Learning Resource

On

Software Engineering

Chapter-6

Software Design: Function Oriented Design

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Chapter Outcomes:

After completing this chapter successfully, the students will be able to:

- Identify the goal of function oriented design.
- Distinguish between structured analysis and structured design.
- Explain data flow diagram (DFD) and its types.
- List the components of DFD.
- List commonly made errors while drawing DFD.
- Draw DFD for a given problem statement.
- Discuss the shortcomings of DFD model.
- Explain structured design
- Draw structure chart for a given DFD.
- Discuss detailed design

Organization of the Chapter

- Introduction to Function oriented design
- Structured Analysis and Structured Design
- Data Flow Diagram
- Structure Chart
- Examples
- Detailed Design
- Design Review

Introduction to Function Oriented Design

- These techniques are very popular and are being widely used in software development process.
- Here, the software product is viewed as a "Black box", that performs a set of high-level functions.
- During design process, the high-level functions are decomposed into individual modules, with high cohesion and low coupling, that can be implemented using any suitable programming language.
- Broadly, the design techniques are:
 - Structured Analysis
 - Structured Design

SA/SD Technique

- Structured Analysis transforms a textual problem description into a graphical representation by performing top-down clean decomposition in neat arrangement manner.
- Structured Design maps the identified functions to a module structure that is also known as "Software Architecture".

- This is performed on each module in order to get the

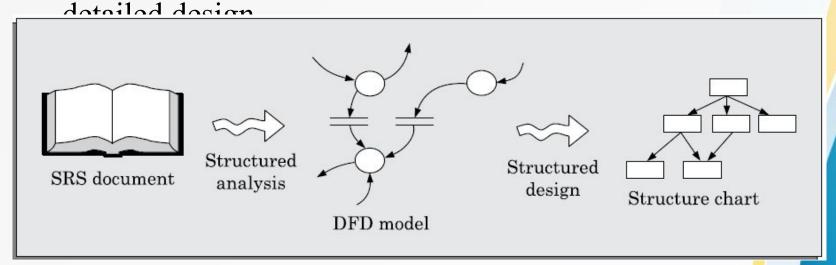


Fig. 6.1: SA and SD Methodology

Data Flow Diagram (DFD)

- DFD, also known as **Bubble Chart**, is a graphical representation of a system that shows different **functions** performed by the system, and the **data interchange** among these functions.
- DFD depicts incoming data flow, outgoing data flow and stored data.
- Here, each function of the system is considered as a **process** that takes some **input data** and produces some **output data** by performing some **operation** on them.
- Difference between DFD and Flowchart
 - The flowchart depicts **flow of control** in program modules whereas, DFDs depict **flow of data** in the system at various levels.
 - DFD does not contain any control or branch elements.

DFD Components

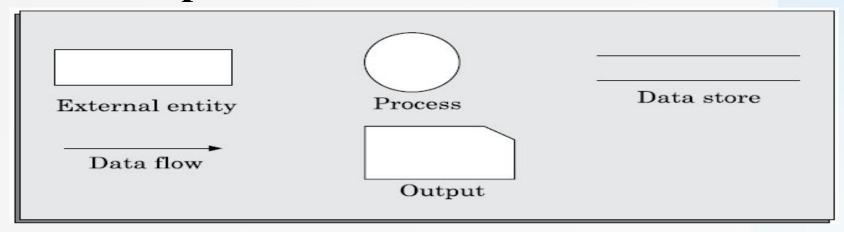


Fig. 6.2: Symbols used for DFDs

- **Entities** Entities are source and destination of information data.
- **Process** Activities and action taken on the data are represented by Circle or Round-edged rectangles. It represents a function.
- **Data Storage** There are two variants of data storage it can either be represented as a rectangle with absence of both smaller sides or as an open-sided rectangle with only one side missing.
- **Data Flow** Movement of data is shown by pointed arrows.
 - Data movement is shown from the base of arrow as its source towards head of the arrow as destination.

Levels of DFD

- Level 0 Highest abstraction level DFD is known as Level 0 DFD, also known as Context Diagram.
- Here, the entire system is represented as a single functionality i.e., context diagram will have only one bubble. This bubble is named as the name of the software, and it is leveled as Level 0.
- The various **entities** associated with the system is also represented in the context diagram only. The entity may be **any user** or **any external system** that may provide some input or may consume the output.
- The context diagram **conceals** any information about the functionality of the system.

