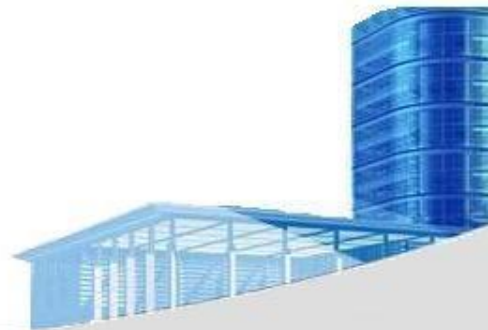




Ch.10 Requirements Modeling: Class-Based Methods





Requirements Modeling Strategies

- One view of requirements modeling, called **structured analysis**, considers data and the processes that transform the data as separate entities.
 - **Data objects** are modeled in a way that defines their attributes and relationships.
 - **Processes** that manipulate data objects are modeled in a manner that shows how they transform data as data objects flow through the system.
- A second approach to analysis modeled, called **object-oriented analysis**, focuses on
 - the definition of **classes** and
 - the manner in which they **collaborate** with one another to effect customer requirements.





Object-Oriented Concepts

- Key **concepts**:

- Classes and objects
- Attributes and operations
- Encapsulation and instantiation
- Inheritance

Why
encapsulation?

- **Tasks**

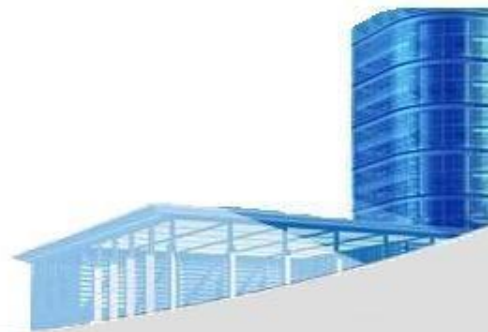
- **Classes** (attribute and method) must be identified
- A class **hierarchy** is defined
- Object **relationship** should be represented
- Object **behavior** must be modeled
- Above tasks are reapplied **iteratively**





