

Object-Oriented Analysis & Design (OAD)

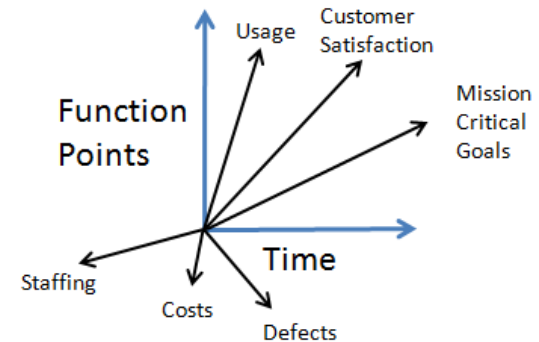
OAD Introduction

Alexander Felfernig
Institute for Software Technology
Inffeldgasse 16b/2

<https://youtu.be/1YHbsxZCCqE>

Software Systems

- model part of the real world
- are often large and complex
- must be maintainable
- must be highly reliable
- must be user-friendly
- must be efficient
- to build high-quality systems we need
 - a process with clearly defined activities (e.g., **Unified Process**)
 - techniques for supporting the activities (e.g., **UML**)
 - tools for generating the products (e.g., **Visual Paradigm**)



Successful Software Development means ...

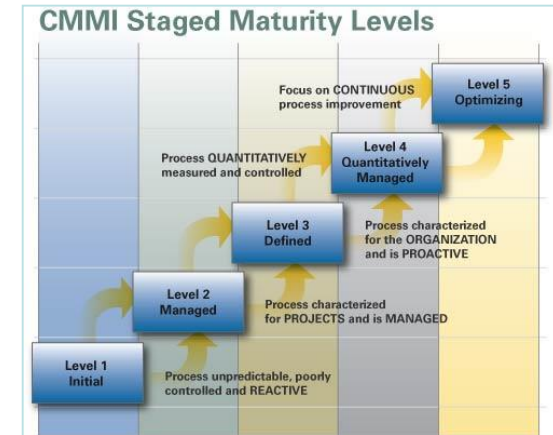


- **understanding** the requirements
- **prioritizing** the requirements
- **tracing** the changes
- **knowing** the risks
- **assuring** the quality of artifacts
- ...

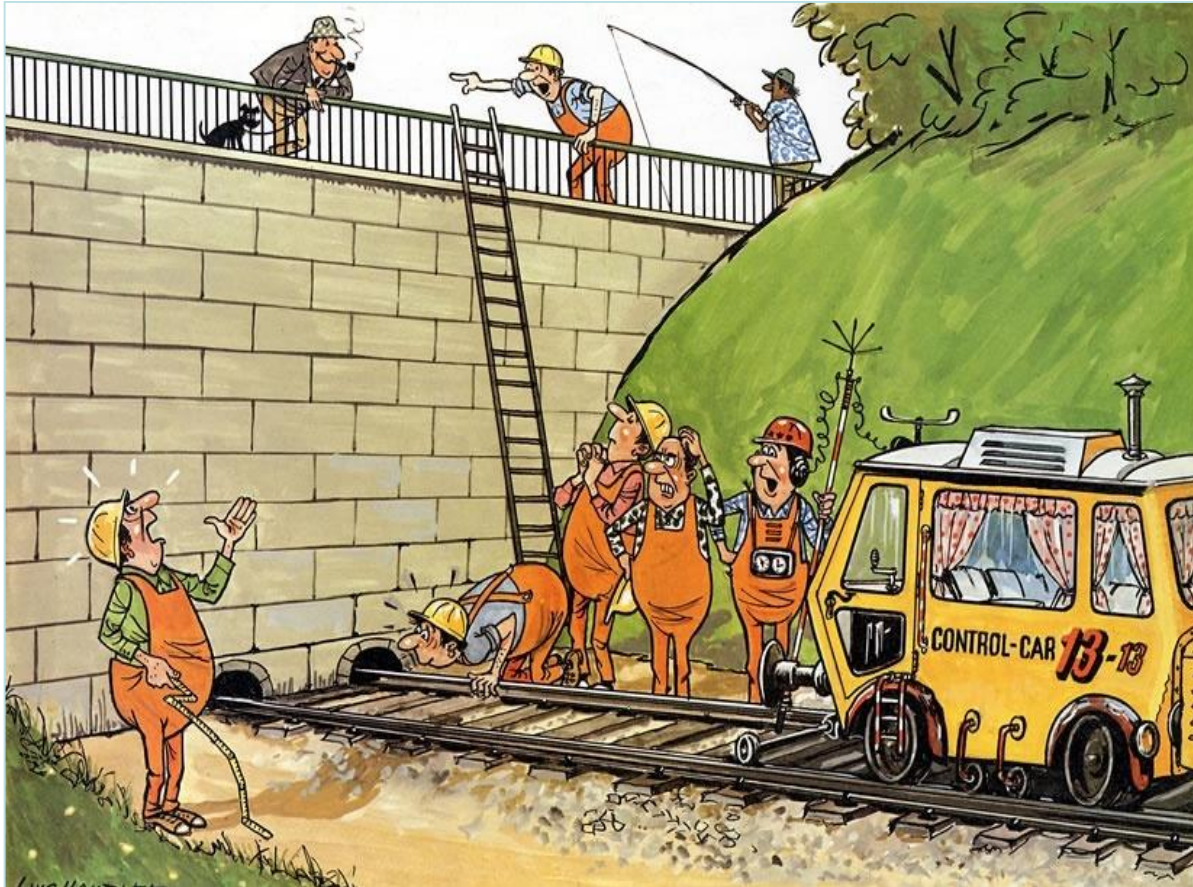
Approximately 40% of the total project budget is related to rework costs triggered by low-quality requirement definitions!

