CSE 317
Class-09 | 13-01-2026

SCRUM

SM = Scrum Master
PO = Product Owner
↳ representative of the end-users
↳ that collaborates with the team

UML

Object Oriented System Analysis and Design (OOSAD)

↳ maximum time spent on design

↳ it uses object oriented fundamentals
- classes
- object
- inheritance
- polymorphism
- encapsulation
- abstraction

(four principles)

Characteristics

1. It uses the 4 principles of object oriented programming.
2. Focus should be on objects
3. More importance on modeling the software.

When to use OOSAD?

- Rapidly changing features and updates
- When the system is very complex

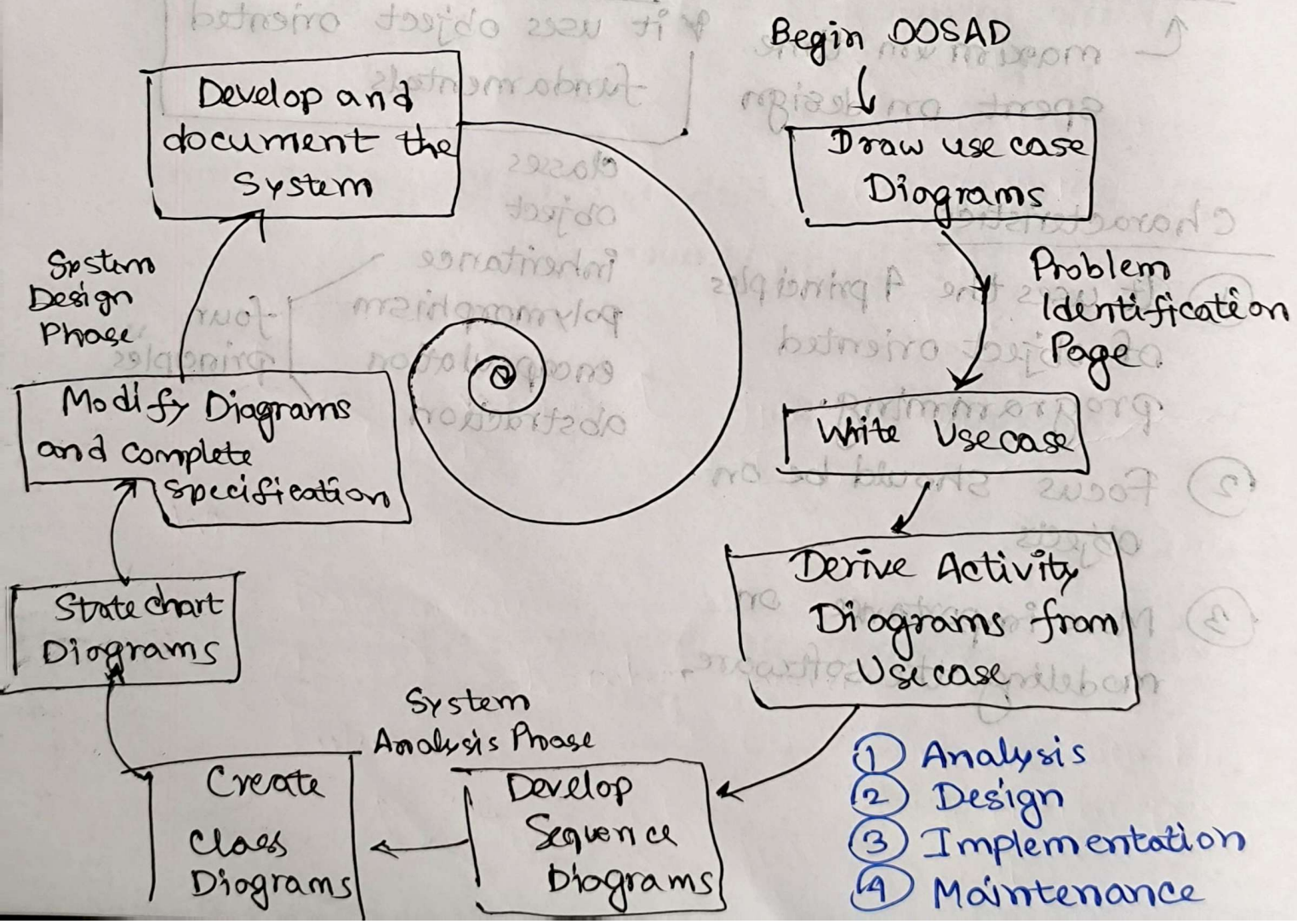
Benefits of OOP

↳ reusability
↳ modularity

Why and when we should use these three methodologies

Tools to design OOSAD based softwares (chapter 10)