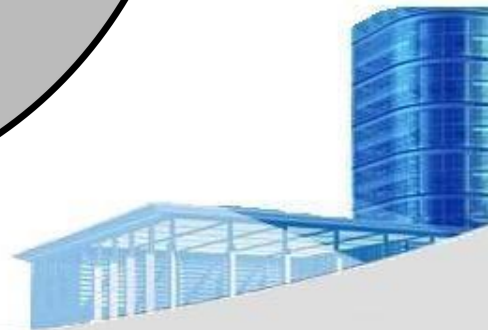
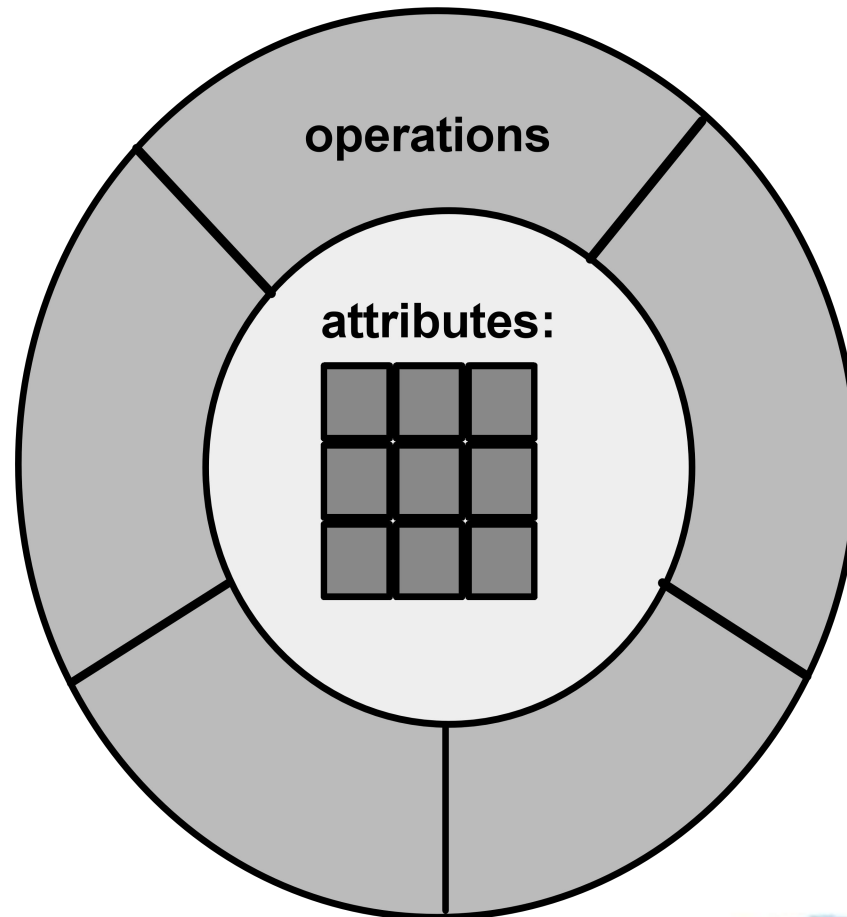
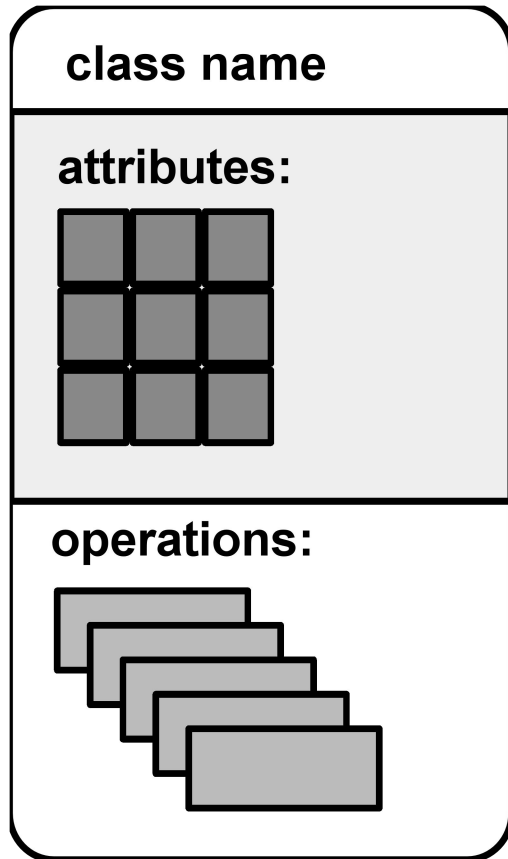
Classes

- object-oriented thinking begins with the definition of a **class**, often defined as:
 - template
 - generalized description
 - describing a collection of similar items
- a **metaclass** (also called a **superclass**) establishes a hierarchy of classes
- once a class of items is defined, a specific instance of the class can be identified





