

Chapter 6

System Engineering

- Computer-based system
- System engineering process
- “Business process” engineering
- Product engineering

Introduction

- Software engineering occurs as a consequence of system engineering
- System engineering may take on two different forms depending on the application domain
 - “Business process” engineering – conducted when the context of the work focuses on a business enterprise
 - Product engineering – conducted when the context of the work focuses on a product that is to be built
- Both forms bring order to the development of computer-based systems
- Both forms work to allocate a role for computer software and to establish the links that tie software to other elements of a computer-based system

System

- System (Webster)
 - A set or arrangement of things so related as to form a unity or organic whole
 - A set of facts, principles, rules. etc., ... to show a logical plan linking the various parts
 - A method or plan of classification or arrangement
 - An established way of doing something such as a method or procedure

Computer-based System

- Defined: A set or arrangement of elements that are organized to accomplish some predefined goal by processing information
- The goal may be to support some business function or to develop a product that can be sold to generate business revenue
- A computer-based system makes use of system elements
- Elements constituting one system may represent one macro element of a still larger system
 - Examples
- The role of the system engineer is to define the elements of a specific computer-based system in the context of the overall hierarchy of systems

Computer-based System (continued)

- A computer-based system makes use of the following four system elements that combine in a variety of ways to transform information
 - **Software:** computer programs, data structures, and related work products that serve to effect the logical method, procedure, or control that is required
 - **Hardware:** electronic devices that provide computing capability, interconnectivity devices that enable flow of data, and electromechanical devices that provide external functions
 - **People:** Users and operators of hardware and software
 - **Database:** A large, organized collection of information that is accessed via software and persists over time
- The uses of these elements are described in the following:
 - **Documentation:** Descriptive information that portrays the use and operation of the system
 - **Procedures:** The steps that define the specific use of each system element or the procedural context in which the system resides