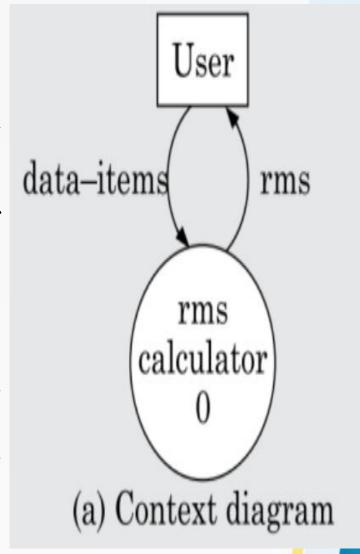
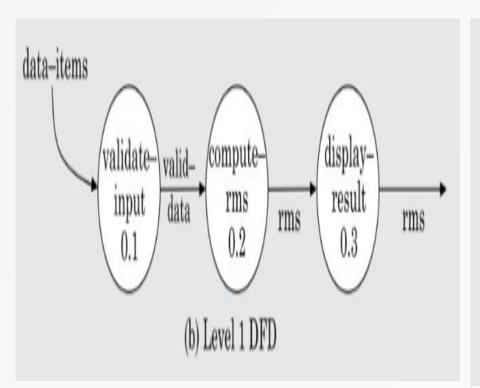


Fig. 6.3: Level 0 DFD

Level-1 and Level-2 DFD

- Level-1: Level 1 DFD depicts basic modules in the system and flow of data among various modules.
- Level-2: At this level, DFD shows how data flows inside the modules mentioned in Level 1.



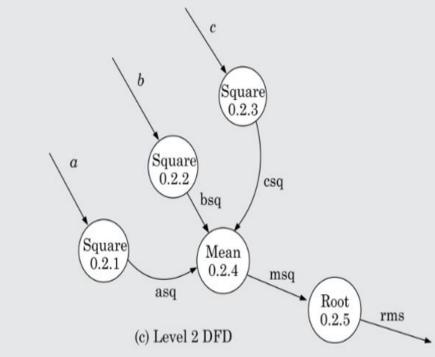


Fig. 6.4: Level 1 and Level 2 DFD

Decomposition and Numbering

- Each **bubble** in a DFD represents a **function**. the bubbles are decomposed into sub functions at the successive levels of the DFD.
- The decomposition of a bubble is also known as factoring or expansion.
- A bubble at any level of DFD is usually decomposed between 3 to 7 bubbles. This process continues till we get the bubbles that can be described using a simple algorithm.
- Numbering of the DFD is very important. The context diagram is numbered as "0" as it is level 0 DFD.
- When a **bubble(x)** is decomposed, the sub functions are numbered as **x.1**, **x.2**, **x.3** etc. in level-1 DFD.
- In level-2 DFD, When a **bubble(x.y)** is decomposed, the subfunctions are numbered as **x.y.1**, **x.y.2**, **x.y.3** etc.

Points to be noted in DFD

- Synchronous and Asynchronous Operation:
 - If two bubbles are directly related by a data arrow, then they are synchronous in nature. This means that they operate at the same speed.
 - In case of asynchronous operation, the bubbles are connected to a data store which means that the operating bubbles operate at different speed.

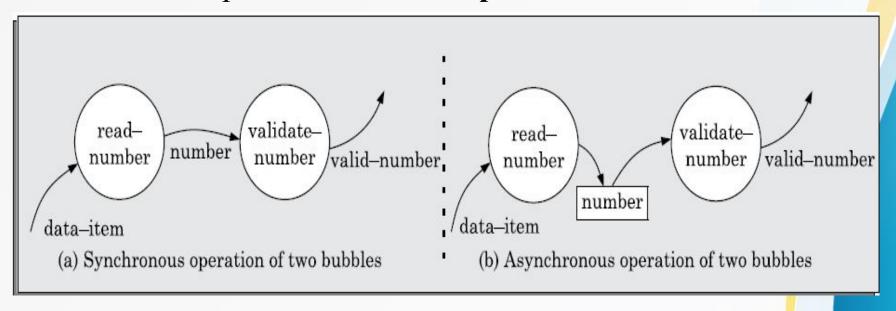


Fig. 6.5: Synchronous and Asynchronous data flow

Important points (contd..)

