

# 软件工程



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### 4.8



## **Advantages of Objects**



- > Same as advantages of abstract data types
  - Information hiding
  - Data abstraction
  - Procedural abstraction
- > Inheritance provides further data abstraction
  - Easier and less error-prone product development
  - Easier maintenance
- > Objects are more reusable than modules with functional cohesion.





- > The structured paradigm had great successes initially
  - It started to fail with larger products (> 50,000 LOC)
- > Maintenance problems
- > Reason: structured methods are
  - Action oriented or Data oriented
  - But not both

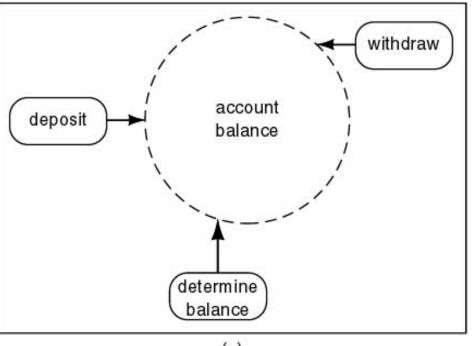


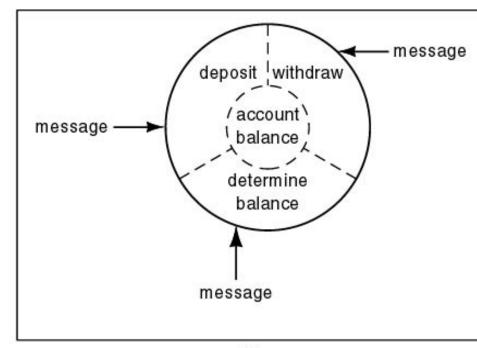


- > Both *data* and *actions* are of equal importance
- > Object
  - Software component that incorporates both data
    and the actions that are performed on that data.
- > Example : Bank account
  - Data: account balance
  - Actions: deposit, withdraw, determine balance

#### Structured vs. Object-Oriented Paradigm

- > Encapsulation & Information hiding
- > Responsibility-driven design
- > Impact on maintenance, development





(a)

#### Responsibility-Driven Design

- > Also called "Design by Contract"
- > Send flowers to your Mama in Chengdu
  - Call a flower shop
  - Place your order
  - Pay your order
  - OK!
- Object-oriented paradigm
  - "Send a message to a method [action] of an object"

#### Transition From Analysis to Design

- Structured paradigm:
  - Jolt between analysis (what) and design (how)
- Object-oriented paradigm:

Structured Paradigm		Object-OrientedParadigm
1.	Requirements phase	1. Requirements phase
2.	Specification (analysis) phase	2'. Object-oriented analysis phase
3.	Design phase	3'. Object-oriented design phase
4.	Implementation phase	4'. Object-oriented programming phase
5.	Integration phase	<ol><li>Integration phase</li></ol>
6.	Maintenance phase	6. Maintenance phase
7.	Retirement	7. Retirement



#### In More Detail



#### Objects enter here

#### **Structured Paradigm**

- 2. Specification (analysis) phase
  - · Determine what the product is to do
- 3. Design phase
  - Architectural design (extract the modules)
  - Detailed design
- 4. Implementation phase
  - Implement in appropriate programming language

- 2'. Object-oriented analysis phase
  - · Determine what the product is to do
  - · Extract the objects
- 3'. Object-oriented design phase
  - · Detailed design

- 4'. Object-oriented programming phase
  - Implement in appropriate object-oriented programminglanguage