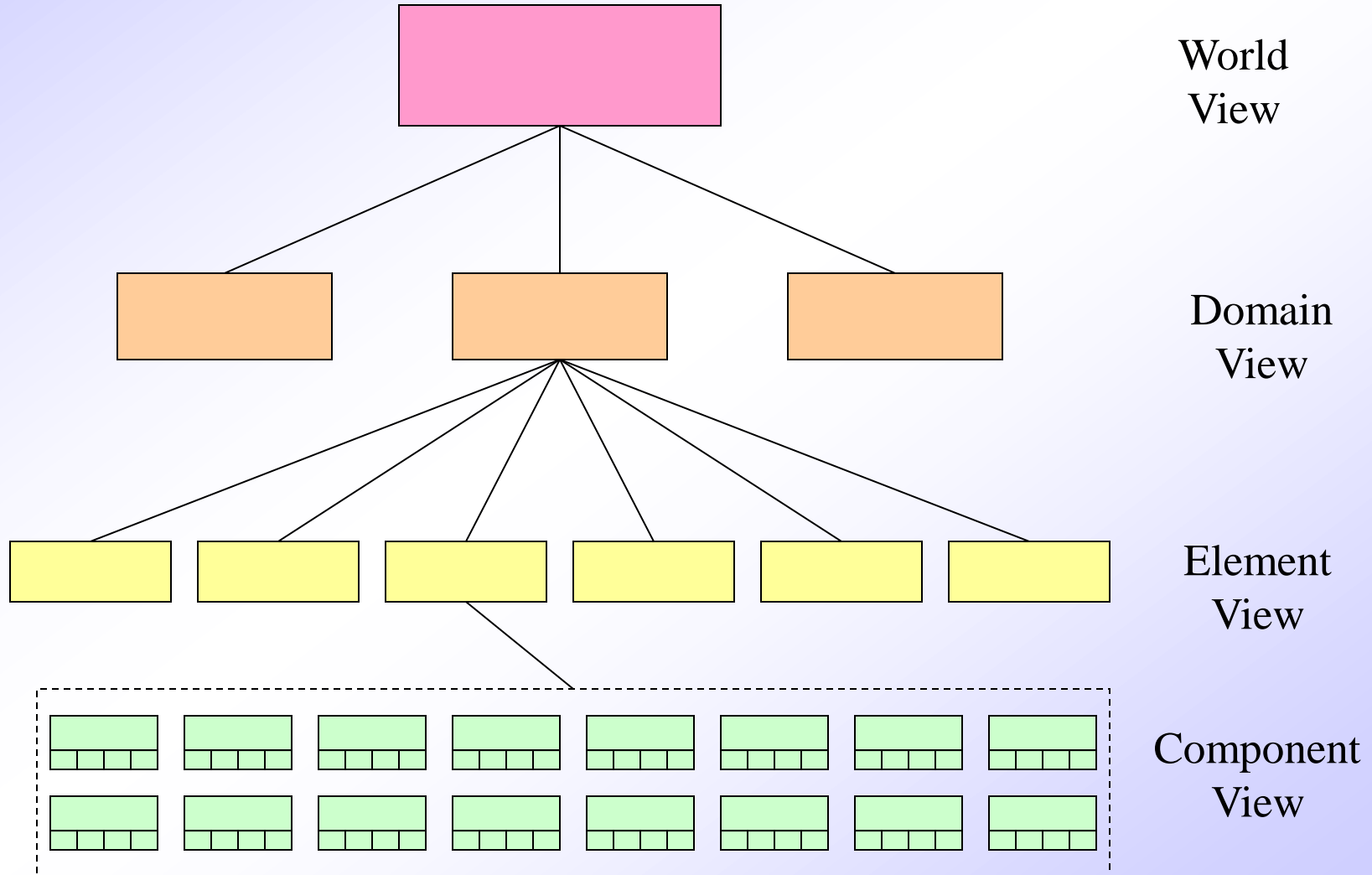
System Engineering Process

System Engineering Process

- The system engineering process begins with a world view; the business or product domain is examined to ensure that the proper business or technology context can be established
- The world view is refined to focus on a specific domain of interest
- Within a specific domain, the need for targeted system elements is analyzed
- Finally, the analysis, design, and construction of a targeted system element are initiated
- At the world view level, a very broad context is established
- At the bottom level, detailed technical activities are conducted by the relevant engineering discipline (e.g., software engineering)

"Always design a thing by considering it in its next larger context – a chair in a room, a room in a house, a house in an environment, and environment in a city plan"

System Engineering Hierarchy



System Modeling (at each view level)

- Defines the processes that serve the needs of the view under consideration
- Represents the behavior of the processes and the assumptions on which the behavior is based
- Explicitly defines intra-level and inter-level input that form links between entities in the model
- Represents all linkages (including output) that will enable the engineer to better understand the view
- May result in models that call for one of the following
 - Completely automated solution
 - A semi-automated solution
 - A non-automated (i.e., manual) approach

Factors to Consider when Constructing a Model

- Assumptions
 - These reduce the number of possible variations, thus enabling a model to reflect the problem in a reasonable manner
- Simplifications
 - These enable the model to be created in a timely manner
- Limitations
 - These help to bound the maximum and minimum values of the system
- Constraints
 - These guide the manner in which the model is created and the approach taken when the model is implemented
- Preferences
 - These indicate the preferred architecture for all data, functions, and behavior
 - They are driven by customer requirements

“Business Process” Engineering

“Business Process” Engineering

- The goal of BPE is to define architectures that will enable a business to use information effectively.
- Consists of Three different Architectures
 - Data Architecture
 - Application Architecture
 - Technology Infrastructure

BPE - Data Architecture

- Data Architecture: provides a framework for the information needs of a business or a business function
 - Data Objects: individual building blocks
 - Set of Attributes: some quality of data
 - Relationships: connection between objects