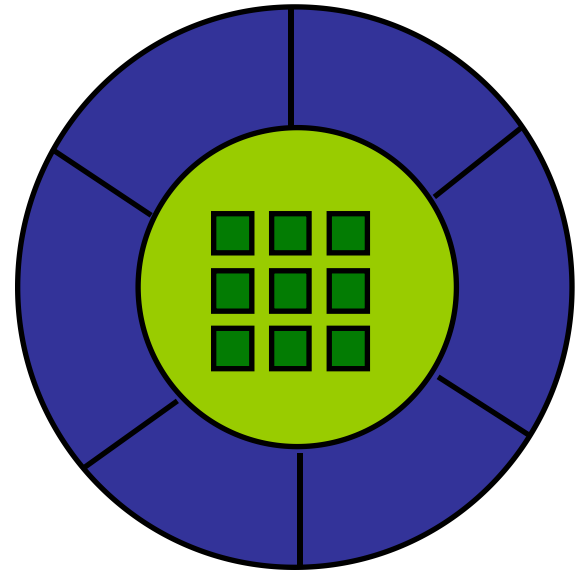
Building a Class





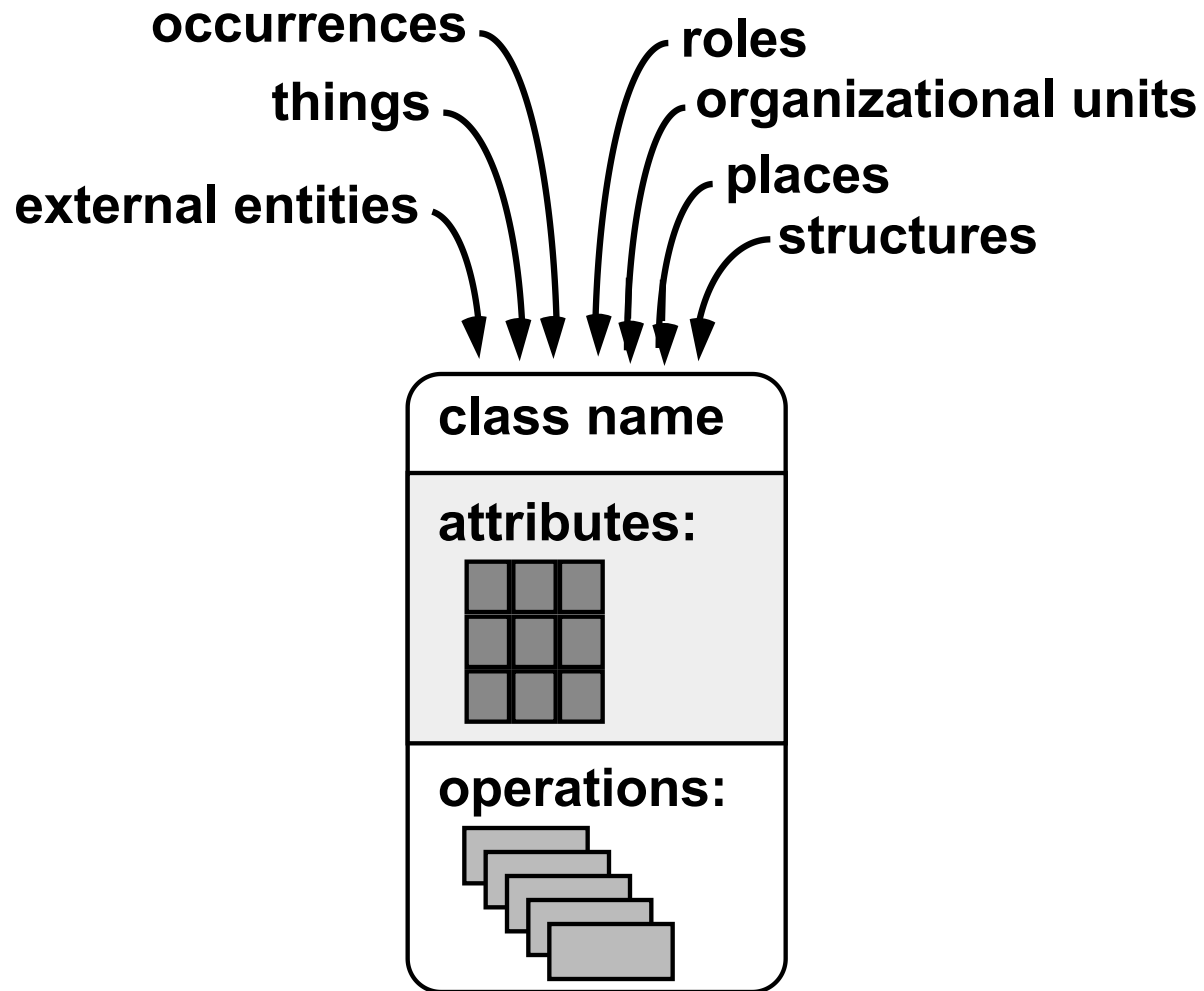
Methods

Also called operations or services. An executable procedure that is encapsulated in a class and is designed to operate on one or more data attributes that are defined as part of the class. A method is invoked via **message passing**.





