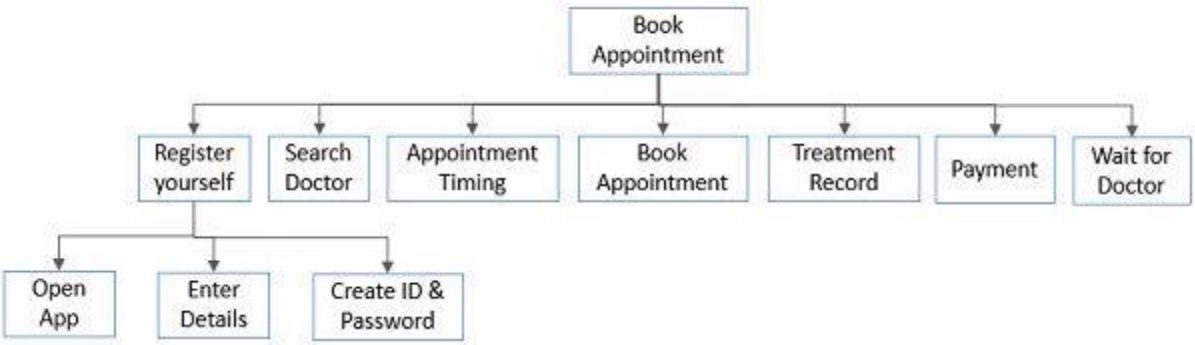
Example 1 (The Bean & Brew sample brief):



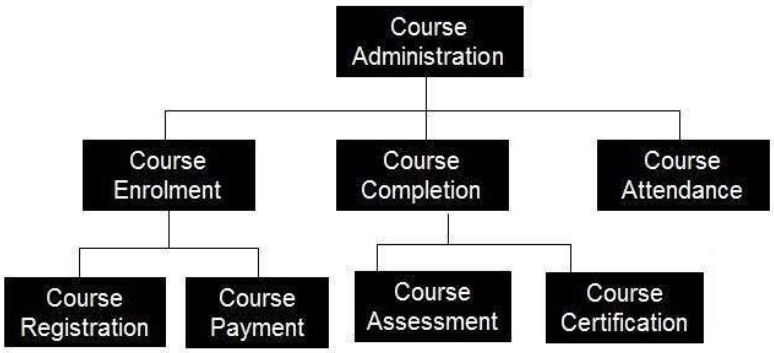
Like the example above. This might be a good time to start thinking about how big/how difficult each part of the problem is. Numbered weightings have been assigned to each part of the system to be developed, as a rough estimate how long you think it might take to develop. Note, these do not represent time/hrs, just how big each component is in relation to other components!

Example 2:

What if the system you are developing must perform multiple different functions?



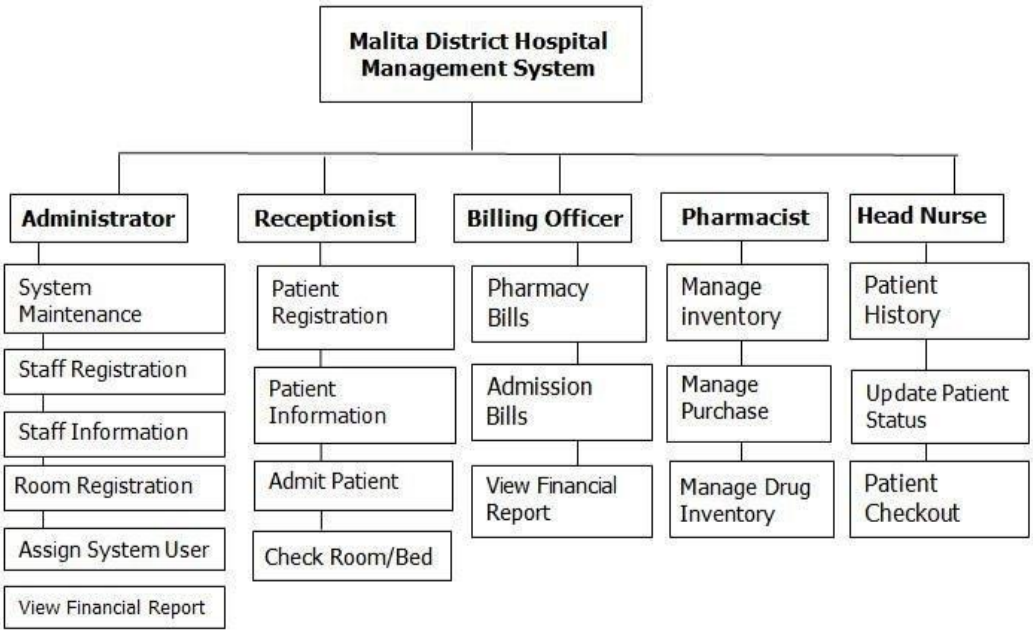
Example 3



Example 4

What if the system you developing has multiple different user groups with different tasks to perform?

Your decomposition diagram might look something like this:



Also note:

There are lots of different ways a problem can be decomposed. There is never one right/wrong solution to a problem. Some of it depends on your perception or how you choose to break it down.

You just need to show that you understand the problem and decompose it in a logical way which makes sense!