# Function-Oriented Software Design (continued):

# Shortcomings of the DFD Model

- **#DFD** technique does not provide:

  - **△one has to use subjective judgement to carry out decomposition.**
- **Structured analysis techniques do not specify when to stop a decomposition process:**

#### Extending DFD Technique to Real-Time Systems

- **#For real-time systems (systems having time bounds on their actions),** 
  - essential to model control flow and events.
  - ✓ Widely accepted technique: Ward and Mellor technique.
    - **⊠**a type of process (bubbles) that handles only control flows is introduced.
    - ▼ These processes are represented using dashed circles.

### Structured Design

#### **X** The aim of structured design

# **\*\*A structure chart represents the software architecture:**

- various modules making up the system,
- module dependency (i.e. which module calls which other modules),
- parameters passed among different modules.

#### **Structure Chart**

- **Structure chart representation** 
  - easily implementable using programming languages.
- **# Main focus of a structure chart:** 
  - define the module structure of a software,
  - interaction among different modules,
  - procedural aspects (e.g, how a particular functionality is achieved) are not represented.

# Basic building blocks of structure chart

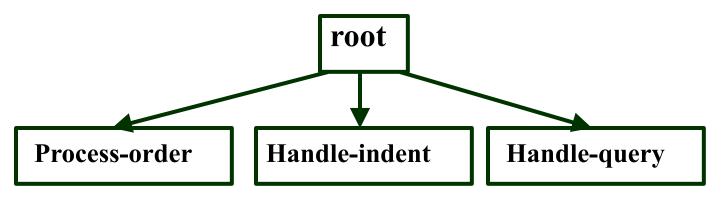
- **Rectangular box:** 
  - △A rectangular box represents a module.
  - △annotated with the name of the module it represents.

Process-order

### Arrows

#### **\*An arrow between two modules implies:**

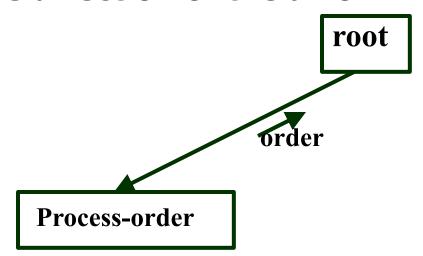
△during execution control is passed from one module to the other in the direction of the arrow.



#### **Data flow Arrows**

#### **# Data flow arrows represent:**

 △data passing from one module to another in the direction of the arrow.



### Library modules

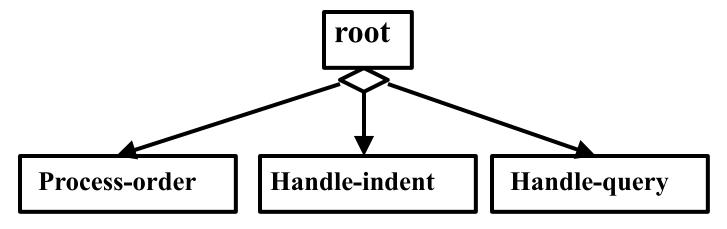
- **\*\*Library modules represent** frequently called modules:
  - a rectangle with double side edges.
  - Simplifies drawing when a module is called by several modules.

**Quick-sort** 

### Selection

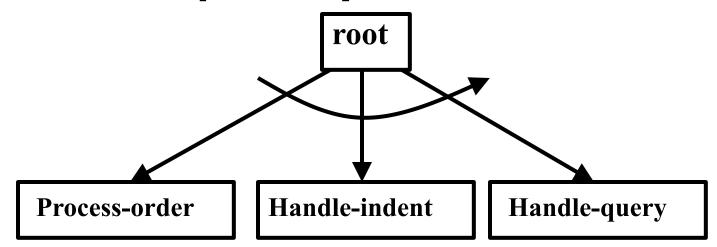
#### **\*\*The diamond symbol represents:**