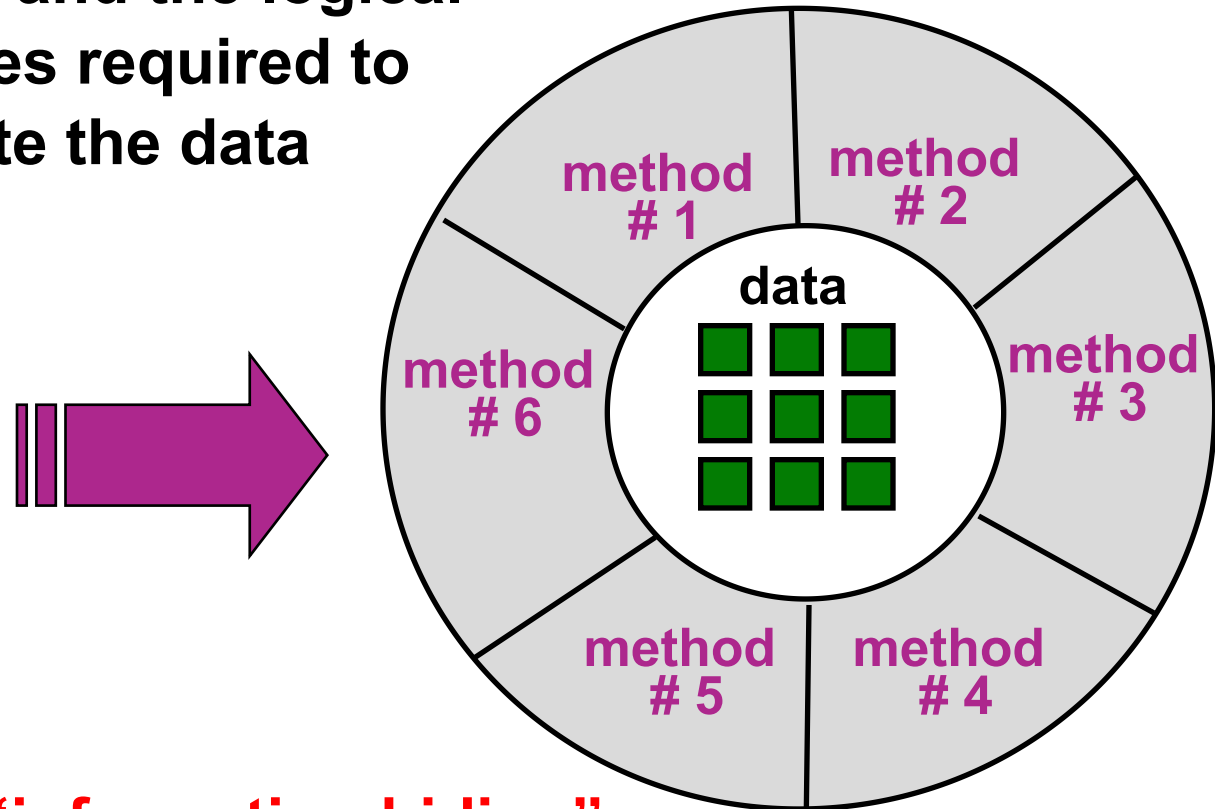
What is a Class?



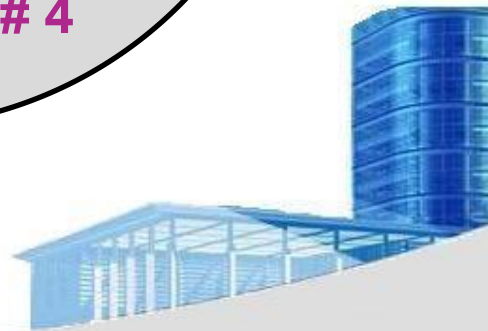


Encapsulation/Hiding

The object **encapsulates** both data and the logical procedures required to manipulate the data