↳ UML = Unified Modeling Language



Difference chart of SDLC, Agile, UML

chapter 1 : done

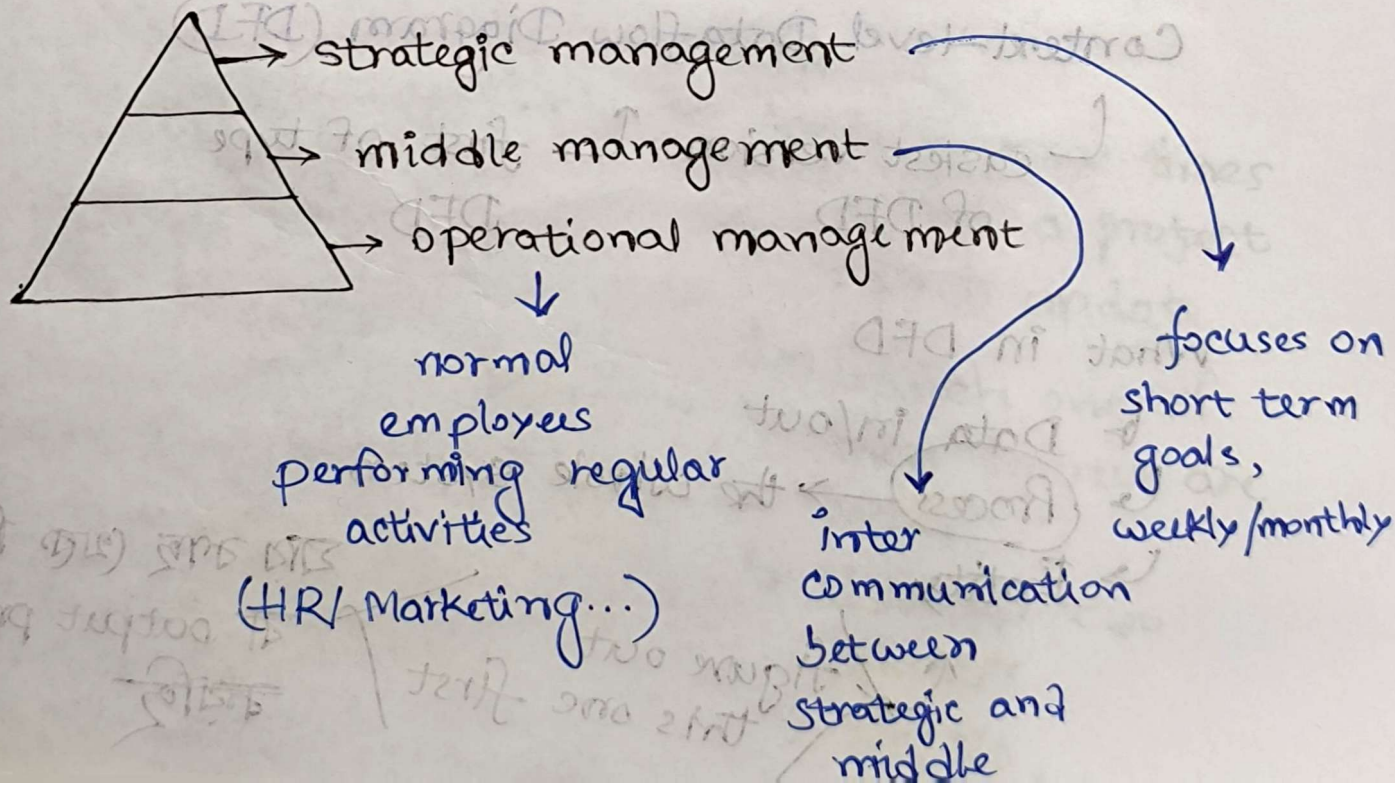
—o—

Chapter II : Understanding and Modeling Organizational Systems

- DFD
- Entity Relationship Diagram
- Use case Diagram

Three main forces interacting to shape organization

- Levels of Managements
- Design of Organization
- Organizational Cultures



Organizational Environments

1. Community
2. Economic
3. Political
4. Legal

Open System ^ Organazition

System
Close ^ Organization

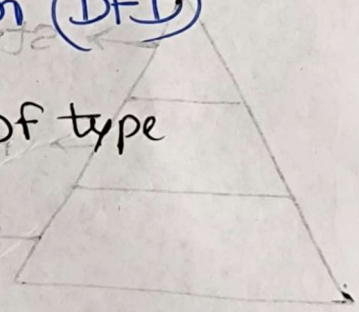
hidden secrets

not freely accessible information (rules/policies)

Context-level Data-flow Diagram (DFD)

↳ easiest version of DFD

↑ first of type DFD



What in DFD

- Data in/out
- Process → the whole system
- Entity

figure out this one first

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