

Object Oriented Software Engineering

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Object Oriented Software Engineering

OOSE is a software design technique that is used in software design in Object OrientedP.

It consists of two terms – object oriented, and software engineering.

Object Oriented

It is a collection of information that itself act as a singular entity. It allows the user to focus completely on the task rather than on the tools.

For example – C++, etc.

With the help of this, reusability as well as abstraction is possible.

The necessity of developing and maintaining a large-size, complex, and varied functionalities software system has caused us to look for new approaches of software design and development.

The conventional approaches like Waterfall Model may not be very useful due to non-availability of iterations, no provision of reuse, and difficulty in incorporating changing requirements. We may also build every software system from scratch that results into a costly software system, including very high maintenance cost.

An object oriented approach may address such issues, that's why it has become very popular in designing, developing, and maintaining large size software systems. Object oriented approach's modelling ability helps us to represent the real world situations and visualize them.

Software Engineering

It is a profession dedicated to designing, implementing and modifying so that the software is more affordable, maintainable, faster to build, and high quality.

OR

The establishment and use of some engineering principles in order to obtain economically developed software that is reliable and works efficiently on real machines.

Software

It is a combination of programs, documentation and operating manual.

Program

A certain set of instructions that are written for a specific purpose. It may contain statements to enhance the readability of the program.

Documentation

Documentation is created and used during development. It is used to explain the code, what it does, and why it has been coded in a certain way.

Operating Manual

Explains to the customer how the software is to be used. It is delivered along with the software to the customer, at the time of release.

The use of use cases was introduced in Object Oriented Methodology.

Characteristics of Software

Bathtub and software curve bs

Object Oriented Basic Concepts

1. Classes
2. Objects

3. Data Abstraction
4. Encapsulation
5. Inheritance
6. Polymorphism

Classes

A class represents a template for different objects and describes how these objects are structured internally. Objects of the same class have the same definition, both for the operations, and for the information structures.

OR

It is a collection of objects and it doesn't take any space in memory. It is also called a blueprint, or a logical entity.

There are two types:

- *Pre-defined*

Their logic is already written somewhere, and we can use it by importing. For example - Scanner, Console, etc. in Java

- *User-defined*

The logic for these classes is defined by the programmer.

Objects

Fundamental entities used to model any system. Anything and everything can be an object. It contains data(attributes) and operations(behaviors).

Encapsulation

The wrapping up of data and functions into a single unit. It is also known as information hiding concept.

Data is hidden from the outside world. The only way to get and modify the data is through operations that are meant to operate on that data. This helps in minimizing impact of changes in the program.

Inheritance

Deriving a new class from existing class in such a way that the new class can access all the features and properties of the existing class.

The existing class is called parent class, super class, base class. The new class is called child class, subclass, derived class.

Polymorphism

The ability of an instruction,message,etc. to take many forms in an object oriented system is called polymorphism. Sender of a stimulus (message) doesn't need to know the receiver's class. The receiver can belong to an arbitrary class.

Achieved through function overriding.

For eg - Superclass OutputDevice, with Subclasses Printer and Monitor. Both have a function called ShowData(). Both implement it differently, and a program calling obj.ShowData() doesn't need to know whether obj is a Printer or Monitor. As long as it is an OutputDevice, the program can call the function. The behaviour of the function depends on which subclass is being used.

Data Abstraction

Hiding of complexity of data and operations. Irrelevant details are hidden and important details are amplified to the outside world.

Object Oriented Software Development (OOSD)

The major phases of software development using the object oriented methodology are:

1. Object Oriented Analysis

In this stage, problem is formulated. User Requirements are identified and then a model is built, based upon real world objects.

The analysis produces models on how the desired system should function and how it must be developed.

The models do not include any implementation details, so that it can be understood by any non-technical application expert.

2. Object Oriented Design

Object Oriented Design includes two main stages.

1. System Design

In this stage, the complete architecture of the desired system is designed. The system is conceived as a set of interacting subsystems, that in turn are composed of a hierarchy of interacting objects, grouped into classes.

System Design is done according to both the system analysis model, and proposed system architecture.

Here, the emphasis is on the objects comprising the system, rather than the processes in the system.

2. Object Design

In this phase, a design model is developed based on both the models in the system analysis phase and the architecture designed in the system design phase.

All the classes required are identified. The designer decides where

1. The new classes are to be created from scratch.
2. Any existing classes can be used in their original form, or
3. New classes should be inherited from the existing classes.
4. The associations between the identified classes are established and the hierarchy of the classes are identified.

Besides this, the developer designs the internal details of the classes, and their associations, i.e., the data structure for each attribute, and the algorithm for the operations

3. Object Oriented Implementation + Testing

In this stage, the design model developed in the object design is translated into code in an appropriate programming language or software tool. The databases are created and the specific hardware requirements are ascertained. Once the code is in shape, it is tested using different techniques in order to identify and remove errors from the code.

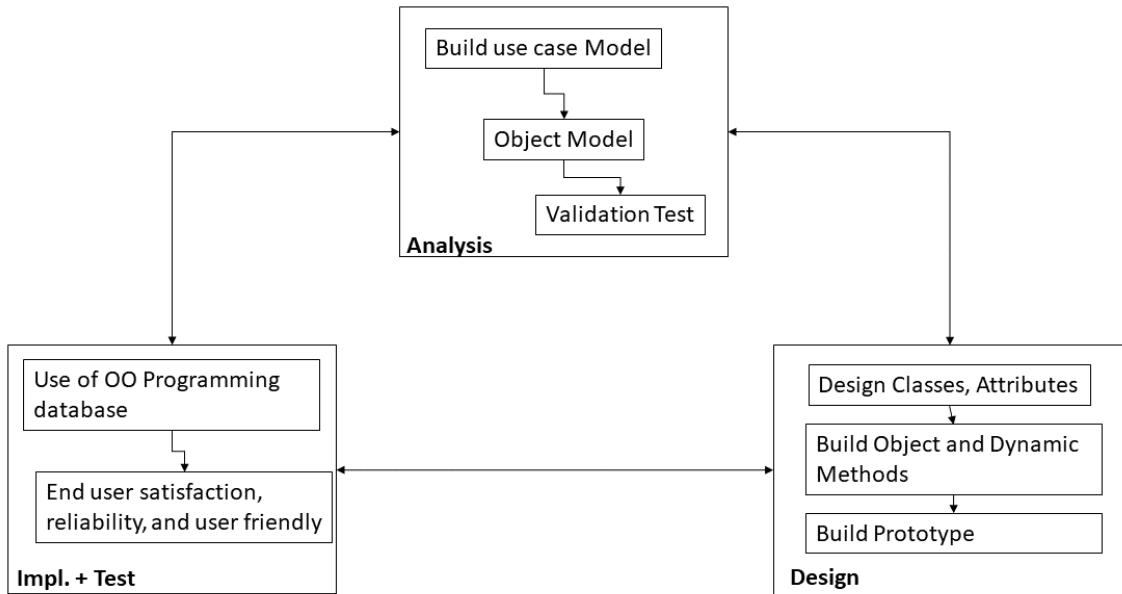


Figure 1: Object Oriented Software Development

Coad/Yourdon Methodology

Known as Object Oriented Analysis

1. Identify classes and objects (study environment and document behaviours)
2. Identification of Structures (identify is-a and whole-part relationships)
3. Definition of Subjects (each structure is classified into a subject)
4. Definition of Attributes
5. Definition of Services (methods)

Rumbaugh Methodology

Known as Object Modelling Technique (OMT)

1. Analysis Phase
 1. **Object Model** - Static aspects of system
Classes and inheritance relationships are extracted from problem statement.
 2. **Dynamic Model** - Behavioural aspects of object model and describes state of the system
Identifies states and events in classes identified by object model.
 3. **Functional Model** - Represents functional aspects of the system
Depicts functionality of the system by creating data flow diagrams.
2. Sys Design - HLD is developed taking implementation env., including DBMS,etc. into account.
3. Object Design - Objects are defined in detail. Algorithms and operations defined.
4. Implementation

Booch Methodology

Object Oriented Design - Combines analysis, design and implementation. Iterative and incremental.

Macro Process

High Level Process

1. **Establish requirements** - Context diagram, prototypes
2. **Analysis Model** - Use case model, identification and prioritization of risks.
3. **Design of Architecture**
4. **Evolution in the form of refinements** - Implementation
5. **Maintenance of delivered functionality** - Post deployment activities

Micro Process

Lower level process.

1. Identification of classes and objects
2. Identification of semantics of classes and objects
3. Identification of relationships btw classes and objects
4. Specification of interfaces and implementation of classes and objects

Jacobson Methodology

OOSE methodology, 5 models:

1. **Requirement model** - Gather s/w requirements. Use cases, actors, etc.
2. **Analysis model** - Create robust and ideal structure of objects. Identify interface objects, DB related objects, control objects, etc.
3. **Design model** - Refine the object w.r.t implementation environment. Objects become *blocks*.
4. **Implementation model** - Implements the objects (*blocks*) into modules.
5. **Test model** - Validate and verify the functionality of the system

OO Modelling and UML

Object oriented modelling - constructing visual models based on real world objects - Helps in understanding problems and developing documents and producing code. - Well understood requirements, robust designs, etc, etc.

Most popular methodologies - OOD (Booch), OMT (Rumbaugh), OOSE (Jacobson). All were combined into Unified Modelling Language (UML).

- Language for visual modelling
- Allows specifying, visualizing, constructing and understanding various artifacts of the system.
- Models static and dynamic aspects of the system.
 - Static aspects - Objects and their relationships
 - Dynamic - Events, states and object interactions

Class, Responsibility, Collaboration (CRC)

1. Class - Template consisting of attributes and operations
2. Responsibility - Attributes and operations included in a class
3. Collab - Other classes that a class calls to achieve its functionality.

Traditional	OO
<p>The system is viewed as a collection of processes.</p> <p>Data flow diagrams, ER diagrams, data dictionary and structured charts are used to describe the system.</p>	<p>The system is viewed as a collection of objects.</p> <p>UML models including use case diagram, class diagram, sequence diagrams, component diagrams, etc. are used to describe the system.</p>

Traditional	OO
Reusable source code may not be produced.	The aim is to produce reusable source code.
Data flow diagrams depicts the processes and attributes.	Classes are used to describe attributes and functions that operate on these attributes.
It follows a top-down approach for modelling the system.	It follows a bottom-up approach for modelling the system.
It is non-iterative.	It is highly iterative.

Process Framework

Software Process Framework is a foundation of complete software engineering process. It includes all the umbrella activities.

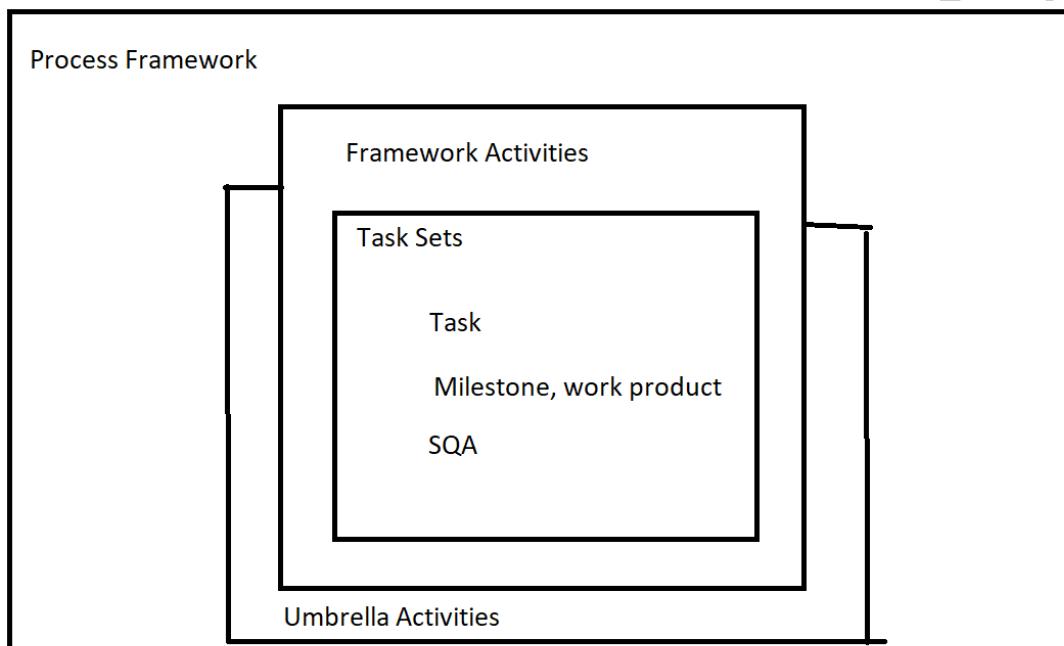


Figure 2: Process Framework

A generic process framework consists of 5 activities:

1. Communication

Requirement Gathering, extensive communication with customer

2. Planning

We discuss the technical related tasks, work schedule, risks, and required resources

3. Modelling

It is about building representations of things in the real world.