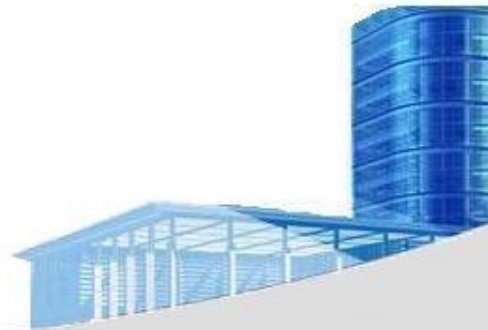
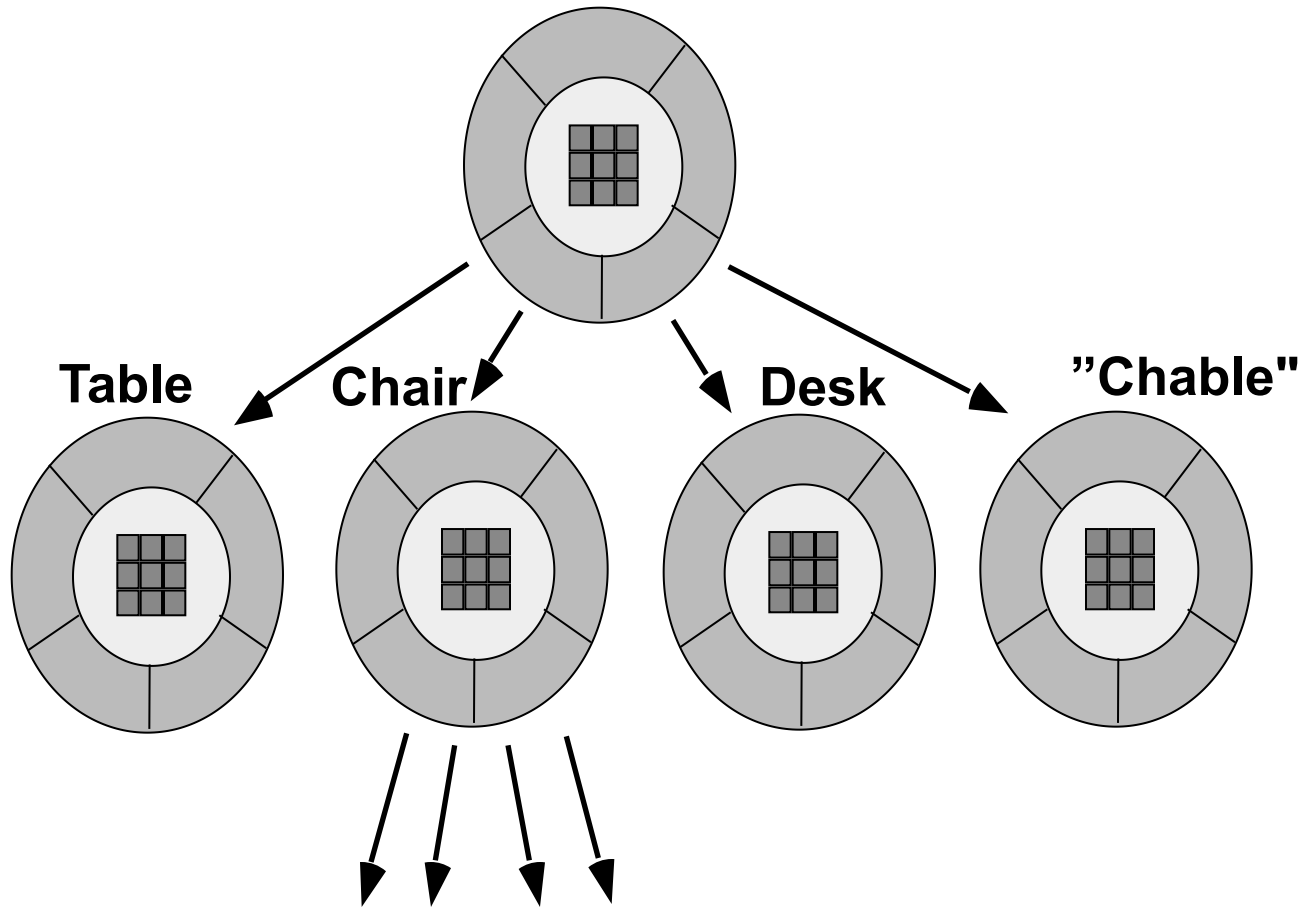
Achieves **“information hiding”**





Class Hierarchy

PieceOfFurniture (superclass)