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

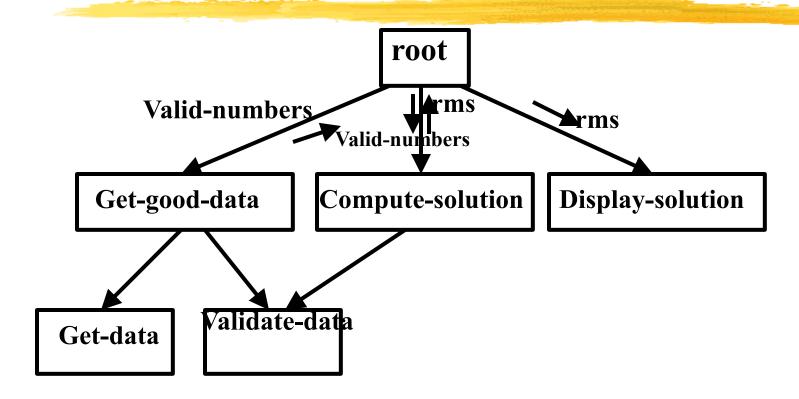
- **#There is only one module at the top:**
- **\*\*There is at most one control relationship between any two modules:** 
  - if module A invokes module B,
  - module B cannot invoke module A.
- **#The main reason behind this restriction:** 
  - consider modules in a structure chart to be arranged in layers or levels.

### Structure Chart

#### **#The principle of abstraction:**

- does not allow lower-level modules to invoke higherlevel modules:
- △But, two higher-level modules can invoke the same lower-level module.

# **Example**



### Flow Chart versus Structure Chart

- **\*\*A structure chart differs from a flow chart in three principal ways:** 
  - ☑It is difficult to identify modules of a software from its flow chart representation.
  - Data interchange among the modules is not represented in a flow chart.
  - △Sequential ordering of tasks inherent in a flow chart is suppressed in a structure chart.

# Transformation of a DFD Model into Structure Chart

Two strategies exist to guide transformation of a DFD into a structure chart:

- **△Transform Analysis**

- **\*The first step in transform analysis:** 
  - □ divide the DFD into 3 types of parts:
    - **⊠input**,
    - **⊠**logical processing,
    - **⊠output.**

#### **#Input portion in the DFD:**

- 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:** 
  - called an <u>afferent branch</u>.
  - Possible to have more than one afferent branch in a DFD.

#### **#Output portion of a DFD:**

- transforms output data from logical form to physical form.
  - **⊠e.g., from list or array into output** characters.
- Each output portion:
  - **Example 2** In the contract of the contract of
- **#The remaining portions of a DFD** 
  - called <u>central transform</u>

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

#### **Transaction Analysis**

# **#Useful for designing transaction processing programs.**

- - **⊠**characterized by <u>similar processing steps</u> <u>for every data item</u> processed by input, process, and output bubbles.
- - **Note** of several possible paths through the DFD is traversed depending upon the input data value.

#### **Transaction Analysis**

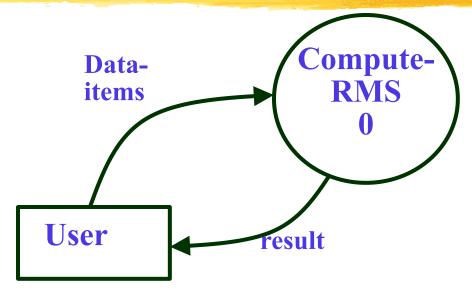
#### **#Transaction:**

- any input data value that triggers an action:

- **X** Transaction analysis uses this tag to divide the system into:
  - several transaction modules
  - one transaction-center module.

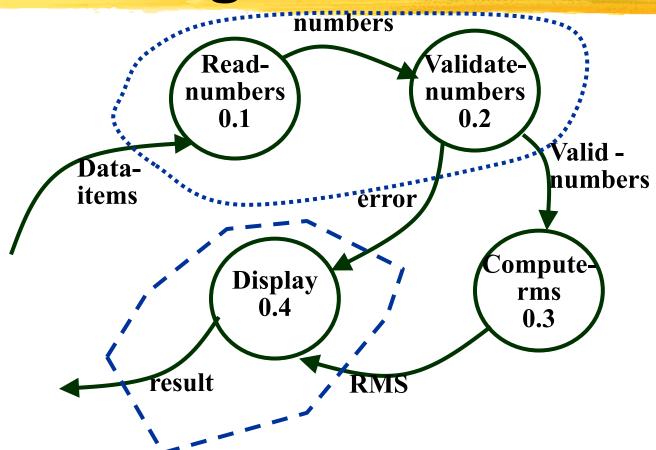
# Factoring

- **The process of breaking functional components into subcomponents.**
- **#Factoring includes adding:** 
  - read and write modules,
  - error-handling modules,
- **#Finally check:**



**Context Diagram** 

- #From a cursory analysis of the problem description,
  - easy to see that the system needs to perform:
    - **X**accept the input numbers from the user,
    - **Example 2** validate the numbers,
    - **Example 2** Input numbers,
    - **⊠**display the result.



- **By observing the level 1 DFD:** 
  - ✓ identify read-number and validate-number bubbles as the afferent branch
  - display as the efferent branch.

