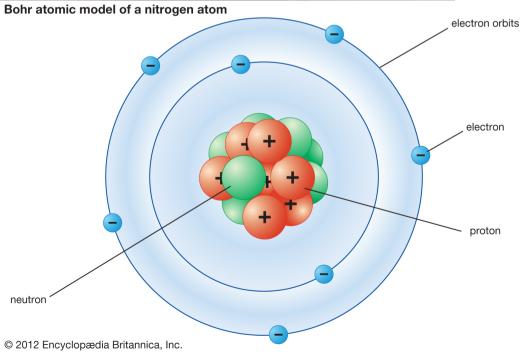
COMP1531

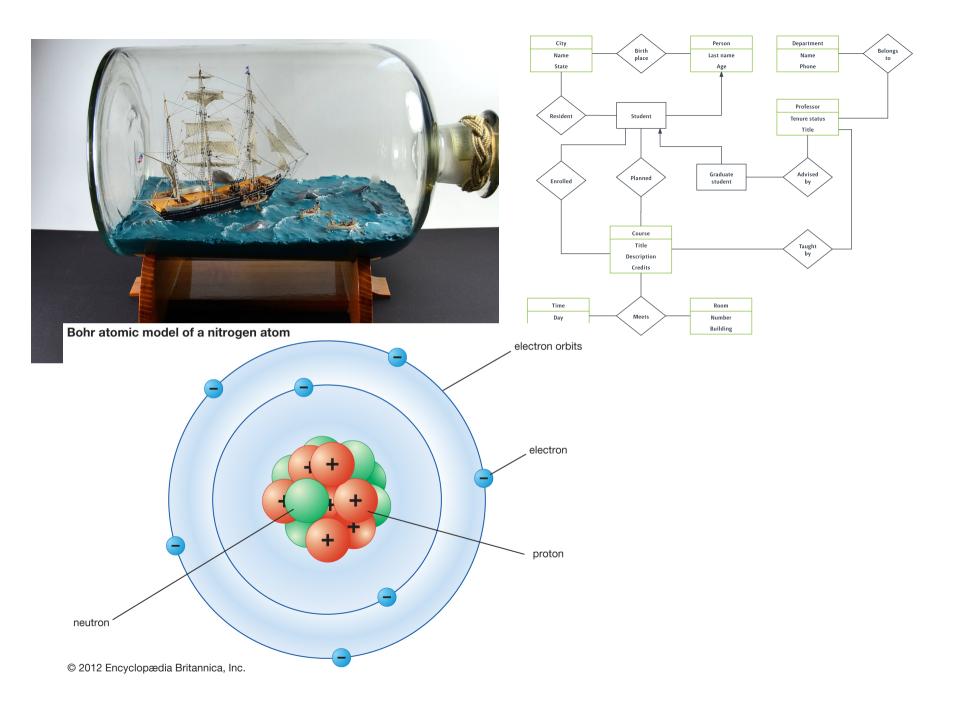
9.3 Modelling

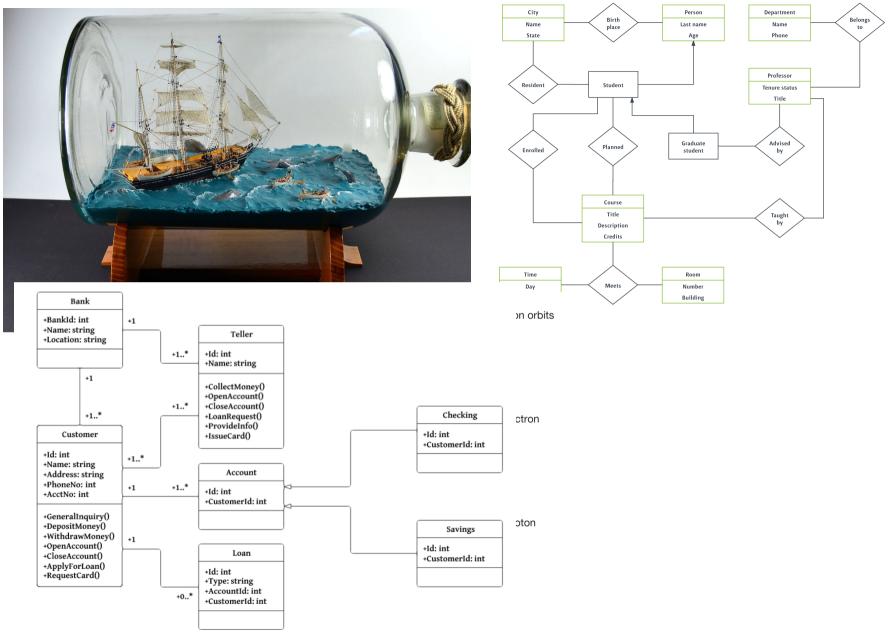
What's a model?