Class-Based Modeling

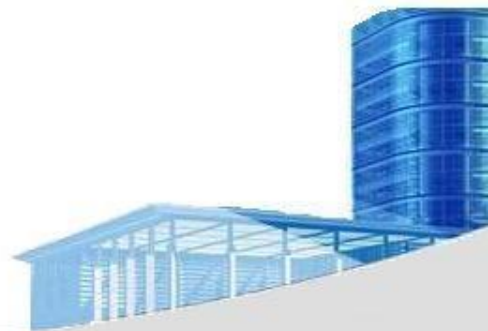
- Class-based modeling represents:
 - **objects** that the system will manipulate
 - **operations** (also called methods or services) that will be applied to the objects to effect the manipulation
 - **relationships** (some hierarchical) between the objects
 - **collaborations** that occur between the classes that are defined.





Class-Based Modeling

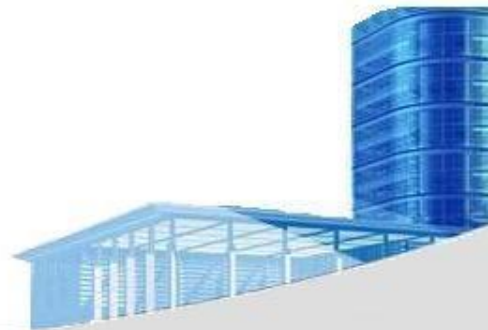
- Identify **analysis classes** by examining the problem statement
- Use a “grammatical parse” to isolate **potential classes**
- Identify the **attributes** of each class
- Identify **operations** that manipulate the attributes





Potential Classes

- ✓ **retained information**
- ✓ **needed services**
- ✓ **multiple attributes**
- ✓ **common attributes**
- ✓ **common operations**
- ✓ **essential requirements**





Class Diagram

Class name

System

systemID
verificationPhoneNumber
systemStatus
delayTime
telephoneNumber
masterPassword
temporaryPassword
numberTries

attributes

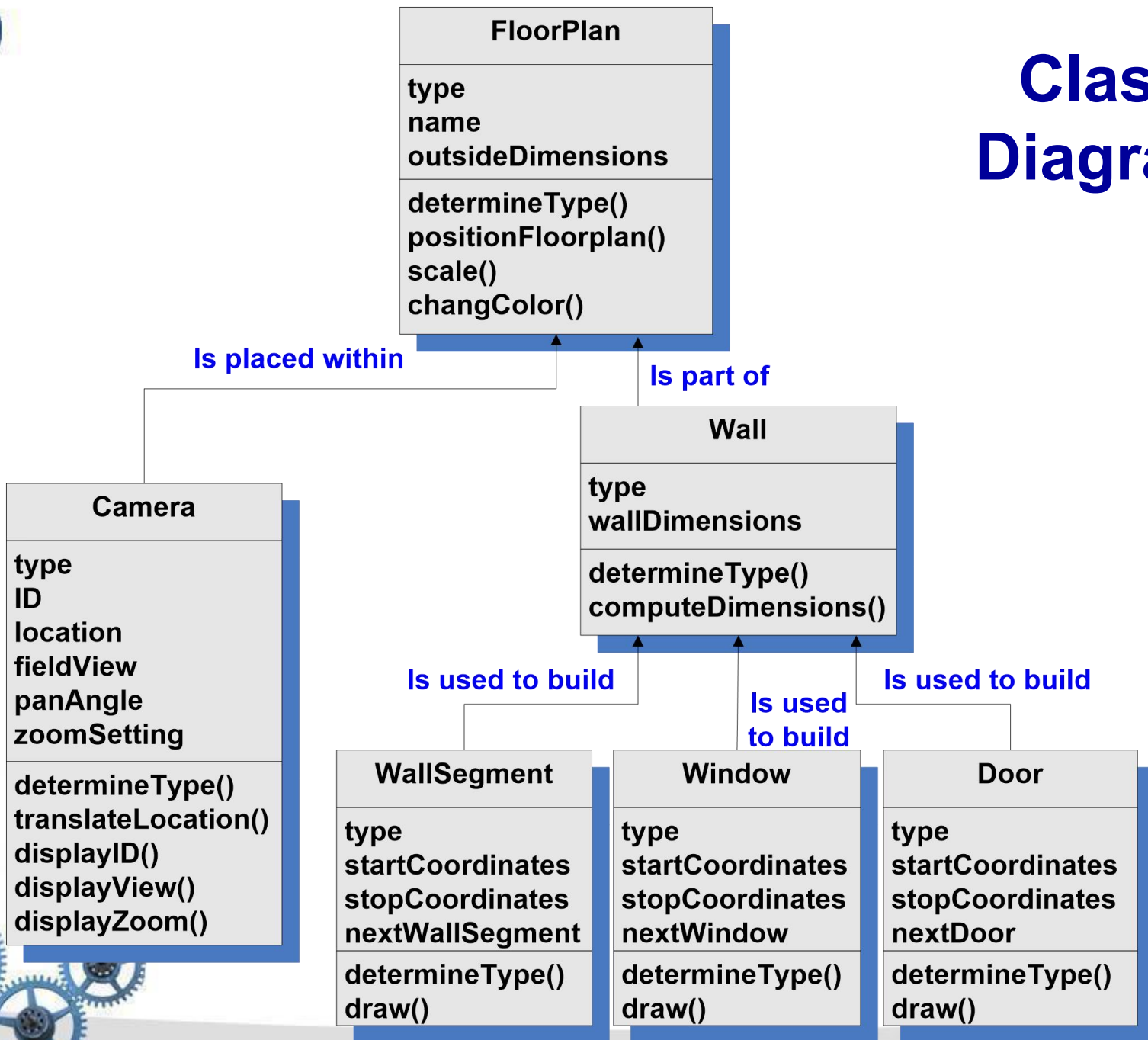
program()
display()
reset()
query()
modify()
call()