In modelling, a product's model is created in order to better understand requirements

4. Construction

In SE, construction is the application of set of procedures that are needed to assemble the product. In this activity, we generate the code and test the product in order to maintain better product.

5. Deployment

In this activity, a complete or a non-complete product or software, are presented to the customers to evaluate, and give feedback.

On the basis of their feedback, we modify the products to supply a better product.

Umbrella Activities

Umbrella Activities are a set of steps or procedures that the SE team follows to maintain the progress, quality, change and risk of the overall development task.

SE is a collection of 4 related steps. These steps are presented or accessed in different approaches, in different software process models.

These steps of umbrella activities will evolve through the phases of the generic view of SE.

1. Software Project Tracking and Control

Before the actual development begins, a schedule for development of the software is created. Based on that schedule, the development will be done.

However, after certain period of time, it is required to review the progress of the development and to find out the actions which are in need to be taken to complete the development, testing etc.

The outcome of the review may require the software development to be rescheduled.

2. FTR (Formal Technical Review)

SE is done in clusters or modules. After completing each module, it is good practice to review the completed module and find out and remove errors so that the next module can be prevented.

3. SQA

The quality of software, such as UX, performance, load handling capacity, etc. should be tested, and make sure it matches predetermined milestones.

This reduces the task at the end of the development process. It should be conducted by dedicated teams so that the development can keep going on.

4. SCM (Software Config Mgmt)

It's a set of activities designed to control change by identifying the work products that are likely to change and establish relationships among them.

Defining mechanisms for managing different versions of these work products.

5. Document Preparation and Production

All the project planning, and other activities, should be documented properly.

6. Reusability Management

This includes the packing up of each part of the software project. They can be connected, or any kind of support can be given to them, later to update or upgrade the software at user demand or time demand.

7. Measurement and Metrics

This will include all the measurement of every aspect of the software project.

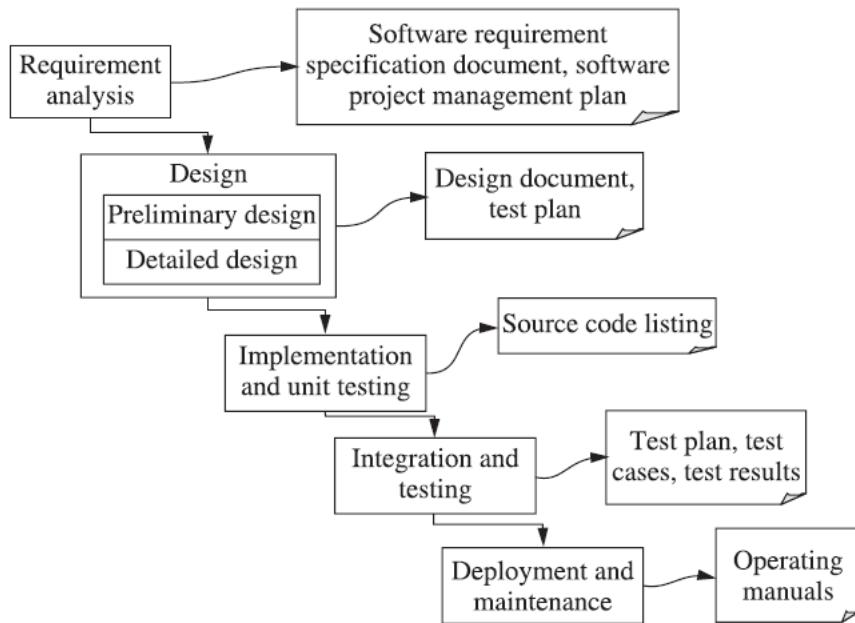
8. Risk Management

It is a series of steps that helps a software team to manage and understand uncertainty. It's a really good idea to identify, assess, estimate its impact, estimate probability of threats, and establish a plan for what to do in case the problem actually occurs.

Often combined in Object Oriented Analysis.

SDLCs

Waterfall



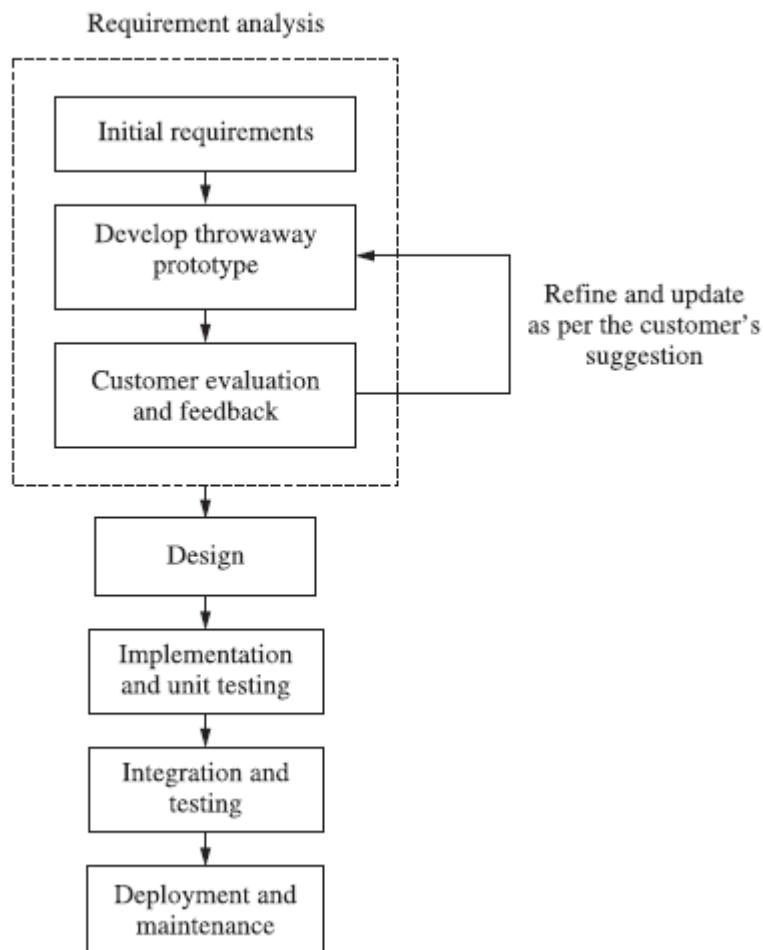
Advantages

- Easy to understand
- Simple to implement
- Distinct phases

Disadvantages

- Large no of documents
- Requirements freezed at start
- Working product delivered late
- Slow, may take years
- Testing is difficult
- Real projects rarely sequential

Prototyping



Advantages

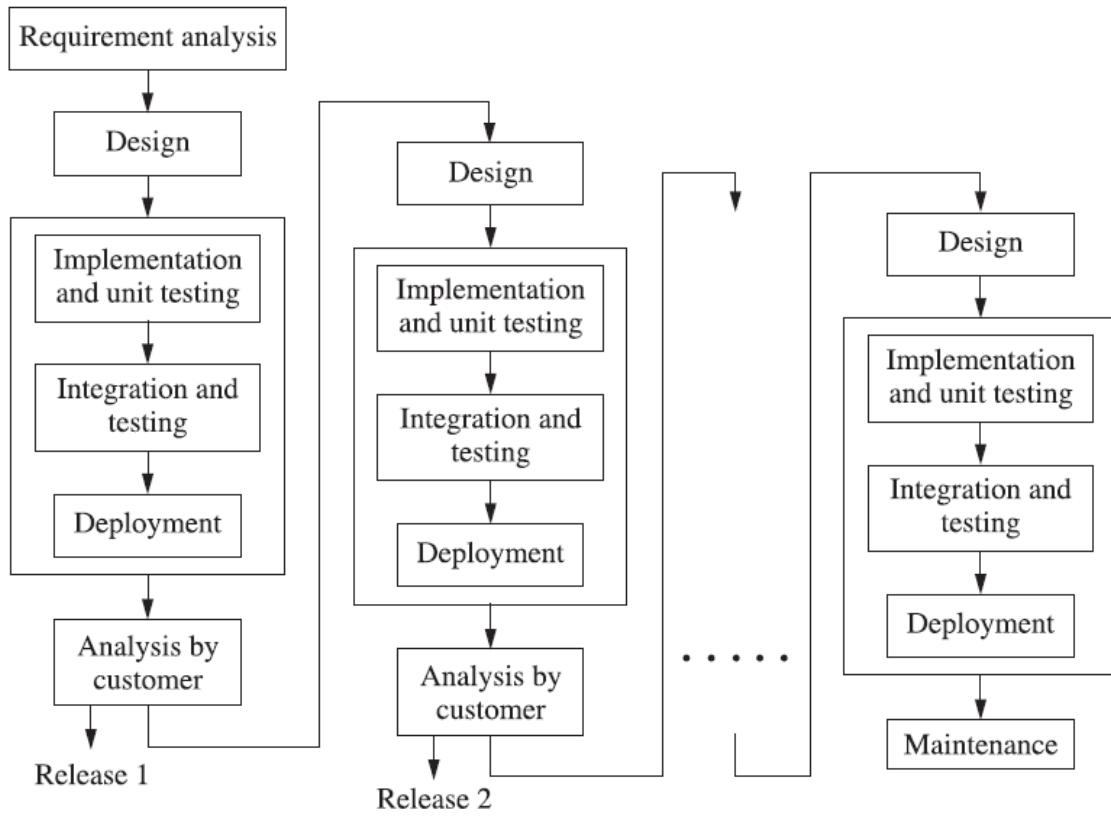
- Stable requirements
- High quality system
- Low cost