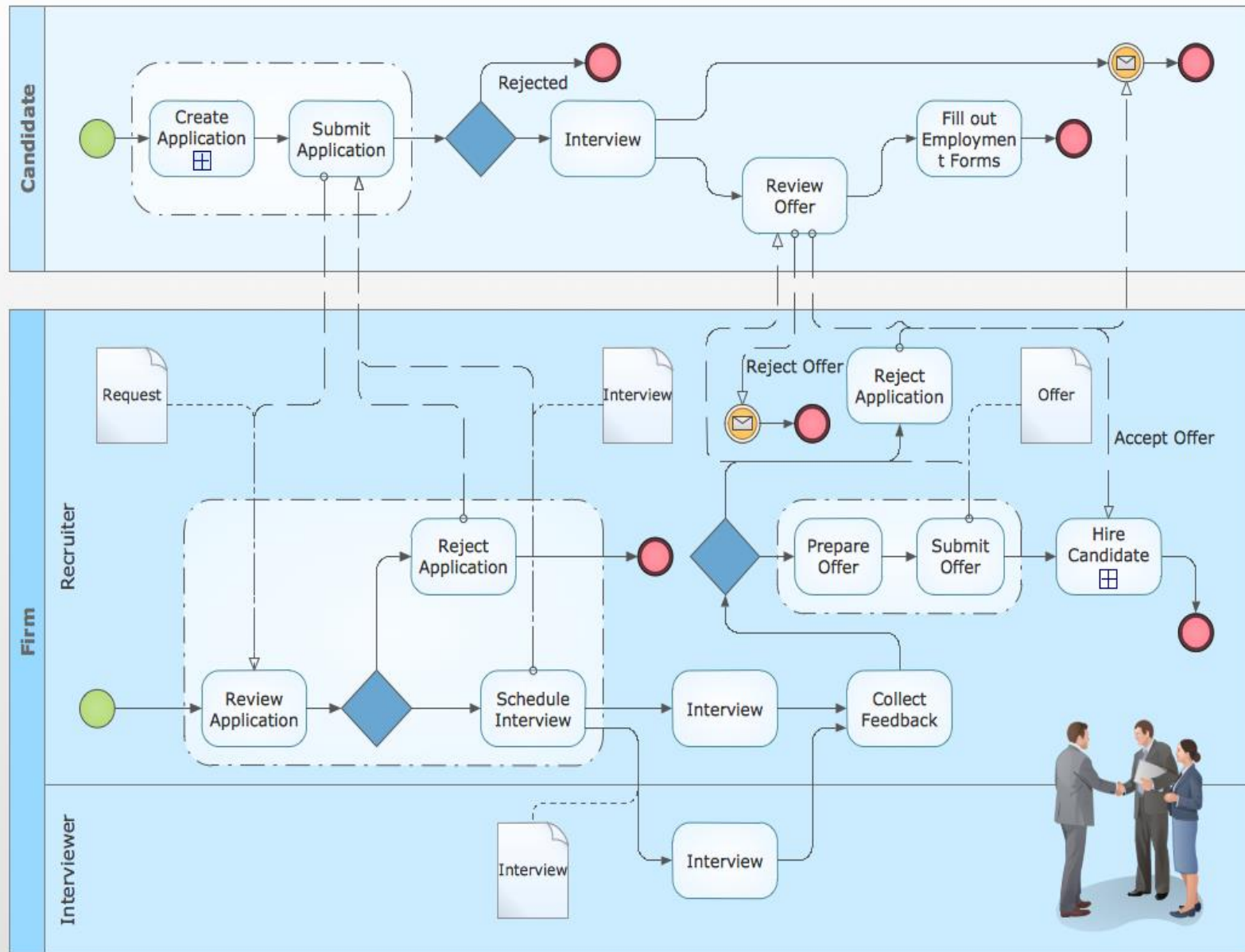
BPE- Application Architecture

- Encompasses those elements of a system that transform objects within the data architecture for some business purpose
- System of programs

BPE- Technology Infrastructure

- Provides foundation for data and application architectures
- Hardware and Software – supporting application and data
 - OS
 - NW
 - Storage
 - Servers