operations





Class Diagram





CRC Modeling

- Analysis classes have “responsibilities”
 - ***Responsibilities*** are the attributes and operations encapsulated by the class
- Analysis classes collaborate with one another
 - ***Collaborators*** are those classes that are required to provide a class with the information needed to complete a responsibility.
 - In general, a collaboration implies either a request for information or a request for some action.





CRC Modeling

ClassFloorPlan	
Description:	
Responsibility:	Collaborator:
defines floor plan name/type	
manages floor plan positioning	
scales floor plan for display	
scales floor plan for display	
incorporates walls, doors and windows	Wall
shows position of video cameras	Camera

Those classes required to provide the info needed to complete a responsibility

Anything the class *knows* (attributes) or *does* (operations)



Class Types

- **Entity classes**, also called *model* or *business* classes, are extracted directly from the statement of the problem
- **Boundary classes** are used to create the interface (e.g., interactive screen or printed reports) that the user sees and interacts with as the software is used.
- **Controller classes** manage a “unit of work” from start to finish. That is, controller classes can be designed to manage
 - the creation or update of entity objects;
 - the instantiation of boundary objects as they obtain information from entity objects;
 - **complex communication** between sets of objects;
 - **validation** of data communicated between objects or between the user and the application.





Guidelines for Allocating Responsibilities

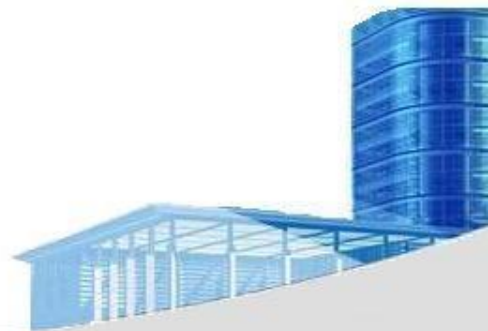
- System intelligence should be **distributed** across classes to best address the needs of the problem
- Each responsibility should be stated as **generally** as possible
- Information and the behavior **related** to it should reside within the same class
- Information about one thing should be **localized** with a single class, not distributed across multiple classes.
- Responsibilities should be shared among related classes, when appropriate.