Software Process

- **goal:** producing **high-quality products** in a disciplined process
- described by a set of **activities that transform requirements into software**
- requirements state
 - services to be provided: **functional requirements**
 - **non-functional requirements** (e.g., response times, usability, etc.)
- **challenge:** requirements are incomplete, not understandable, unstructured, inconsistent
- **first activity:** **OOA (Object Oriented Analysis)**



Why OOA?



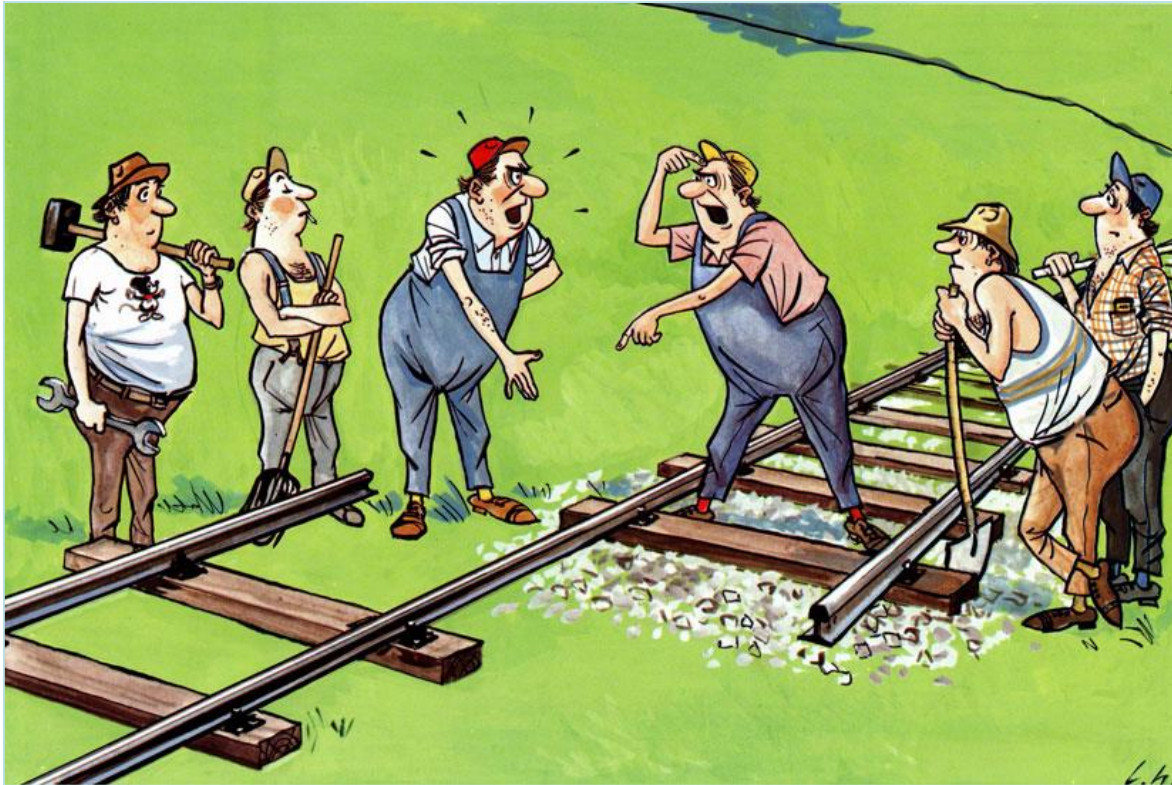
- understanding of **what** we want to develop ...
- **what?** vs. **how?**
(analysis vs. design)
- **scenario** vs. **integrated state model**
- **object model** vs. **relational algebra**

Requirements Engineering

- main activity in OOA
- **requirements document**: relevant requirements for the software system
 - Glossar
 - Business case
 - Requirements (e.g., in terms of use cases)
 - Domain model
- late error discovery triggers high costs!
- **next phase: OOD (Object Oriented Design)**



Why OOD?



- understanding of **how** we will develop the software ...
- **integrated state model vs. implementation**
- **OCL constraints vs. implementation**
- **relational algebra vs. database**

Design

- **logical design**
 - partitioning of requirements to components
 - how do components interact?
- **detailed design**
 - each component is designed individually
 - how does a component solve it's tasks?



Roles in Team

- **Analysts (A)**: eliciting and investigating requirements (relationship with customer)
- **Developers (D)**: designing and implementing software
- **Managers (M)**: managing and configuring the software engineering process
- **Testers (T)**: testing the software
- **General (G)**: further activities if needed

Enterprise Applications

- support typical problem solving scenarios in enterprises (e.g., online selling applications)
 - in contrast to technical & scientific applications
 - in contrast to the system programming level (operating systems, hardware, computer networks, etc.)
- are data-intensive
 - high data volumes (e.g., millions of customers and items)
 - not (!) computational intensive (in contrast to technical & scientific applications ...)
- are Input/Output (I/O)-intensive
 - major role of data/information collection and retrieval
 - no complex underlying algorithms

Enterprise Applications

- are transaction oriented
 - information/data used in a distributed environment (e.g., www.amazon.com)
 - for instance, essential for functionalities related to booking, payment, etc.
- are end user oriented
 - applicable for users with different educational background (usability aspects, etc.)
 - optimal support for working processes crucial (e.g., recommendations)
 - flexibility/adaptability important (e.g., sales and marketing rules regarding the recommended items have to be continuously adapted)

Thanks!

ase.ist.tugraz.at
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