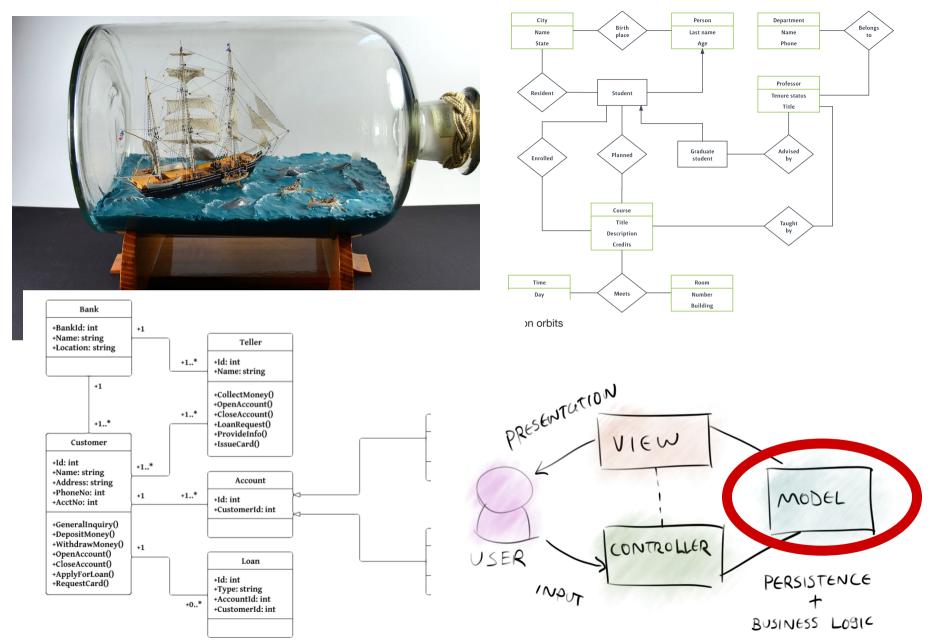


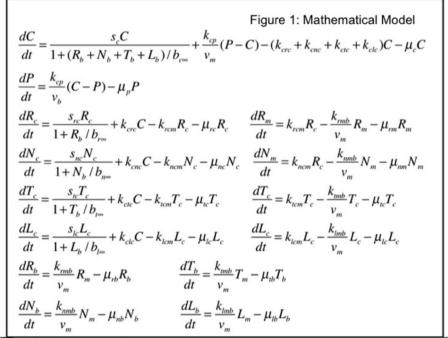


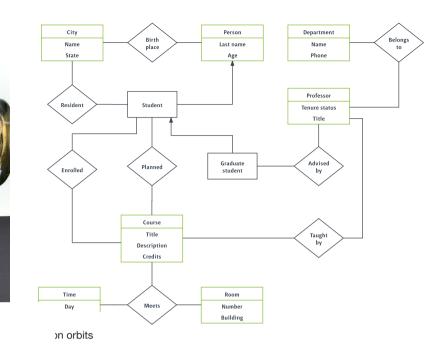


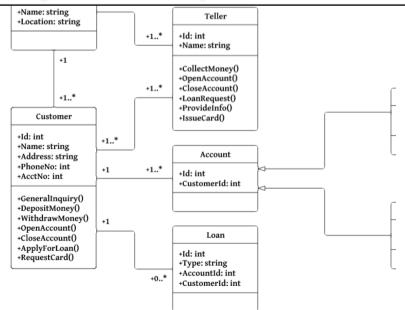


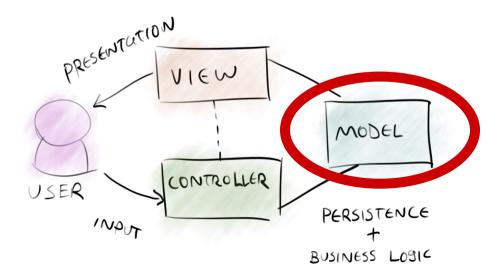


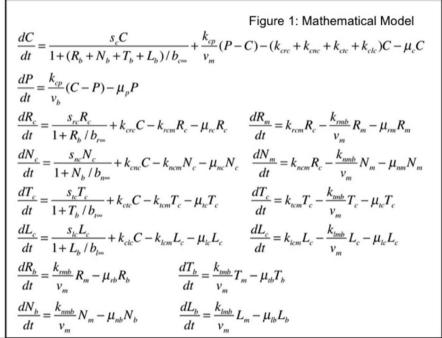


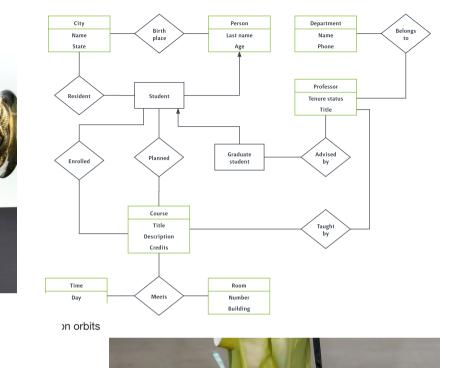


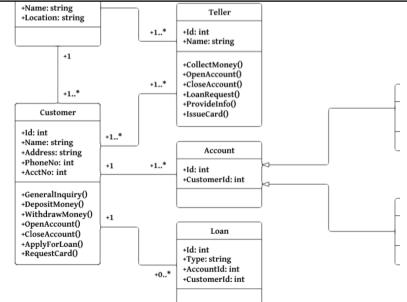


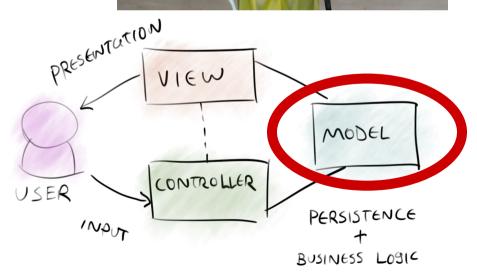












Conceptual Modelling

- A model that is conceptual
 - ... with a real world correspondence
 - ... without a real world correspondence
- A model of a concept

Conceptual models software engineers care about

- Data models
- Mathematical models
- Domain models
- Data flow models
- State transition models (today)

How models are used

- To predict future states of affairs.
- Understand the current state of affairs.
- Determine the past state of affairs.

Communicating models

- Four fundamental objectives of communicating with a conceptual model:
 - 1. Enhance an individual's understanding of the representative system
 - 2. Facilitate efficient conveyance of system details between stakeholders
 - 3. Provide a point of reference for system designers to extract system specifications
 - 4. Document the system for future reference and provide a means for collaboration

Kung and Solvberg (1986)

System Modelling

- Structural Emphasise the static structure of the system
 - UML class diagrams
 - ER diagrams
 - ... many others
- Behavioural Emphasise the dynamic behaviour
 - State diagrams
 - ... some others

State Machines

- Machines made up of a finite number of states.
- The machine can be *transitioned* from one state to another
- Simple example: a door

State diagrams

- A diagrammatic representation of a state.
- Some variation in notation.
- Typically: states are circles, transitions are labelled arrows connecting them

State machines

- Useful for modelling systems that have clearly defined states. For example:
 - Uls with different screens
 - Network protocols
 - Conversational interfaces

Parking meter

Parking meter

Opal Card

• Can we model the opal card system as a state machine?