Disadvantages

- Slower delivery

Iterative Enhancement

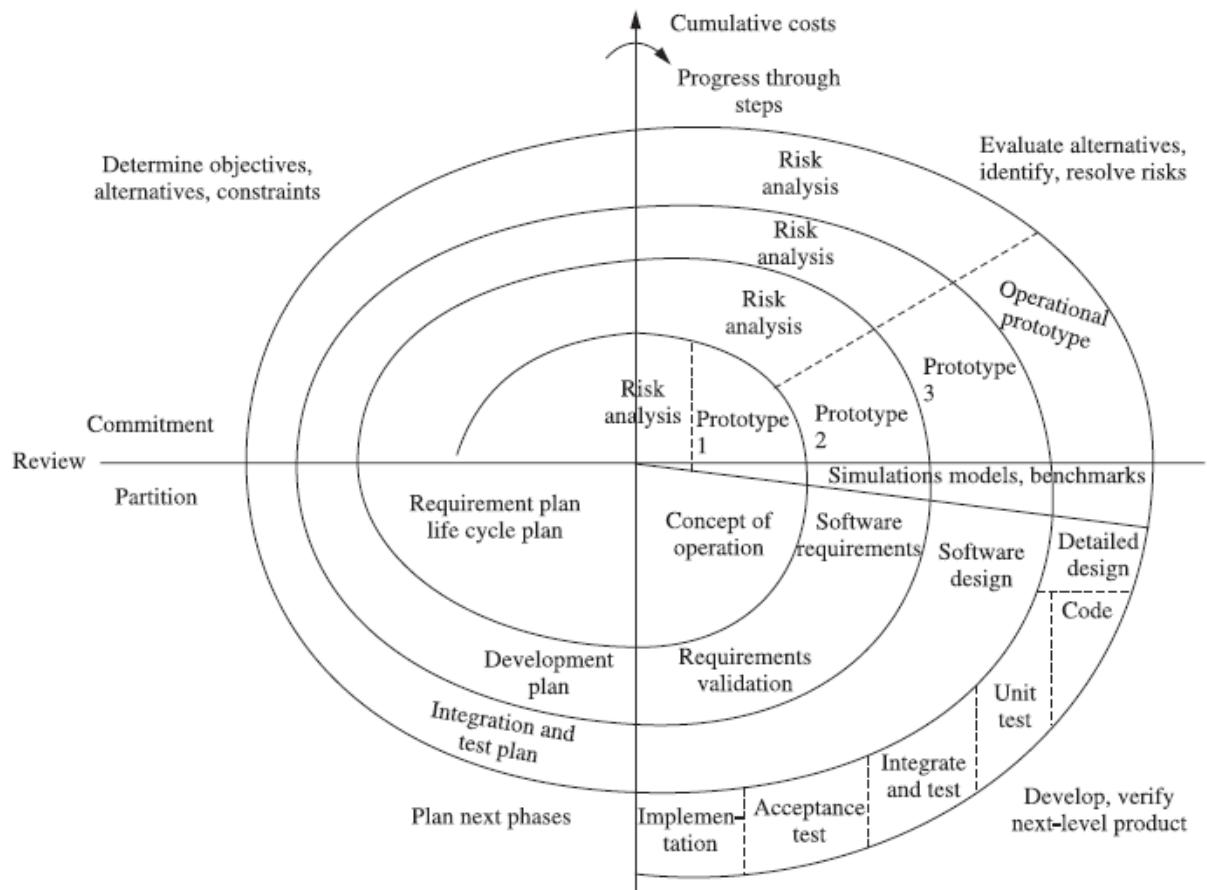
Waterfall stages in many cycles



- Partial product delivered every cycle
- Complete product delivered after several cycles

Spiral Model

Risk-based.



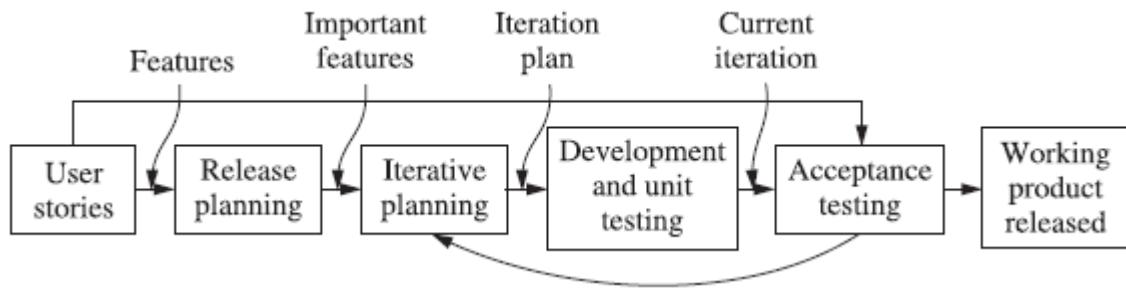
Rounds

1. Round 0 - Feasibility study
2. Round 1 - Concept of operation
3. Round 2 - Top level requirement analysis
4. Round 3 - Software design
5. Round 4 - Design, implementation and testing

XP - Extreme Programming

Agile methodology:

1. Team cohesiveness
2. Customer is part of the team
3. Requirement changes are accepted
4. Working software produced quickly
5. Progress is measured by working software and not documents
6. Iterative planning instead of iterative development. Plans are changed based on learnings.
7. Distributed leadership



1. **User Stories** - only contain estimate of time taken for the feature. Requirement details taken from customer at development time.
2. **Release planning** -
 - Developers estimate story time, and customer selects the order of story development.
 - Large stories may be divided into substories.
 - Developer may do exploration (spike) of story
3. **Iteration Planning** - Stories divided into tasks that are handed to developers. Working product released after each iteration.
4. **Dev and Unit tests** -
 - Important tasks chosen by customers and implemented.
 - Pair Programming
 - Refactoring
 - Automated unit tests
5. **Acceptance Testing** - Automated black box acceptance tests are created from user stories. Customer runs and verifies them.
6. **Working product Released.**

Object Oriented SDLCs

Difference btw Conventional and OOP SDLCs

	Conventional	OO
Methodology	Functional, process driven	Object Driven
Requirement Analysis	DFD, ER, Data dictionary	Use-case approach
Design	Structure chart, flowchart, pseudocode	Object identification and description, attribute and function determination
Implementation & Test	Implement process, functions	Class Diagram, Sequence Diagram, Object Diagram, UML
Documentation	Many documents at the end of each stage	Implement objects and interactions among objects.
		Document may or may not be produced at the end of each stage

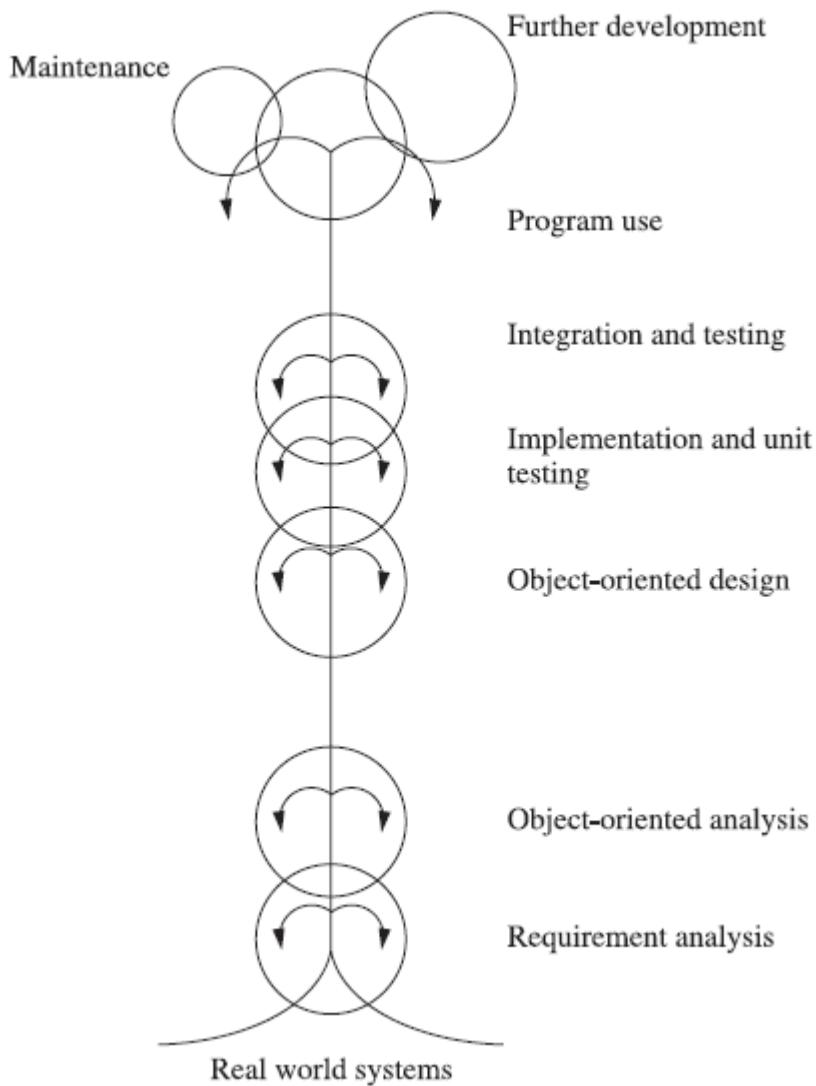
Phases of OOSDLC

1. Object Oriented Requirement Analysis
2. Object Oriented Analysis
3. Object Oriented Design
4. Object Oriented Programming and testing

Fountain Model

- Reusability of source code
- Like a fountain with ideas and new features flowing from top to bottom
- Arrows represent iterations

- Circles represent overlapping phases.



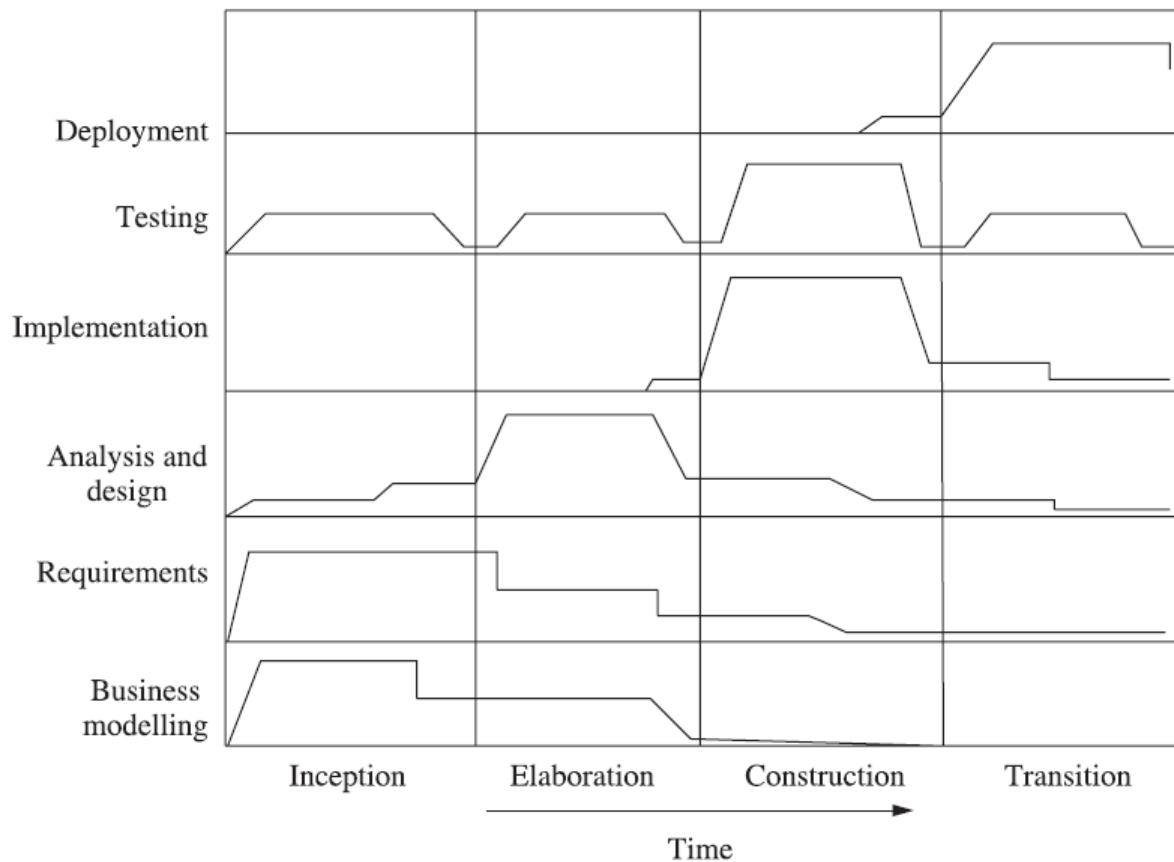
Rational Unified Process

- Adaptable Process Framework
- Iterative
- UML

Features

1. **Iterative Dev** - Series of iterations, feedback after each. Helps monitoring schedule and budget.
2. **Effective req. elicitation** - Use case approach.
3. **Visual Modelling** - Build (abstracted) models that portray different views of the system. Use UML.
4. **Reusable Components** - Develop and use reusable components (independent subsystem that fulfills a clear goal).
5. **Ensure quality** - Continuously assess quality. It becomes harder to maintain quality in later stages of development.
6. **Change control and management** - Manage and track changes
7. **Automated Testing** - Functional as well as non-functional automated testing.