Hiring Process Example



Product Engineering

Product Engineering

- Product engineering translates the customer's desire for a set of defined capabilities into a working product
- It achieves this goal by establishing a product architecture and a support infrastructure
 - Product architecture components consist of people, hardware, software, and data
 - Support infrastructure includes the technology required to tie the components together and the information to support the components
- Requirements engineering elicits the requirements from the customer and allocates function and behavior to each of the four components
- System component engineering happens next as a set of concurrent activities that address each of the components separately
 - Each component takes a domain-specific view but maintains communication with the other domains
 - The actual activities of the engineering discipline takes on an element view
- Analysis modeling allocates requirements into function, data, and behavior
- Design modeling maps the analysis model into data/class, architectural, interface, and component design

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graph TD; PRE[Product Requirements Engineering] --> HE[Human Engineering]; PRE --> HW[Hardware Engineering]; PRE --> SE[Software Engineering]; PRE --> DE[Database Engineering]; SE --> F[Function]; SE --> DC[Data and Classes]; SE --> B[Behavior]; F --> DCD[Data/Class Design]; F --> AD[Architectural Design]; F --> ID[Interface Design]; F --> CD[Component Design]; DCD --> G1[ ]; AD --> G1; ID --> G1; CD --> G1; G1 --> G2[ ]; G2 --> G3[ ]; G3 --> G4[ ]; G4 --> G5[ ]; G5 --> G6[ ]; G6 --> G7[ ]; G7 --> G8[ ]; G8 --> G9[ ]; G9 --> G10[ ]; G10 --> G11[ ]; G11 --> G12[ ]; G12 --> G13[ ]; G13 --> G14[ ]; G14 --> G15[ ]; G15 --> G16[ ]; style PRE fill:#f9d5e5,stroke:#333,stroke-width:1px; style HE fill:#ffcc99,stroke:#333,stroke-width:1px; style HW fill:#ffcc99,stroke:#333,stroke-width:1px; style SE fill:#ffcc99,stroke:#333,stroke-width:1px; style DE fill:#ffcc99,stroke:#333,stroke-width:1px; style F fill:#ffff99,stroke:#333,stroke-width:1px; style DC fill:#ffff99,stroke:#333,stroke-width:1px; style B fill:#ffff99,stroke:#333,stroke-width:1px; style DCD fill:#ffff99,stroke:#333,stroke-width:1px; style AD fill:#ffff99,stroke:#333,stroke-width:1px; style ID fill:#ffff99,stroke:#333,stroke-width:1px; style CD fill:#ffff99,stroke:#333,stroke-width:1px; style G1 fill:#ccffcc,stroke:#333,stroke-width:1px; style G2 fill:#ccffcc,stroke:#333,stroke-width:1px; style G3 fill:#ccffcc,stroke:#333,stroke-width:1px; style G4 fill:#ccffcc,stroke:#333,stroke-width:1px; style G5 fill:#ccffcc,stroke:#333,stroke-width:1px; style G6 fill:#ccffcc,stroke:#333,stroke-width:1px; style G7 fill:#ccffcc,stroke:#333,stroke-width:1px; style G8 fill:#ccffcc,stroke:#333,stroke-width:1px; style G9 fill:#ccffcc,stroke:#333,stroke-width:1px; style G10 fill:#ccffcc,stroke:#333,stroke-width:1px; style G11 fill:#ccffcc,stroke:#333,stroke-width:1px; style G12 fill:#ccffcc,stroke:#333,stroke-width:1px; style G13 fill:#ccffcc,stroke:#333,stroke-width:1px; style G14 fill:#ccffcc,stroke:#333,stroke-width:1px; style G15 fill:#ccffcc,stroke:#333,stroke-width:1px; style G16 fill:#ccffcc,stroke:#333,stroke-width:1px;
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Product Requirements Engineering

Human Engineering

Hardware Engineering

Software Engineering

Database Engineering

Function

Data and Classes

Behavior

Data/Class Design

Architectural Design

Interface Design

Component Design

Construction

System Component Engineering

Analysis Modeling

Design Modeling

Summary

- Computer-based system
- System engineering process
- Business process engineering
- Product engineering