- **Data Dictionary:** Every DFD model must be accompanied by a data dictionary.
 - A data dictionary lists all items appearing in the DFD model of a system.
 - It includes all data flows and the content of all data stores appearing in all DFDs of a DFD model.
 - A DFD model may consists of several DFD like level 0, level 1, level 2 etc. However, only one data dictionary exists for the entire DFD model.
 - Data dictionary provides better consistency due to standard naming convention used.
 - For the **smallest units** of data items, the data dictionary simply lists their **name and type**.

Important points (contd..)

- **Data Definition:** Composite data items can be defined using primitive data items with the help of following operators:
 - "+": denotes **composition** of two data items. e.g., a+b represents data "a" and "b".
 - [, ,]: It represents **selection** i.e., any one data item listed inside the bracket. e.g., [a,b,c] means either a or b or c.
 - (): The content inside the () is **optional**. e.g., a+(b) means either a or a+b.
 - { } : It represents **iterative** data definition. e.g., {name}5 means five name data.
 - "=" : Represents equivalence. e.g., a=b+c means a represents b and c.
 - /*...*/ : Represents comments

Important points (contd..)

• Balancing DFDs: The data flow into or out of a bubble must match the data flow at the next level of the DFD for the said

bubble.

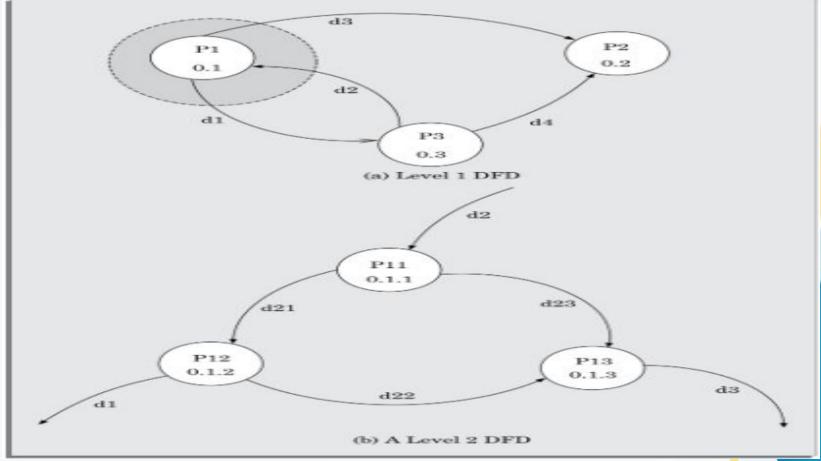


Fig. 6.6: Balancing of DFD

Guidelines For Constructing DFDs

- Context diagram should represent the system as a single bubble.
 - Many beginners commit the mistake of drawing more than one bubble in the context diagram.
- A DFD must be **balanced**.
- All external entities should be represented in the context diagram i.e., external entities must not appear at any other level of DFD.
- Only 3 to 7 bubbles per diagram should be drawn.
- A common mistake committed by many beginners is to represent control information in a DFD.
 - Ex: trying to represent the order in which different functions are executed. This must not be done.

Commonly made errors

- Unbalanced DFDs
- Forgetting to mention the names of the data flows
- Unrepresented functions or data
- External entities appearing at higher level DFDs
- Trying to represent control aspects
- Context diagram having more than one bubble
- A bubble decomposed into too many bubbles in the next level
- Terminating decomposition too early
- Nouns used in naming bubbles

Example-1: RMS Calculator

- **Problem Statement:** A RMS Calculating software reads three integers from the users in the range of -1000 and +1000 and would determine the "Root Mean Square" of the given three input numbers and display it.
- Context Diagram