Structure of RUP



Static Structure

Describes the process in terms of roles, activities, artifacts, disciplines and workflows.

Who(roles) does **what** (artifacts), **when** (workflows), and **how**(activities).

Roles perform activities to produce artifacts.

- **Roles** describe the position or function of a particular person. One person may have multiple roles.
- **Activities** describe the tasks/work performed by a person in a specific role.
- **Artifacts** are outputs produced during the development, design, etc. phases. They may be final products or inputs to the next phases.
- Roles are associated with activities.
- Activities are associated with artifacts.
- **Workflows** consist of a series of activities to produce a particular output.
- **Disciplines** are used to organize a set of activities. RUP consists of 6 major disciplines.
 1. Business Modelling
 2. Requirement
 3. Analysis & Design
 4. Implementation
 5. Testing
 6. Deployment

Roles - Manager, Analyst, Tester, Developer, Designer.

Activities - Review Requirement, Generate use case, Define class, Prepare test plan.

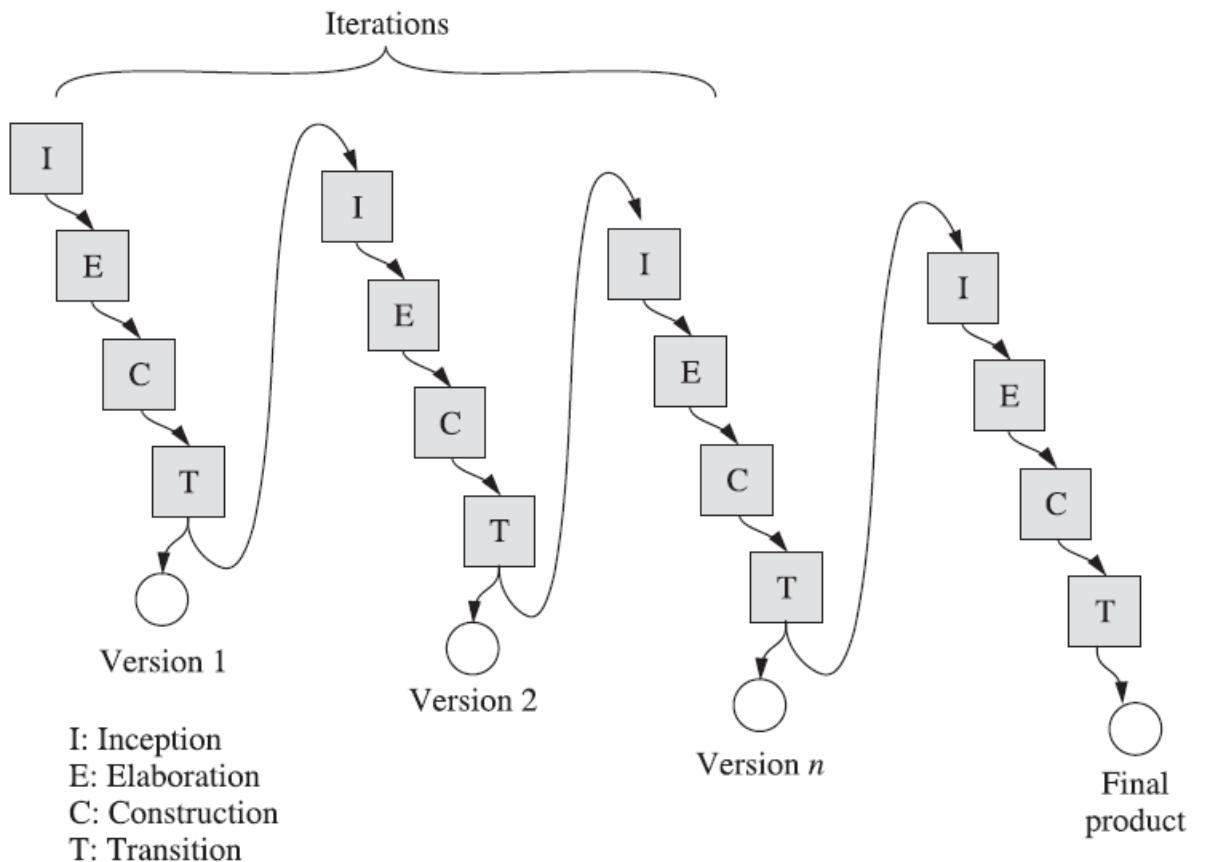
Artifacts - SRS, Use case model, Class model, Design document, Source code, Test plan, user manual.

Dynamic Structure

Organized along time. It has 4 phases.

1. Inception
2. Elaboration
3. Construction
4. Transition

These 4 phases run iteratively. Each iteration produces a new version of the software.



Inception

- Initial Stage, non-iterative.
- How feasible is the project, what are the risks, what are the high level requirements, how long will it take?

Essential Activities:

- Scope and boundary of project
- Cost And schedule
- Iteration Plan
- High level risks
- Significant use cases and actors.

Artifacts produced:

- Vision Document
- Business Model
- Iteration Plan
- Initial Use case
- Prototype
- Project Glossary

- Risk Assessment
- Software Development Plan
- Software Tools

Elaboration

- Most critical phase.
- Planning and architectural design
- Elaboration is done for each use case in the current iteration.

Essential Activities:

- Establishment and validation of architectural baselines
- Design use case model
- Select components and create policies for their purchase and usage
- Address significant risks
- Detailed iteration plan
- Prototypes

Artifacts produced:

- Updated risk list
- Use case model
- Detailed iteration plan
- Software architecture description document
- Design and data model
- Implementation model
- Development case
- Test plan
- Test automation architecture

Construction

- Product constructed on the basis of architecture and design of elaboration phase.
- Testing also done
- Remaining requirements determined
- Deployable product constructed.

Essential Activities:

- Optimize work by avoiding rework and unnecessary coding
- Assess and verify quality
- Test all functionality of the system (unit, system and integration test)

Artifacts produced:-

- Software Product
- Test suite
- Test plan
- Documentation manual
- Deployment plan
- Design model
- Implementation model
- Training material
- Iteration plan (for transition phase)

Transition

- Usable product of sufficient quality has been produced.
- Product handed over to customer.
- Delivering, training users and maintaining software.
- Beta releases, bug fixes, enhancement releases.

Artifacts produced:

- Product release
- Beta release report
- Release notes
- User Manual
- Training material

Software Requirements

A requirement is defined as a condition or capability to which a system must conform. It describes the “what” of the system, not “how”.

Characteristics of a Good Requirement

- Correct
- Unambiguous
- Complete
- Consistent
- Verifiable
- Traceable
- Modifiable
- Clear
- Feasible
- Necessary
- Understandable

Identification of Stakeholders

Every person who is affected by the system (directly or indirectly) is a stakeholder.

Internal People of Customer's Organization

This can be both customers and users. Customers are those who ask for the software to be developed, request changes, approve the software, and also pay for the system. Users are those who use the system after it has been deployed. Customer's preferences are given more importance compared to user.

External People of Customer's Organization

Includes consultants, domain experts, maintenance people, etc.

Internal People of Developer's Organization

Everyone involved in the development of the system - developers, programmers, testers, project managers, graphic designers, etc.

External People of Developer's Organization

Any external people involved in the development of the software. Domain experts, consultants, third party testers, etc.

Functional vs Non-Functional Requirements

Functional

- They describe what the software will do.
- They're also called product features.
- They tell what the customer expects from the system.
- Sometimes they specify what the software should not do.

Non-Functional

- They tell about the quality of the software.
- Describe how well the software does what it's supposed to do.
- Include stuff like reliability, usability, maintainability, availability, etc.
- Also called quality attributes.

Requirement Elicitation Techniques

Techniques to understand what exactly the customer wants, i.e, to translate vague wants of customers into concrete requirements that can be formalized and written down.

Interviews

- Easy and simple technique
- Can be formal or informal (Structured/non-structured)
- Informal has free flow of discussion.
- A questionnaire may be given to the stakeholders before the interview. We can ask any questions in the questionnaire, and get clarifications and remove ambiguities during the interview.

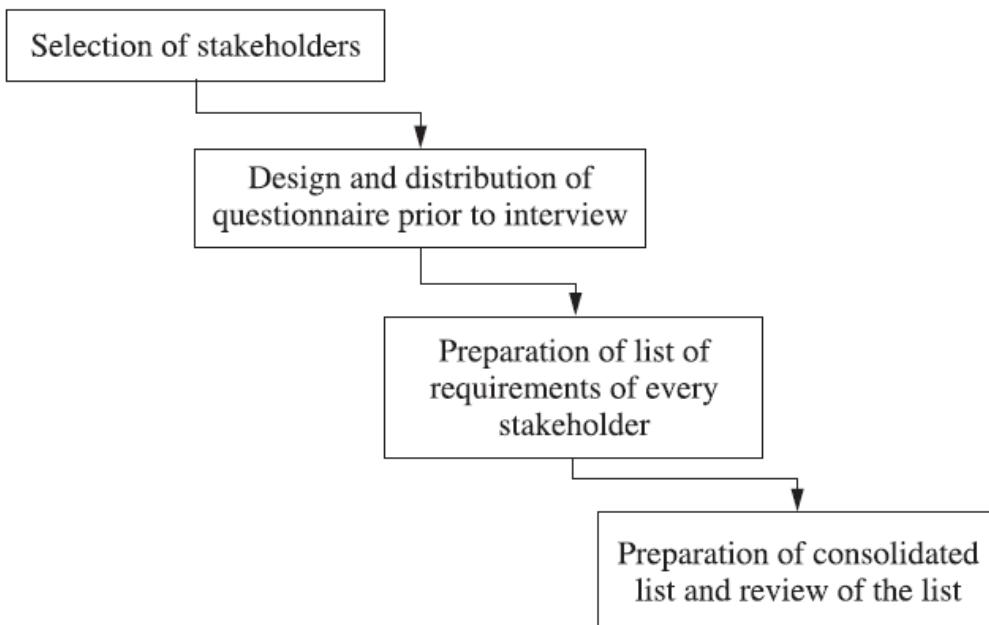


Figure 3: Structured Interview

- Based on discussion with each stakeholder, we prepare a list of requirements of each stakeholder
- We then combine all the captured requirements , remove redundancies, inconsistencies and ambiguities.

Brainstorming

- Group discussion
- Various levels of stakeholders may be present together
- Projectors, whiteboards should be there. Free flow is encouraged and criticism is not allowed.
- Creativity is encouraged.
- Facilitator is there who handles conflicts, bias, etc.

- Ideas are written down in simple way so everyone can understand them. Incomplete ideas are also written so they can be discussed later.
- IRD (Initial Requirement Document) is generated from this.

Facilitated Application Specification Technique (FAST)

- Team-oriented approach similar to brainstorming.
- Customers and developers work together to finalize requirements. Facilitator manages everything.
- Facilitator may be customer, developer or outsider.

Guidelines

- Conducted at neutral site.
- Rules should be created and given to everyone in advance.
- Free flow of ideas
- Facilitator gives overview of the project.
- Something like projector, stickers, charts, whiteboard, etc. should be present so everyone can see all the ideas.
- Long debates and criticism should be avoided.

Preparation

Each member needs to create the following things

- Objects
 - that are part of the environment of the system
 - that are produced by the system
 - that are used by the system
- Services that interact with the objects
- Constraints (size, cost)
- Performance criteria (speed, accuracy)

Activities

- Each member presents their lists
- A group is created to create a consolidated list
- The consolidated list is presented and further discussions happen under the facilitator's directions. Changes may be made to the list
- Few small groups may be created to draft mini-specifications
- Each subteam presents the mini-specs to all the FAST attendees. Discussions and changes happen.
- List of issues is prepared
- Validation criteria is decided for each requirement, i.e., how will we check that this requirement has been fulfilled
- Subteam creates the final draft for the specification. Final draft is prepared using inputs of all the meetings and stakeholders.

