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Title : MODEL METHODOLOGY

TIS4103

INTERNET BASED SOFTWARE DEVELOPMENT METHODOLOGIES

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**MODEL METHODOLOGY**

**WSDM**

Why we choose WSDM? Firstly, WSDM is stand for Web Site Design Method. Actually,WSDM divide into five phases such as mission statement, audience modeling, conceptual design, implementation design, and implementation. Tools that involve in WSDM is CASE, XML and C++.

The mission statement phases expresses the purpose, the subject, and the intended audiences for the android application. The intention of this phase is to make very clear from the beginning what is the goal to the audiences, process and activitiesin android application until audience finish their task.

Next, audience modeling is to classify for every different audiences that involves in this android application into a hierarchy.There are have main class and subclasses. The main class of audience is called the visitor . For every subclasses there have their specific characteristics, usability and navigation requirements are specified.

Others, conceptual design phases is divide into two subphases that is task and data modeling. For each requirement, a task model is specied during task and data modeling. This task model decomposes each high-level requirement specied during audience modeling into elementary requirements.

For implementation design phase consists into three subphases that is page design, presentation design, and data design. During page design, is process decides which conceptual navigation nodes from the navigation design will be grouped into one page. The presentation design defines the look-an-feel of the application. In the data design, based on the conceptual schema defined by the object chunks, the schema of the underlying database is specied.

Finally, implementation can be generated in the chosen implementation language. Both static and dynamic sites are supported. The transformation is performed fully automatically.