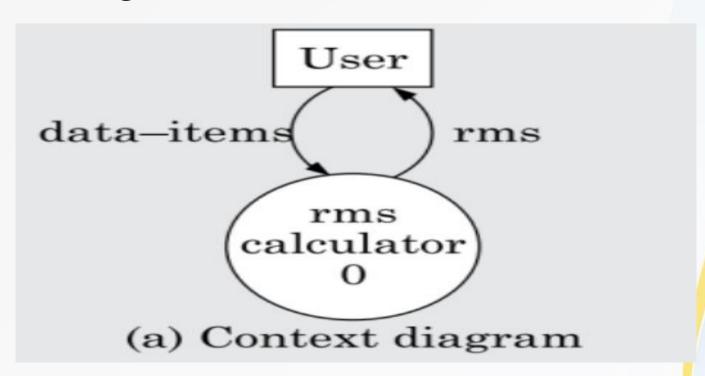


Fig. 6.7: Level 0 DFD for RMS calculator

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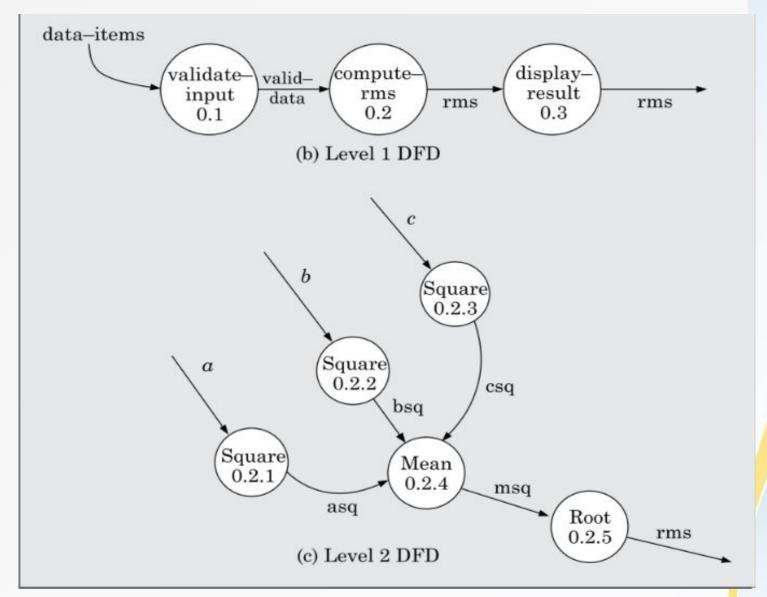


Fig. 6.8: Level 1 and Level 2 DFD for RMS calculator

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Data Dictionary for RMS Calculator

- data_item: {integer}3
- rms: float
- valid_data: data_item
- a: integer
- b: integer
- c: integer
- asq: integer
- bsq: integer
- csq: integer
- msq: integer

Example-2: Supermarket Prize Scheme

• Problem Statement

- A supermarket needs to develop a software that would help it to develop a scheme to that it plans to introduce to encourage its regular customers.
- In this scheme, a customer would have to first register themselves by providing their basic personal details, following which they will be allotted a unique "Customer Number" (CN).
- A customer can produce his/her CN to the checkout staff whenever he/she makes the purchase. In this case, the value of his purchase is credited against his/her purchase.
- At the end of each year, the supermarket intends to award the surprise gifts to the 10 customer who make the highest total. purchase. Also, it intends to award a 22-caret gold coin to every customer who purchase exceeded Rs. 10000.
- The entries against the CN are reset at the last day of the year after declaration of the winners.