Prototyping

- Prototyping is rapid development of a system for the purpose of understanding the requirements
- Expensive
- Simplified version (prototype) of the system is created and shown to the customers
- Feedback and views is taken.
- Helps understand requirements
- Prototype should be discarded, but experience and feedback gained while developing it should be used when creating the actual system.
- Should be developed quickly. Internal structure of the prototype is not very important.

Use Case Approach

- Generally for OO systems

- Describes only functional requirements
- Use case describes who does what with the system, for what goal. It may include alternate flows.
- Doesn't consider or care about internal details of the system.

Terms

- **Use case** - structured outline for description of requirement, written in natural language.
- **Use case scenario** - Instance of a use case. Represents a path through a use case. A use case may contain many such paths.
- **Use case diagram** - Graphical Representation of a use case.
- **Actors** - Actors is someone/something that interacts with the system, but lies outside the system.

Relationships between Use Cases

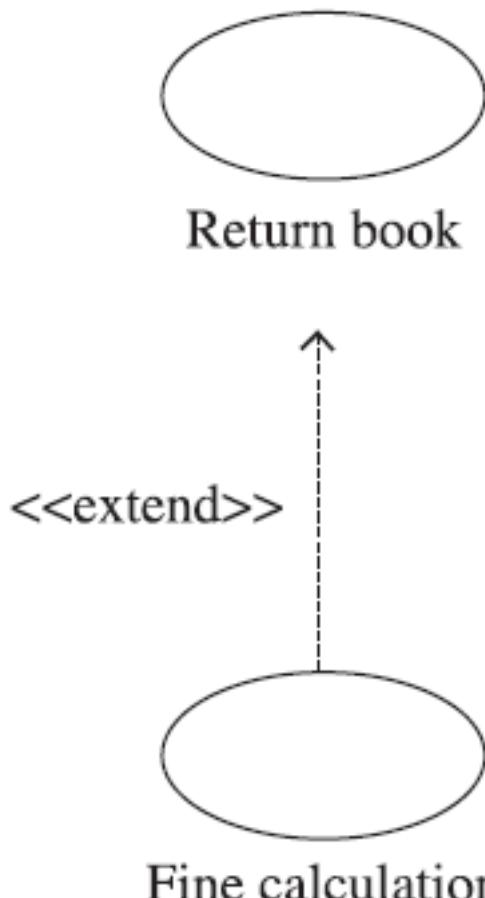
Extend Relationship

- Used to model an alternative/special path of the use case that may not always occur.
- Extends the functionality of the use case.

Used in the following way

- Normal use case occurs, till the special condition occurs for new use case
- New use case is inserted and executed
- After new use case finishes, the normal use case resumes.

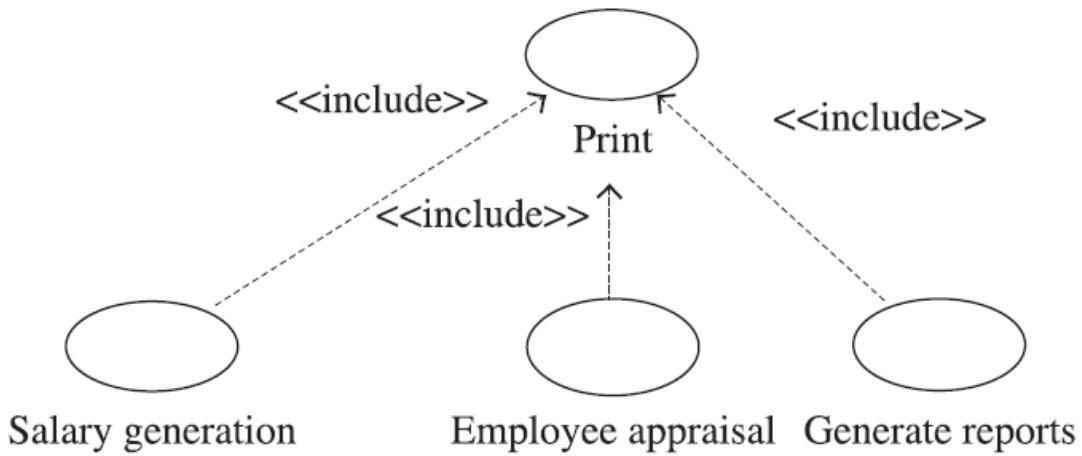
For e.g, a student returns a book to the library. It is possible that the book is late. In that case, we will need to calculate the fine for the book. Therefore, the **Return Book** use case will be extended by **Calculate Fine** Use case.



Include Relationship

Repeated functionalities in many use cases can be modelled into include relationship, using a single use case.

For e.g, many use cases may require the **Print** function, so it can be converted into a separate use case and *included* in the other use cases.



Use Case Description

Should contain :

- Use Case Title
- Brief Description
- Actors involved
- Flow of events
 - Basic Flow
 - Alternate Flow
- Special Requirement
- Precondition
- Postcondition
- Extension point (related use cases)

Scenario Diagrams

Scenario is a particular path through the use case. In scenario diagrams:

- Basic flow is represented using straight lines.
- Alternate flows represented using curved lines
- Preconditions checked at the start, postconditions at the end.

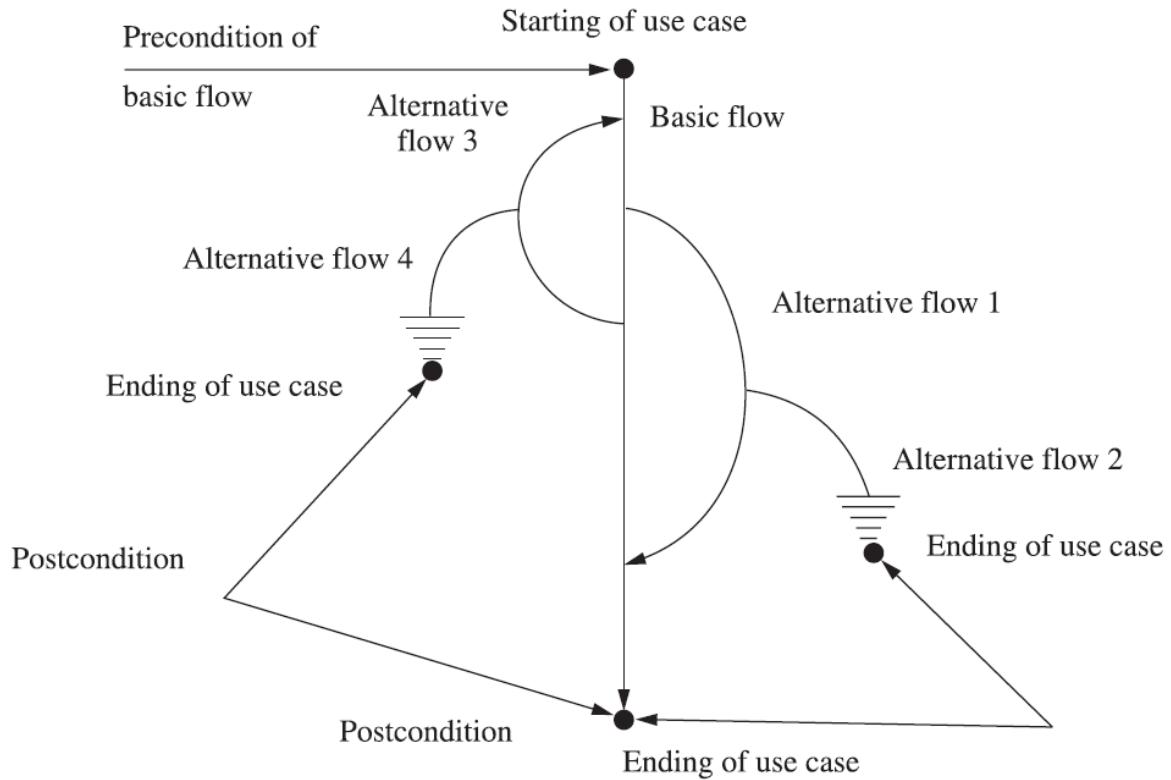


Figure 4: Scenario Diagram

Object Oriented Analysis

Identifies and defines the real world objects that are involved in interaction with the system.

Classes

Class is a collection of objects with common attributes and operations. It is a template that groups attributes and operations together.

Entity Classes

- Persist longer in the system.
- Stored and maintained for a long time
- Contain information needed to complete a task
- AKA domain classes.
- May be used in multiple use cases.

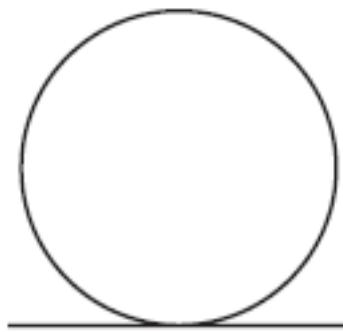


Figure 5: Entity Class

Interface Classes

- Handle interaction in the system.
- Provide interface between actors and the system.
- AKA boundary classes.
- Used to model windows, buttons, etc.
- Interface class usually lasts while the use case is active.
- Generally we need an interface class for each use case. Use cases may also have more than one interface class.
- Dependent on surroundings/environment of the system. Entity and control classes are not dependent on environment or surroundings.

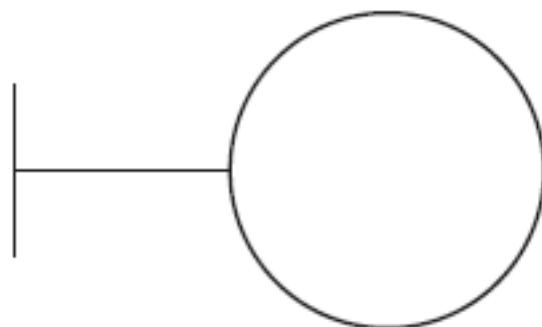


Figure 6: Interface Class

Control Class

- Coordinate and manage entity and interface classes.
- Puts together things so that a use case can be completed.
- Represents dynamics of the system.
- Handles tasks and sequence of events.
- A control object is created when the use case starts and is deleted when the use case finishes.
- Generally, each use case should have its own control class.

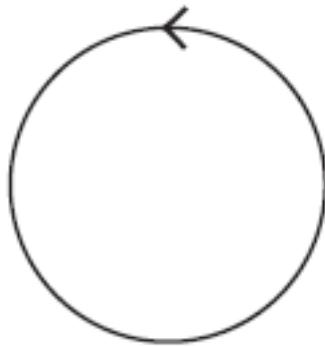


Figure 7: Control Class

Relationships between Classes

Relationship	Description	Notation
Association	Structural connection, usually bidirectional. Shows that two classes are linked in some way. May also have a name associated with it. For e.g, IssueBookController <i>manages</i> Transaction. <i>manages</i> is an association with a name.	
Aggregation	Shows whole-part relationship, i.e, class B is part of class A. E.g - Book is part of Library. In the notation, the diamond should represent the library, i.e, the <i>whole</i> part.	
Composition	Composition is strong aggregation. In composition, class B is part of Class A, and <i>only Class A</i> . It cannot belong to another class, say C. In aggregation, a class can belong to/be part of 2 classes. For e.g, book can be part of Library as well as Computer Department. But Computer Department can belong to only one University.	
Dependency	Unidirectional - represents that a class depends on another class. It means that one class is affected by changes in the other class, because it uses that class. If class A depends on class B, we show dependency through a dotted arrow from A to B.	

Relationship	Description	Notation
Generalization	Relationship between parent and child class. Represents inheritance (is a) relationships. For example, Professor is an Employee, SecurityGuard is an Employee, Clerk is an Employee, etc. Represented by an arrow from child class towards parent class.	

