L2_Project Management.pdf

- 9 - Sammensætning af teams
  - 9 - Belbin Team Roles
  - 17 - Agreement of Collaboration (Group AC)
- 21 - Project planning
  - 24 - Work Breakdown Structure (WBS)

    A tree containing finer and finer division of the work to be done. Leaves are small pieces of work which one can estimate a completion time for.

    Basis for estimations on, time, cost, manpower, dependencies, …
  - 33 - Planning poker
- 38 - Risk Management
- 44 - Scrum

L3_Development_Processes.pdf

- 1 - Development Processes

  Answers the questions

  - What will you produce
  - When will you be done
  - What will it cost
  - How will you handle changes
- 8 - Developer and Customer rights
- 13 - The null process
- 14 - The waterfall process
- 15 - The V model
- 17 - Iterative development process
  - 18 - Iterative vs. incremental
  - 22 - Rational Unified Process (RUP)
- 31 - Agile methods
  - 34 - Extreme Programming (XP)
- 41 - The ASE process

L4_Quality_Management.pdf

- 6 - Review phases

  Planning - Preparation - Meeting - Postmeeting
- 15 - Configuration management

L5_System_Test_TFJ.pdf

- 9 - Black vs white box testing
- 13 - Test levels

L6_Sys_Specification.pdf

- 14 - Who uses a **system specification**
- 16 - Requirement specification
- 23 - Types of requirements

36 - Levels of requirements (goal, domain, product, design)
49 - Elicitation (Finding requirements)
    54 - Elicitation techniques

L7_Accepttest.pdf

1 - Acceptance test
8 - Equivalence classes

L7_UseCase.pdf

4 - What is a **use case** (Described from the users view, not the systems)
9 - Use case example
13 - Actors
17 - Actor-Context diagram
22 - Stereotypes (<<actor>>, <<include>>, <<extends>>)
23 - Use Case diagrams
32 - Scenario formats (Brief, Casual, Fully dressed)
45 - Use Case writing guidelines
52 - **How to develop a Use Case**

L8_SysMLIntroduction.pdf

Start altid med at lave en stor kasse og et felt i øverste venstre hjørne til "Diagram header" (Slide 5). Diagramheaderen skal indeholde [Diagram kind] [[Model element type]] [model element name] [[Diagram name]](Slide 6). Eks. "bdd [block] Camera [Hierarchical system structure]". Tingene i paranteser kan udelades.
9 - Forskellige SysML diagramtyper

L8_SysMLStructuralDiagrams.pdf

3 - Block Definition Diagram and Internal Block Diagram (**bdd** and **ibd**). *Blocks are defined in a bdd and used (as parts) in an ibd*
6 - **Blocks**
12 - bdd
18 - ibd (An ibd always relates to a block on a bdd.)
26 - items, item flows and ports (define part/block interface)
    27 - items (stuff that flows)
    27 - item flow (item and flow direction. Between two ports)
    28 - ports (interaction points on the boundary of a block)
34 - bdd and ibd example

L9_SysMLBehaviouralDiagrams_SequenceDiagrams.pdf

3 - Sequence diagrams (sd) models interactions between parts of a block
    Solid line, open arrowhead - asynchronous message
    Solid line, closed arrowhead - synchronous message
    Dashed line, open arrowhead - Return message
12 - Fragments (alt, opt, loop, par) drawn in a box with fragment name at top left corner

13 - Reference blocks, reference other sequence diagrams

L10_SysML Behavioural Diagrams - State Machine Diagrams.pdf

5 - State details (entry, do, exit, buttonPushed, ...)
7 - Transitions (trigger, guard and effect) written trigger[guard]/effect

L12_SystemApplicationModel.pdf

8 - Applikationsmodel
9 - **Boundary** og **control** stereotyper i UML
23 - Domain model example
24 - Application model example

L13_SystemDesignArkitektur.pdf

7 - Architecture Design Qualities
10 - **Cohesion**
11 - **Coupling**

L14_HWSW_Design.pdf

3 - Software arkitektur design
4 - 4+1 view modellen
9 - Logical view
10 - Deployment view
13 - Hardware arkitektur design
26 - Analysis and Design Steps (Summary)
27 - Example use case diagram
28 - Example actor interaction diagram
29 - Example domain model diagram
30 - Example bdd diagram (subsystsms)
31 - Example software design diagram
32 - Example ibd diagram (hardware design)
34 - Example pkg diagram (logical model)

VIGTIGE BEGREBER?

Acceptance tests = System test. Opfylder systemet de mål der er defineret i kravspecifikationen? Demonstration af systemets funktionalitet.
Elicitation = finding product requirements. Can be hard because customers don't know what they want
Unit test - Integration test - Acceptance test (System test)
Actor - An actor describes an object, external to the system,who interacts with the system (persons, other systems, HW devices)

bdd - Define blocks and their relationship to their parts.
ibd - Defines interconnection and interfaces between the parts of a block, and the information flow between parts.

Block - Fundemental model element (hardware, software, person, water, …). Like a C++ class. Drawing a block can be seen in (L8_SysMLStructuralDiagrams.pdf slide 6+7)
Ports - In ports have an arrow into the block. Out ports have an arrow out of the block. Inout blocks has lessthan and greaterthan sign (<>). Ports have a name and an item type (name : item). Ex. L8_SysMLStructuralDiagrams.pdf slide 31.

Domænemodellen beskriver problemdomænet, men ikke selve applikationen.
Applikationsmodellen beskriver applikationen for et givent subsystem.