DFD for Supermarket Prize Scheme

Context Diagram

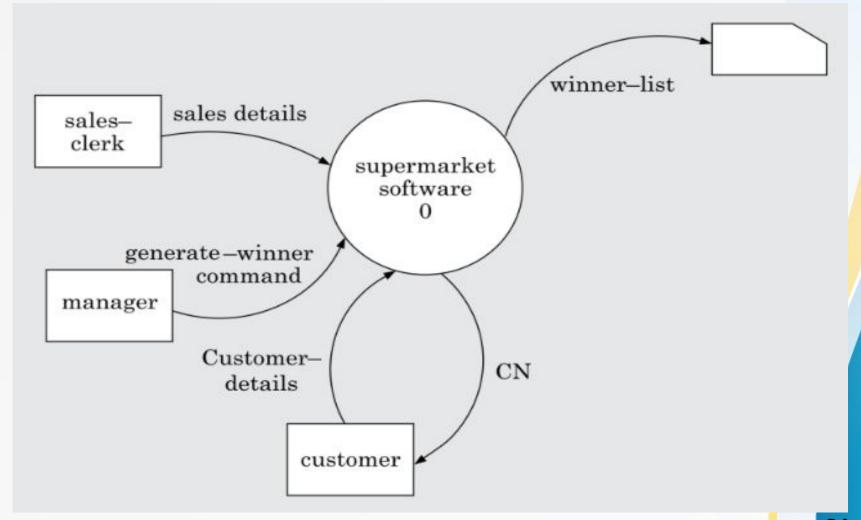


Fig. 6.9: Level 0 DFD for Supermarket problem

Level-1 DFD

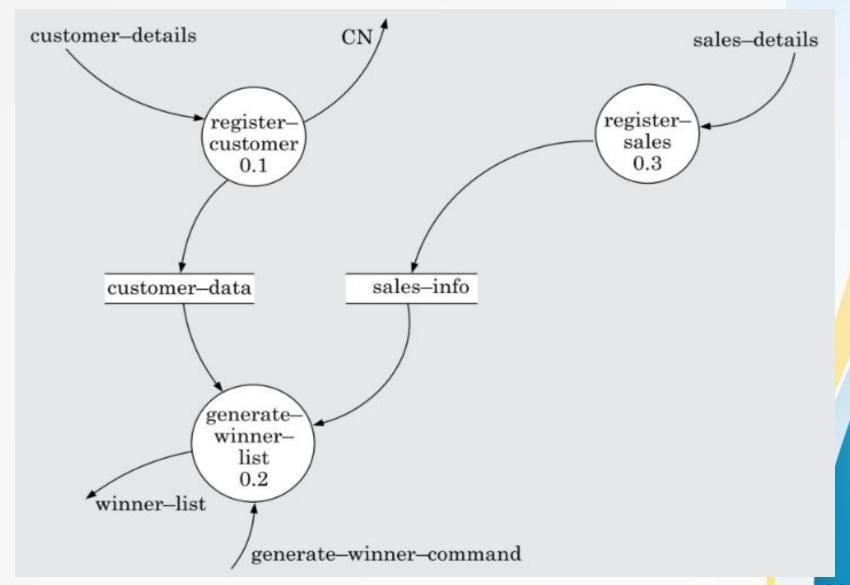


Fig. 6.10: Level 1 DFD for Supermarket problem

Level-2 DFD

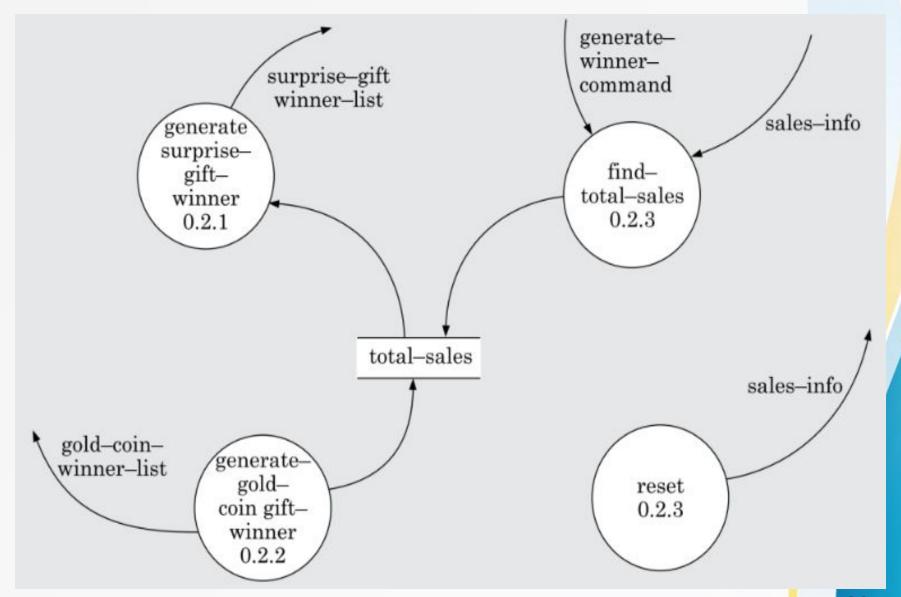


Fig. 6.11: Level 2 DFD for Supermarket problem

Data Dictionary

- address: name+house_no+street+city+pin
- sales_details: {item+amount}* + CN
- CN: integer
- cust_details: {address+CN}*
- sales_info: {sales_details}*
- winner_list: [surprise_gift+gold_coin]
- surprise_gift: {cust_details}*
- gold coin: {cust details}*
- gen_winner_command: command
- total_sales: {CN+integer}*

Note: Kindly go through solved examples 6.4 and 6.5 at page no. 259-263 from given text book.