Class Diagram

Class diagrams should contain details about each classes as well as the relationships between them. For each class, we need to write:

- the class name
- Type (entity/interface/control)
- Attributes and their types
- Operations

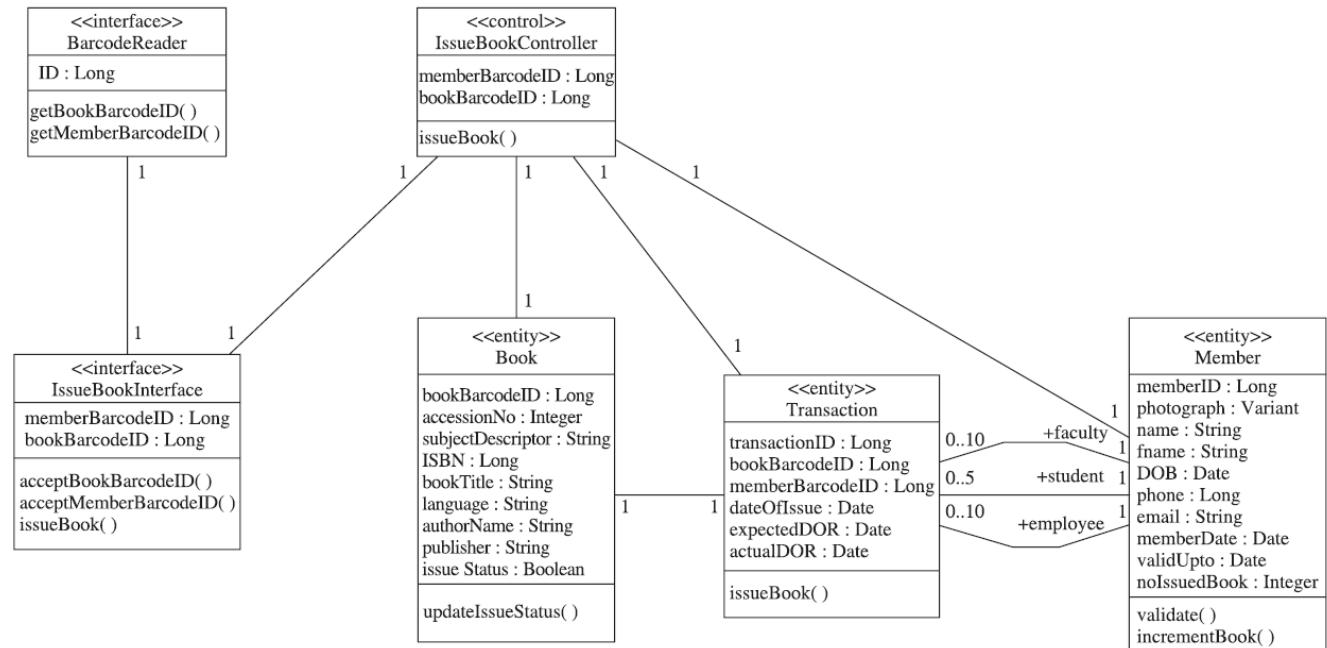


Figure 8: Class Diagram Example

The numbers on the relationships represent *multiplicity*. Represents how many instances of A are related to how many instances of B.

For e.g, One IssueBookController is associated with only one Book. Vice versa, one Book is only associated with one IssueBookController.

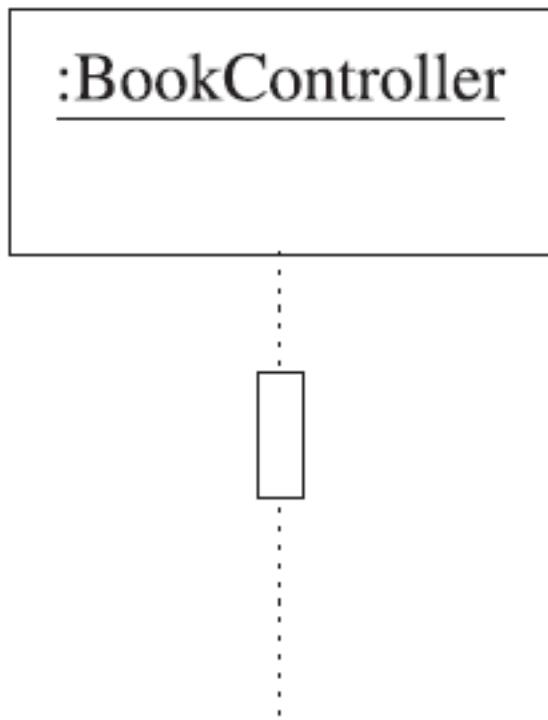
A Member can have multiple transactions (one member can issue many books). In our example,

- Student can have 0-5 transactions
- Faculty can have 0-10 transactions
- Employee can have 0-10 transactions

But, each transaction is associated with only one member. Here, we know member can be of many types (student,faculty,employee), so we specify it using +student, +faculty, +employee.

Sequence Diagrams

- **Objects** are shown in rectangles.
- Lifetime/Lifeline of the object goes down along the y-axis. It represents the amount of time the object is alive in the use case.
- **Focus of control** is represented by a vertical rectangle. It shows the time period for which an object is performing a specific event. An object may have multiple such focuses of control during the use case.



- **Messages** are information or commands passed from one object to another. They are represented using arrows.

Simple
message

- **Simple Messages** are interactions that may not be a procedure call.
- **Synchronous Messages** are those in which the sending object waits for a response from receiving object.

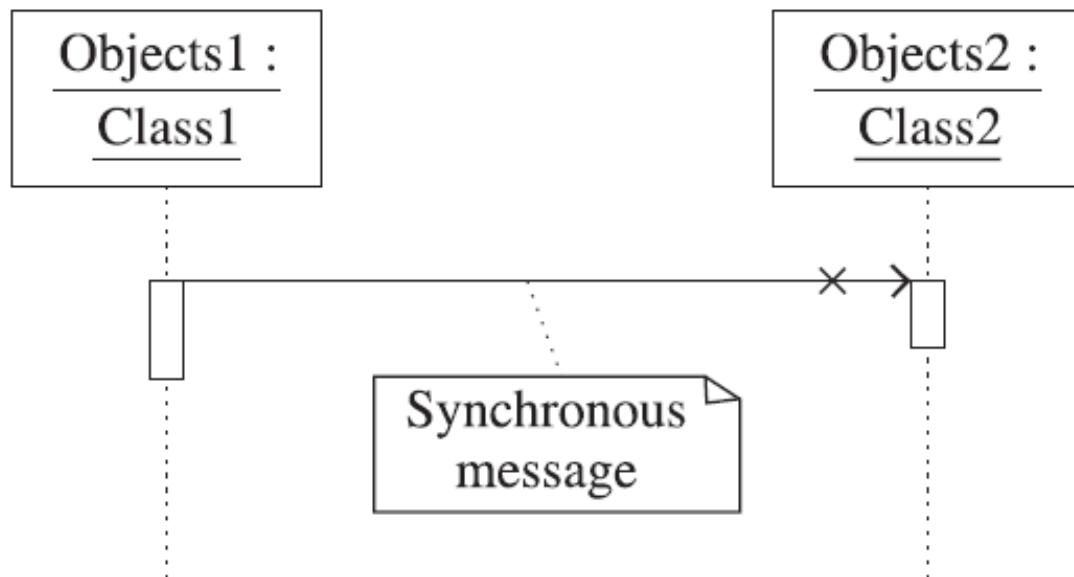


Figure 9: Synchronous Message

- **Asynchronous Messages** are those in which the sender doesn't wait for a response.

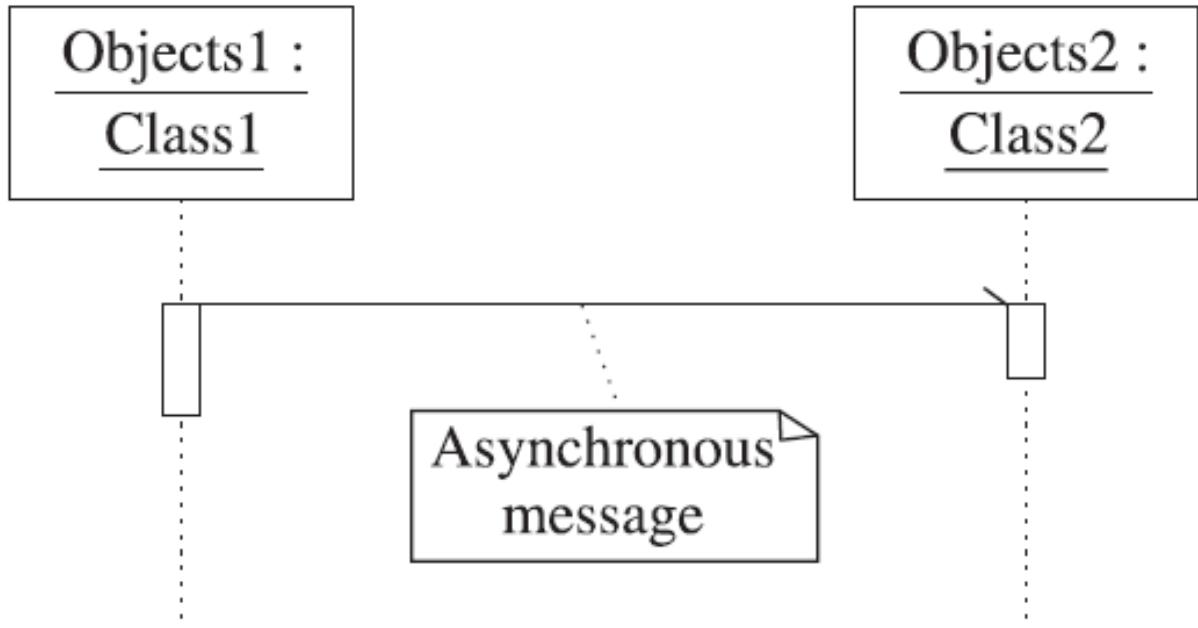
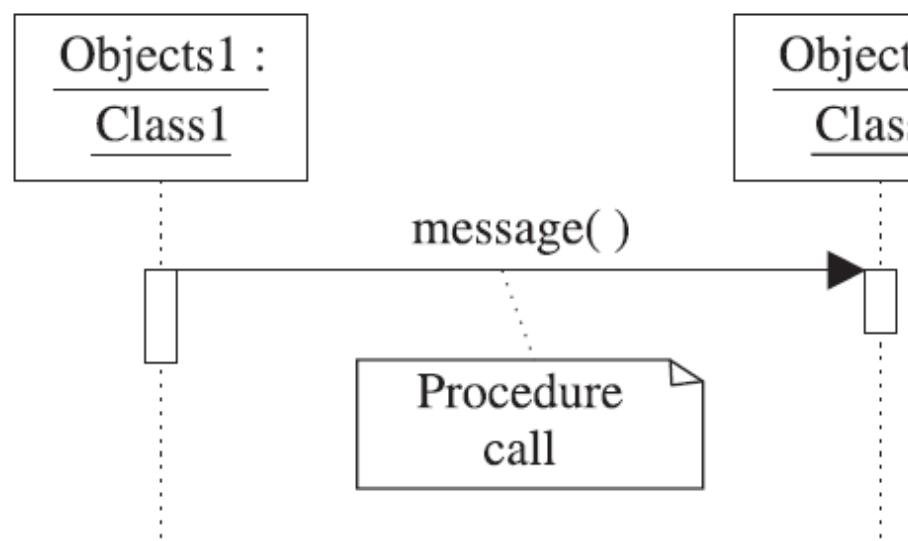


Figure 10: Asynchronous Message



- **Procedure call** - Method call
- **Return Message** - Return value for an incoming message. It's not necessary that a message always has a return message.