Shortcomings of the DFD Model

- DFD models suffer from several shortcomings:
 - DFDs leave ample scope to be imprecise. In a DFD model, we infer about the function performed by a bubble from its label. A label may not capture all the functionality of a bubble.
 - DFD model does not represent the control information,
 which might be needed while designing the algorithms.
 - The method of carrying out decomposition is subjective and largely depends upon the choice and judgement of an individual, due to which several DFD may be possible for the same problem.

Structured Design (SD)

- The main aim of structured design is to transform the results of structured analysis (i.e., a **DFD** representation) into a "Structure Chart".
- A structure chart represents the software architecture which includes various modules making up the system, module dependency (i.e., which module calls which other modules), parameters passed among different modules.
- The **structure chart** is the desirable outcome as it can be easily implemented using a suitable programming language.

Structure Chart

- There is only **one module** at the top i.e., the **root module**.
- There is at most **one control relationship** between any two modules i.e., if module A invokes module B, then module B cannot invoke module A.
 - The main reason behind this restriction is the layered arrangement in which the modules are arranged in layers or levels.
 - The principle of abstraction does not allow lower-level modules to invoke higher-level modules.
- However, two higher-level modules can invoke the same lower-level module.

Basic building blocks of structure chart

Rectangular box:

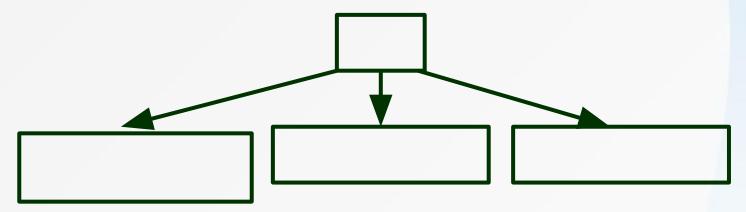
A rectangular box represents a module.

 It	is	annot	ated	with	the	name	of	the	module	it
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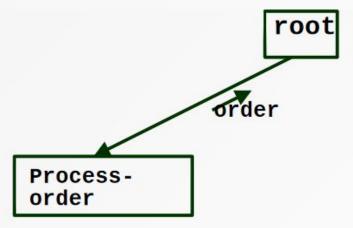
Module Invocation Arrows:

- An arrow between two modules implies that during execution, control is passed from one module to the other in the direction of the arrow.
- However, it does not tell that how many times a module has invoked another module, or in which order the execution took place.

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• **Data Flow Arrows:** These are the **small arrows** appearing along side the module invocation arrows. They are annotated with the corresponding **data name**. It implies that the **named data** passes from one module to another module in the **direction of the arrow**.

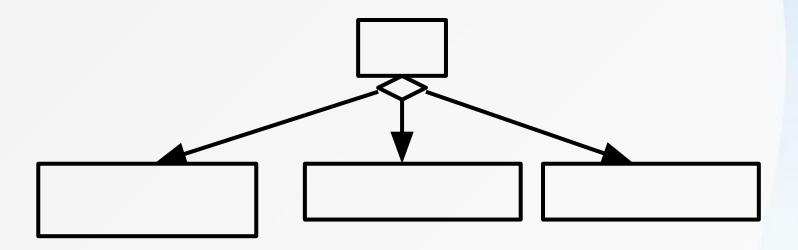


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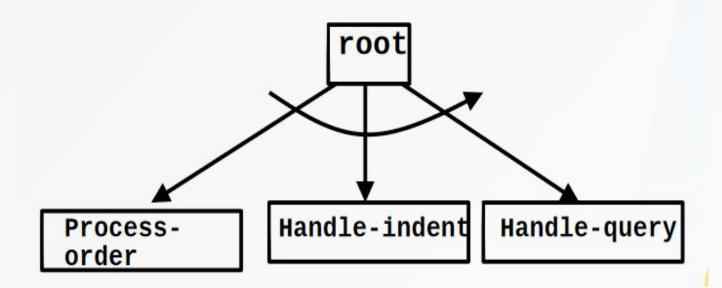
- Library Modules: Library modules represent frequently called modules:
 - a rectangle with double side edges.
 - Simplifies drawing when a module is called by several modules.