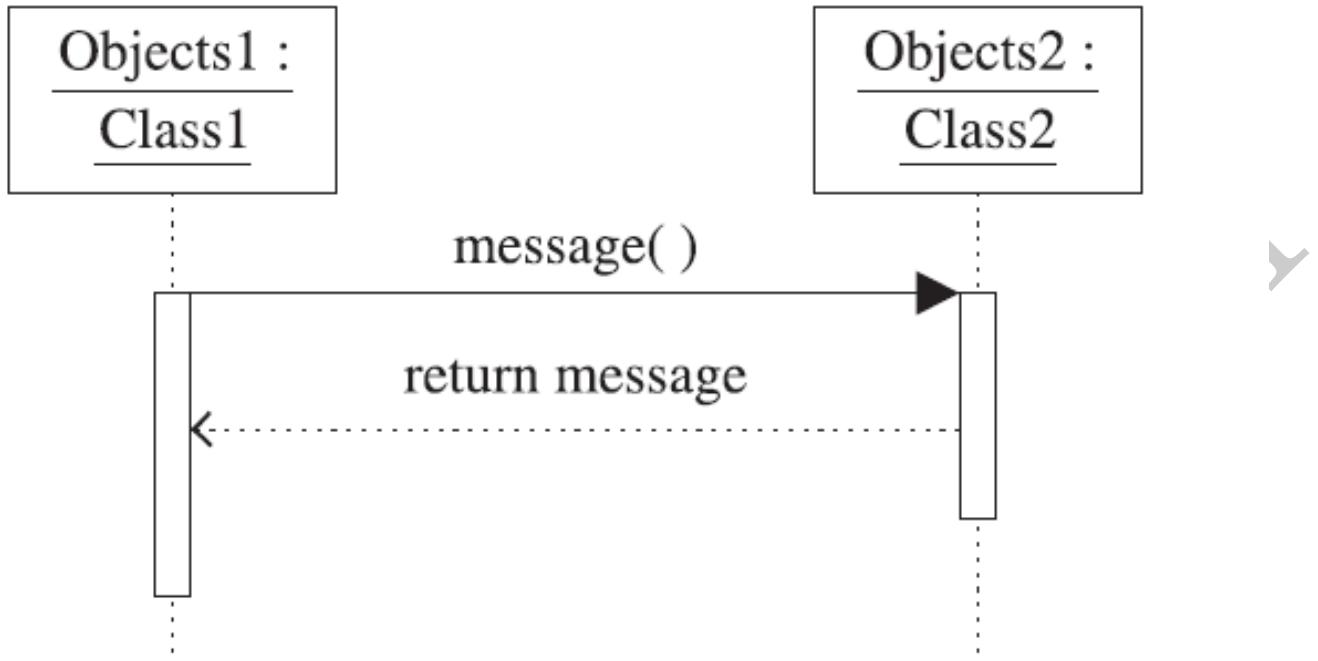


Figure 11: Return Message

Centralized vs Decentralized Control Structures

Centralized

Controlling object responsible for flow of messages and order of events.

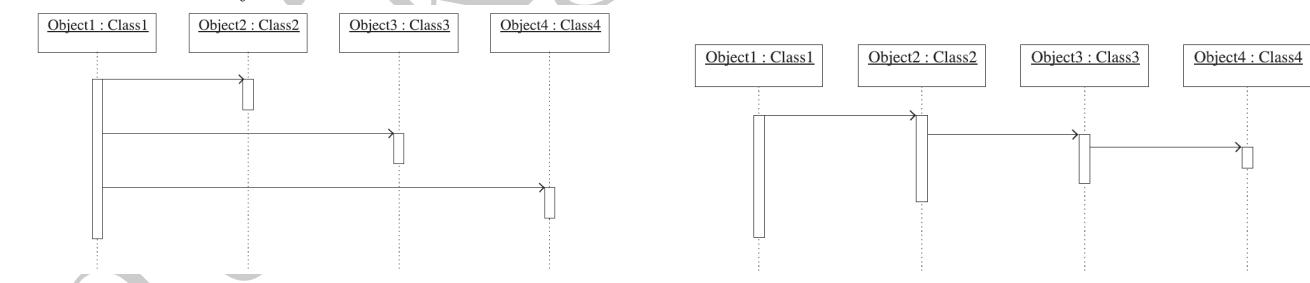
Better because any change means only controller needs to be changed.

Allows new operations to be added easily
Parts of functionality can be reused

Decentralized

Participating objects can communicate with each other without any controlling object.

Better when messages are strongly coupled with each other.



Extended use cases can also be added to sequence diagrams easily.

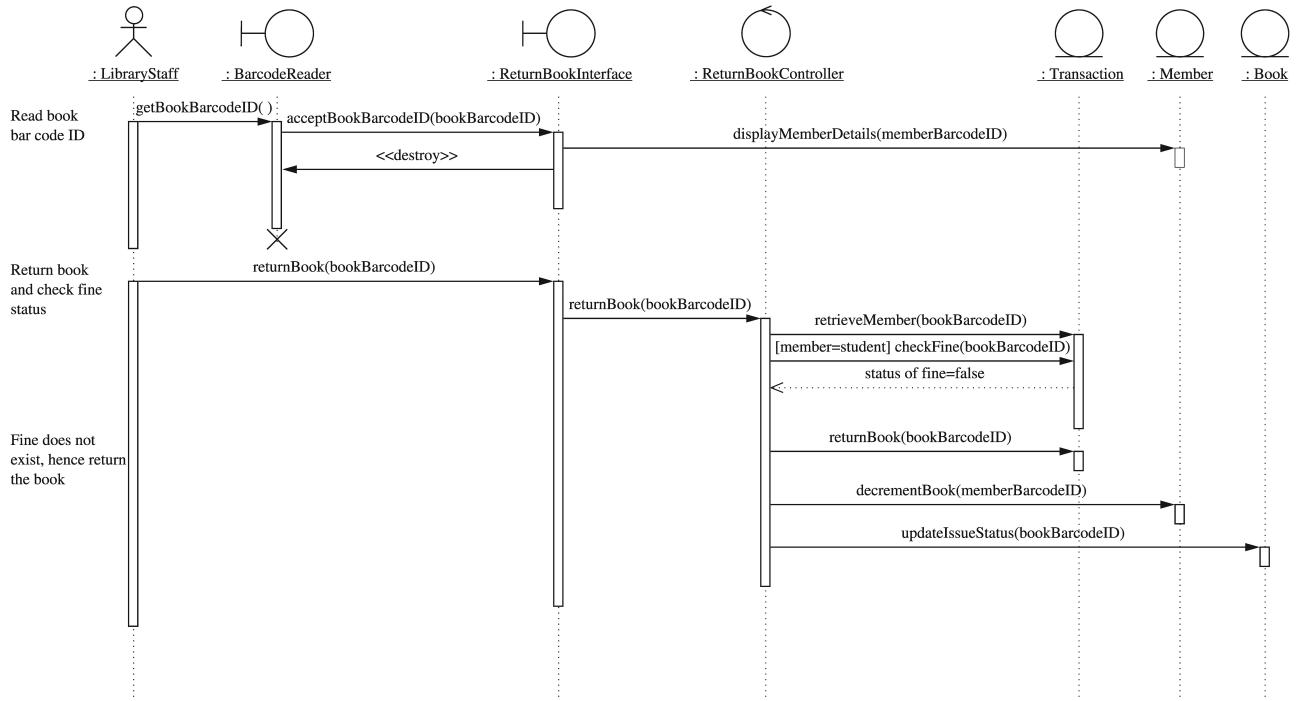


Figure 12: Sequence Diagram Example - Return Book

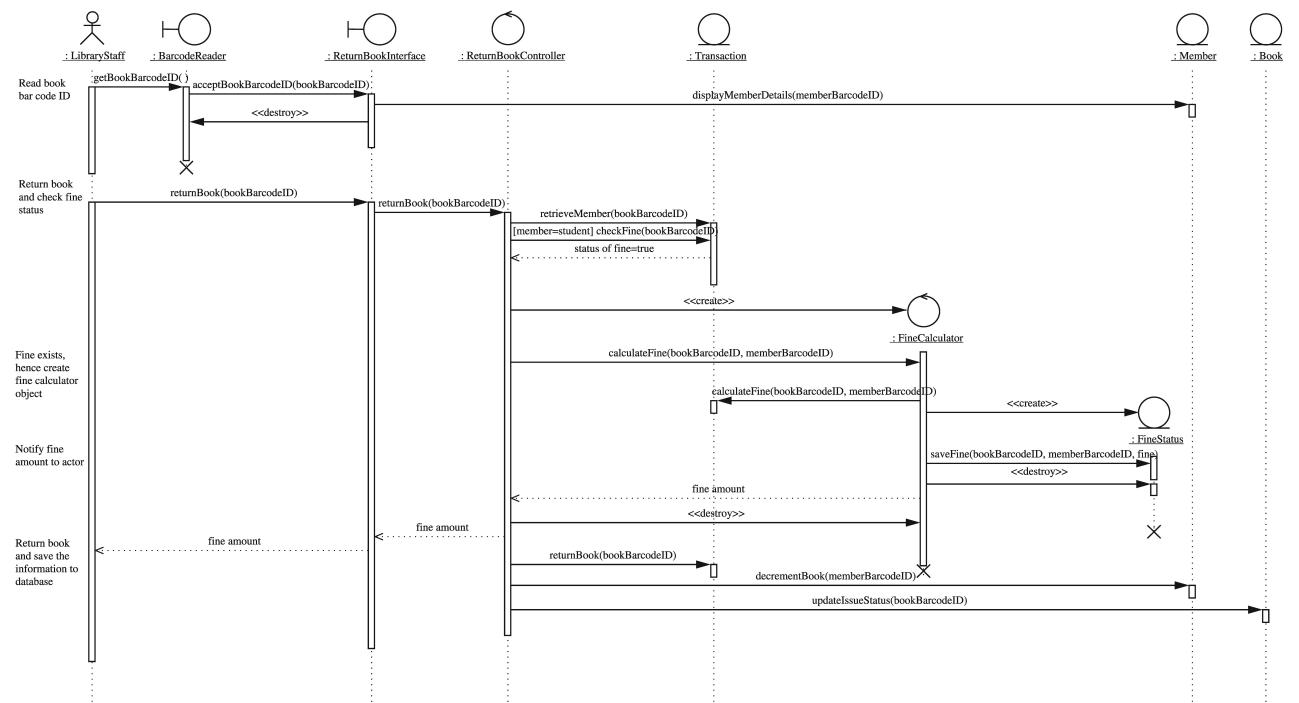


Figure 13: Sequence Diagram of Return Book with another use case (calculate fine) added to it

Collaboration Diagrams

They are similar to sequence diagrams. Objects are shown as rectangles, and actors using stick figures. Classes are shown using the representation for that particular type of class (entity, interface, control). They don't show events being time ordered. Messages are shown using arrows. Objects that interact with each other are connected by links (straight lines). One link can be used to pass many messages.

The time for which the object is alive, or till when it's participating in some event, is not shown.

Events are ordered using numbers written next to the message.

Return messages are shown using dotted arrows.

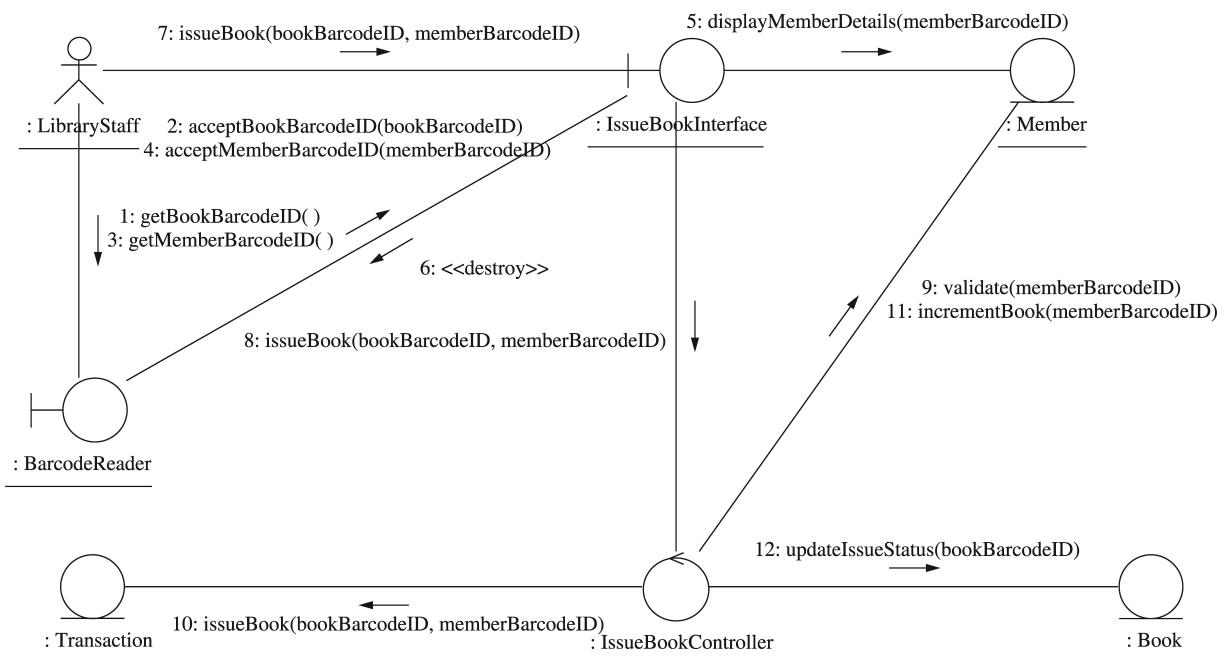


Figure 14: Collaboration Diagram for Return book

OO-Design

Consists of the following steps.

1. Sequence and Collaboration Diagrams
2. Refinement of classes and relationships - if we need additional features, or need to change existing features, we should do so here.
3. Identify operations
4. Create detailed class diagram - Use the refined classes, relationships and identified operations to create a new detailed class diagram.
5. Detailed design
6. Software Design Document
7. Generation of test cases from use cases

Identification of Operations

We create a table for our system. It includes:

- the various classes

- the operations inside each class
- Parameters for each operation
- Parameter type for each operation
- Return value and return type for each operation
- Description for the operation

For example,

Class	Operation name	Parameter	Parameter type	Return value	Return type	Description
BarcodeReader	getBookBarcodeID	—	—	—	—	This operation reads the bar code ID of the book.
	getMemberBarcodeID	—	—	—	—	This operation reads the member ID of the member.
	destroy	—	—	—	—	This operation destroys the object.
IssueBookInterface	acceptBookBarcodeID	bookBarcodeID	Long	—	—	This operation accepts bar code ID of book from the bar code reader.
	acceptMemberBarcodeID	memberBarcodeID	Long	—	—	This operation accepts the bar code ID of the member from the bar code reader.
	issueBook	bookBarcodeID memberBarcodeID	Long Long	— —	— —	This operation issues book to a member of the library.
IssueBookController	issueBook	bookBarcodeID memberBarcodeID	Long Long	— —	— —	This operation issues book to a member of the library.
	issueBook	bookBarcodeID memberBarcodeID	Long Long	— —	— —	This operation issues book to a member of the library.
Transaction	issueBook	bookBarcodeID memberBarcodeID	Long Long	— —	— —	This operation issues book to a member of the library.
ReserveBook	reserveStatus	bookBarcodeID memberBarcodeID	Long Long	Boolean	Boolean	This operation checks whether the book has been reserved or not.
	changeReserveStatus	bookBarcodeID memberBarcodeID	Long Long	—	—	—
FineStatus	checkMaxFine	memberBarcodeID	Long	Boolean (true/false)	Boolean	This operation checks whether the fine of the member has reached its maximum limit.
Member	validate	memberBarcodeID	Long	Boolean (true/false)	Boolean	This operation validates the membership and account of the member.
	incrementBook	memberBarcodeID	Long	—	—	This operation increments the number of books in the member account.
	displayMemberDetails	memberBarcodeID	Long	Member details	Member object	This operation returns the details of the member.
Book	updateIssueStatus	bookBarcodeID	Long	—	—	This operation changes the issue status of the book.

Figure 15: Identification of Operations

Detailed Design and Software Design Document

We create a detailed design for each class separately. It should include:

- Class Name
- Class Type
- Description
- Attributes along with their types
- Operations, along with their parameters, type of each parameter, and return type of the operation itself.

Generation of Test Cases from Use Cases

It is a five step process

1. Create use case scenario matrix
2. Identify variables in a use case
3. Identify different input states of each variable
4. Design test case matrix

5. Assign actual values to input variables.

Terminology

- **Test Case** executes one particular path of the program, or verifies a requirement.
- **Test suite** - Set of test cases.
- **Test coverage** - how much of the system the test cases evaluate (50%, 70%, etc.)
- **Test result** - A repository where all results of tests are kept.

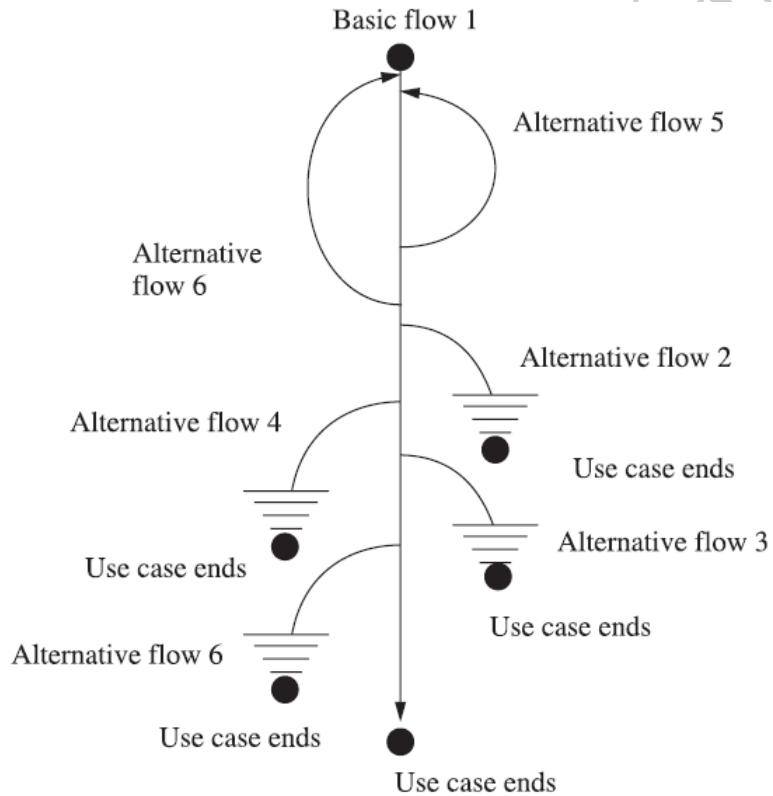
For each test case, we need to show:

- Test Case ID
- Scenario name and description
- All the variables, along with their input state (valid or invalid)
- Expected output
- Remarks

When we get to step 5 (assigning actual values), the input state (Valid/invalid) is replaced with actual values.

On running the test, we also add another column - **Actual Output**. This should be the same as the Expected Output.

For e.g., for the use case issue book:



Alternative flow 1: Unauthorized student/faculty/employee

Alternative flow 2: Account is full

Alternative flow 3: Book is already reserved

Alternative flow 4: Fine exceeds the specified limit

Alternative flow 5: Unable to read entry

Alternative flow 6: Invalid entry

Alternative flow 7: User exits

This is the scenario diagram. Scenario matrix will be as shown:

Scenario number and description	Originating flow	Alternative flow
Scenario 1—Issue book basic flow	Basic flow 1	
Scenario 2—Issue book alternative flow: Unauthorized student/faculty/employee	Basic flow 1	Alternative flow 1
Scenario 3—Issue book alternative flow: Account is full	Basic flow 1	Alternative flow 2
Scenario 4—Issue book alternative flow: Book is already reserved	Basic flow 1	Alternative flow 3
Scenario 5—Issue book alternative flow: Fine exceeds the specified limit	Basic flow 1	Alternative flow 4
Scenario 6—Issue book alternative flow: Unable to read entry	Basic flow 1	Alternative flow 5
Scenario 7—Issue book alternative flow: Invalid entry	Basic flow 1	Alternative flow 6
Scenario 8—Issue book alternative flow: User exits	Basic flow 1	Alternative flow 7

Figure 16: Scenario Matrix

Test Case Matrix will be as shown:

Test case ID	Scenario name and description	memberBarcodeID	bookBarcodeID	Expected output	Remarks (if any)
TC ₁	Scenario 1—Issue book basic flow	Valid input	Valid input	Book is issued successfully	—
TC ₂	Scenario 2— Issue book alternative flow: Unauthorized student/faculty/ employee	Valid input	Valid/invalid input	Membership expired	The membership of a member in the library is not validated by the system.
TC ₃	Scenario 3— Issue book alternative flow: Account is full	Valid input	Valid input	Account full	The account of a member has reached the maximum limit of books that can be issued.
TC ₄	Scenario 4—Issue book alternative flow: Book is already reserved	Valid input	Valid input	Book is reserved	Book is already reserved by some other member in the library.
TC ₅	Scenario 5— Issue book alternative flow: Fine exceeds the specified limit	Valid input	Valid input	Fine exceeds the specified limit	The fine of the member exceeds the maximum permissible limit.
TC ₆	Scenario 6—Issue book alternative flow: Unable to read entry	Invalid input	Invalid input	Error	The specified bar code of the member/book is not in a readable format.
TC ₇	Scenario 7— Issue book alternative flow: Invalid entry	Valid/invalid input	Invalid input	Invalid book bar code	Book bar code is invalid.
TC ₈	Scenario 7— Issue book alternative flow: Invalid entry	Invalid input	Valid/invalid input	Invalid book bar code	Member bar code is invalid.
TC ₉	Scenario 7— Issue book alternative flow: Invalid entry	Valid input		Book bar code is blank	Book bar code cannot be blank.
TC ₁₀	Scenario 7— Issue book alternative flow: Invalid entry		Valid input	Member bar code is blank	Member barcode cannot be blank
TC ₁₁	Scenario 8— Issue book alternative flow: User exits	Valid input	Valid input	User comes out of the system	—

Putting actual values, it will look like:

Test case ID	Scenario name and description	memberBarcodeID	bookBarcodeID	Expected output	Remarks (if any)
TC ₁	Scenario 1—Issue book basic flow	1024	40925	Book is issued successfully	—
TC ₂	Scenario 2—Issue book alternative flow: Unauthorized student/faculty/employee	1035	*	Membership expired	The membership of a member in the library is not validated by the system.
TC ₃	Scenario 3—Issue book alternative flow: Account is full	1095	41256	Account full	The account of a member has reached the maximum limit of books that can be issued.
TC ₄	Scenario 4—Issue book alternative flow: Book is already reserved	1095	41257	Book is reserved	Book is already reserved by some other member in the library.
TC ₅	Scenario 5—Issue book alternative flow: Fine exceeds the specified limit	1089	455602	Fine exceeds the specified limit	The fine of the member exceeds the maximum permissible limit.
TC ₆	Scenario 6—Issue book alternative flow: Unable to read entry	—	—	Error	The specified bar code of the member/book is not in a readable format.
TC ₇	Scenario 7—Issue book alternative flow: Invalid entry	3456	456	Invalid book bar code	Book bar code is invalid.
TC ₈	Scenario 7—Issue book alternative flow: Invalid entry	3	45667	Invalid book bar code	Member bar code is invalid.
TC ₉	Scenario 7—Issue book alternative flow: Invalid entry	3456		Book bar code is blank	Book bar code cannot be blank.
TC ₁₀	Scenario 7—Issue book alternative flow: Invalid entry		56788	Member bar code is blank	Member bar code cannot be blank.
TC ₁₁	Scenario 8—Issue book alternative flow: User exits	3456	56789	User comes out of the system	—

OO Design Principles for Software Quality

- **Cohesion** - should be high
- **Coupling** - should be low
- **Design clarity** - Design should be implemented correctly, concisely, unambiguously and consistently. Names of the classes, attributes, operations should convey their meaning/purpose.
- **Class Hierarchy Depth** - Unnecessary use of inheritance/generalization should be avoided.
- **Simple Classes and Objects** - Classes shouldn't have too many attributes/operations. Class definition should be simple clear and understandable.