• **Selection:** The diamond symbol represents **selection** which implies that one module of several modules connected to the diamond symbol is invoked depending on some condition.



• **Repetition:** A loop around control flow arrows denotes that the concerned modules are invoked **repeatedly**.



Structure Chart vs. Flow Chart

- Structure chart represents the **data interchange** among different modules, whereas flow chart **does not** do the same.
- Structure chart does not represent the **sequence** in which the modules will be executed. On the other hand, the flow chart represents the **sequence** of tasks.
- Using structure chart, we can **easily identify** the different modules while we can not do the same using flow chart.

Transformation of DFD into Structure Chart

- Structured Design provides following two strategies to transform the DFD into structure chart.
 - Transform Analysis
 - Transaction Analysis
- At each level, first we need to determine whether we need to apply transform analysis or transaction analysis to a DFD.

Transform Analysis

• The first step in transform analysis is to divide the DFD into 3 parts named **input**, **logical processing**, and **output**.

- Input

- processes which convert input data from **physical to logical form**. **e.g.**, read characters from the terminal and store in internal tables or lists.
- Each input portion is called an **afferent branch**.
- It is Possible to have **more than one** afferent branch in a DFD.

Output

- transforms output data from logical form to physical form. e.g., from list or array into output characters.
- Each output portion is called an **efferent branch**.
- The remaining portions of a DFD called <u>central transform</u>

contd..

- Derive structure chart by drawing **one functional component** for:
 - the central transform,
 - each afferent branch,
 - each efferent branch.

• First level of structure chart:

- draw a box for each input and output units
- a box for the central transform.

• Next, refine the structure chart:

- add sub-modules required by each high-level module. This is referred to as "factoring".
- Many levels of modules may be required to be added.

Example-1 RMS Calculator

- From a cursory analysis of the problem description,
 - easy to see that the system needs to perform:
 - read-input: accept the input numbers from the user,
 - validate-input: validate the numbers,
 - compute-rms: calculate the root mean square of the input numbers,
 - write-result: display the result.
- Here, we can say that "get-good-data" is the afferent branch, whereas "write-result" is the efferent branch.
 - "get-good-data" is further factored into "read-input" and "validate-input".
- compute-rms is the central transform.

Structure Chart for RMS Calculating Software

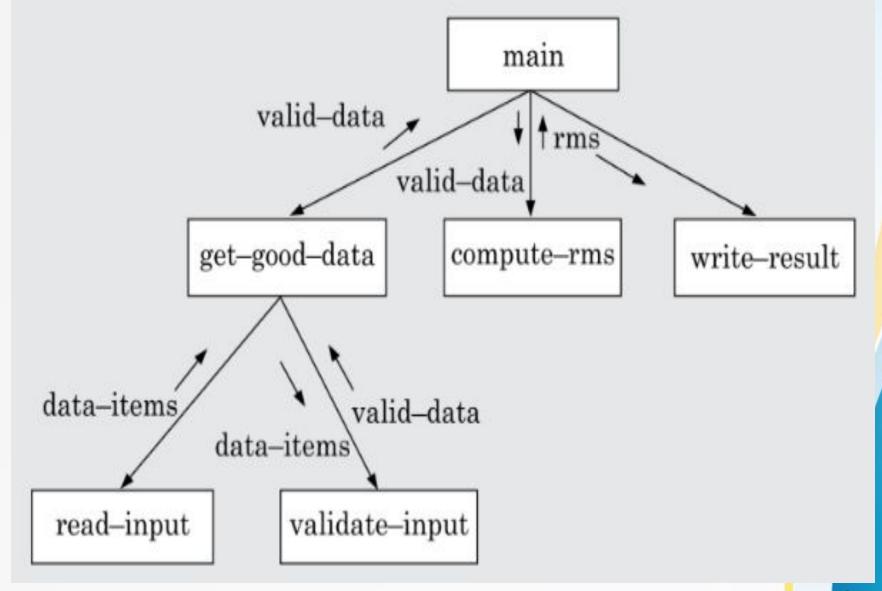


Fig. 6.12: Structure chart for RMS calculator

Example-2: Super Market Prize Scheme

- From a cursory analysis of the problem description,
 - easy to see that the system needs to perform:
 - accept customer details and generate customer number (CN)
 - accept sales data and record the sales data internally.
 - generate winner list
- Here, we can say that "register-customer" and "register-sales" are the afferent branches.
 - "register-customer" is further factored into "get-customer -details" and "generate-CN".
 - "register-sales" is further factored into "get-sales-details" and "record-sales-details"
- "generate-winner-list" is the central transform.
 - it is further factored into "find-total-sales", "gen-surprise -gift list" and "gen-gold-coin-winner list".

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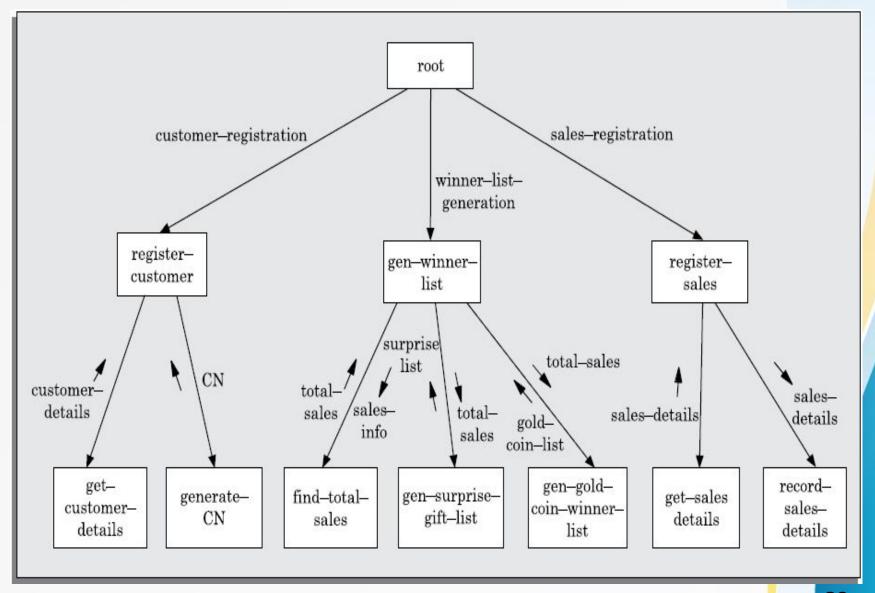


Fig. 6.13: Structure chart for Supermarket problem

Transaction Analysis

- Transaction analysis is an alternative to transform analysis and is useful in designing transaction processing systems.
- In a transaction driven system, different data items may pass through different computation paths through the DFD. Each different path refers to a **transaction**.
 - A transaction allows the user to perform some specific type of work by using the software.
 - For each identified transaction, the input data is traced to the output. All the traversed bubbles belong to the transaction.
 - These bubbles should be mapped to the same module in the structure chart.
- In structure chart, draw a root module and below this module, draw each identified transaction as a module.

Transaction Analysis

- Useful for designing transaction processing programs.
 - Transform-centred systems:
 - characterized by <u>similar processing steps for every</u> data item processed by input, process, and output bubbles. Ex: Supermarket Software
 - Transaction-driven systems,
 - one of several possible paths through the DFD is traversed depending upon the input data value. Ex: Personal Library Software
 - Refer to pg nos. 262 and 263 for DFD Model;
 - Refer to pg. no. 271 for structure chart.

Shortcomings of Structure Chart

- By looking at a structure chart, we can not say whether a module calls another module just once or many times.
- Also, by looking at a structure chart, we can not tell the order in which the different modules are invoked.

Detailed Design

- During detailed design, the pseudo code description of the processing and the different data structures are designed for the different modules of the structure chart.
- They are usually described in the form of Module Specifications (MSPEC).
 - MSPEC is usually written using structured english.
 - MSPEC for the non leaf modules describe the different conditions under which the responsibilities are delegated to the lower-level modules.
 - The MSPEC for the leaf-level modules should describe in algorithmic form how the primitive processing steps are carried out.
 - To develop the MSPEC of a module, it is usually necessary to refer to the DFD model and the SRS document to determine the functionality of the module

Design Review

- After a design is complete, the design is required to be reviewed.
- The review team usually consists of members with design, implementation, testing, and maintenance perspectives, who may or may not be the members of the development team.
- Normally, members of the team who would code the design, and test the code, the analysts, and the maintainers attend the review meeting.
- The review team checks the design documents especially for the following aspects:
 - Traceability
 - Correctness
 - Maintainability
 - Implementation