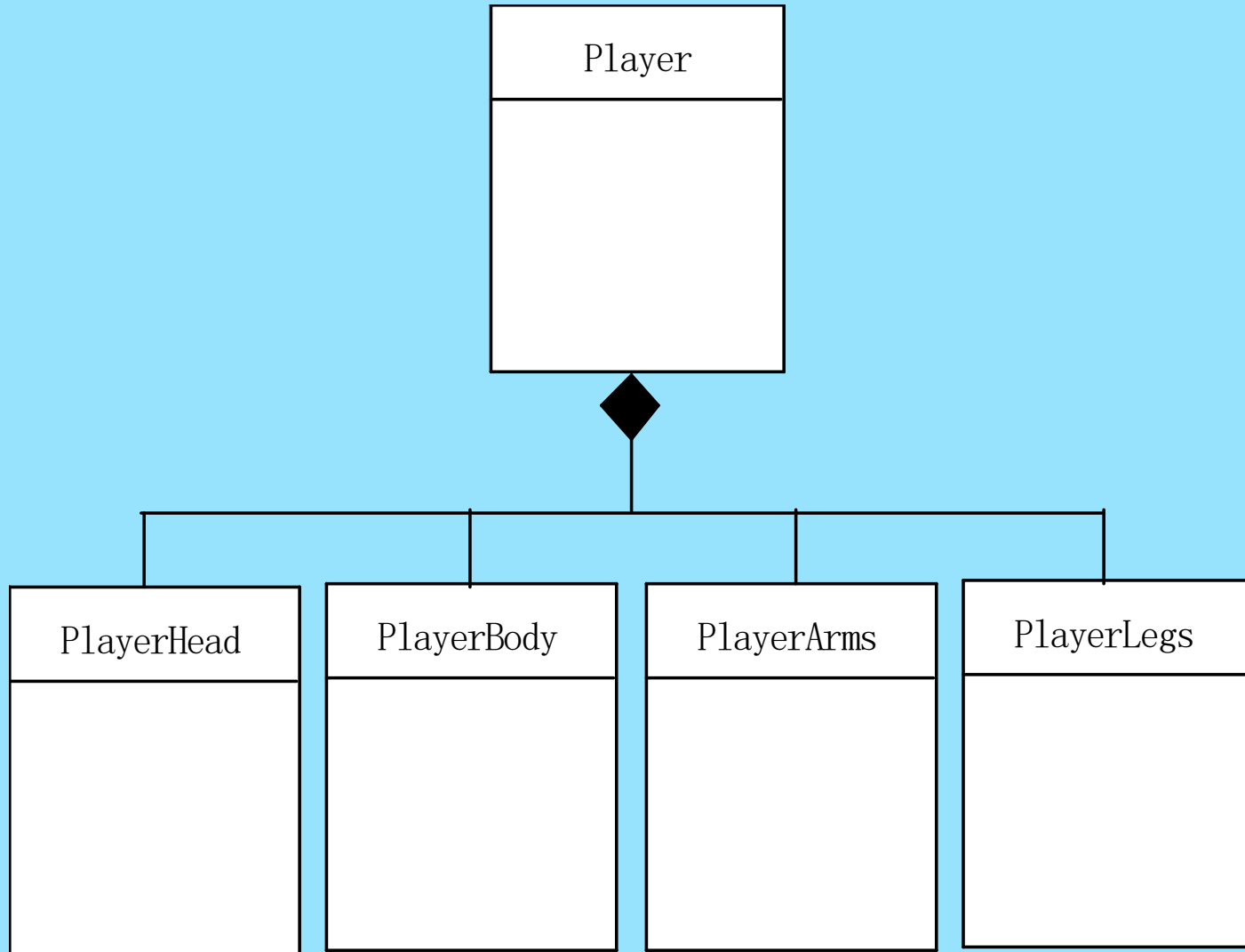
Collaborations

- Classes fulfill their responsibilities in one of two ways:
 - A class can use **its own** operations to manipulate its own attributes, thereby fulfilling a particular responsibility, or
 - a class can **collaborate** with other classes.
- Collaborations identify relationships between classes
- three different generic relationships between classes
 - the ***is-part-of*** relationship
 - the ***has-knowledge-of*** relationship
 - the ***depends-upon*** relationship





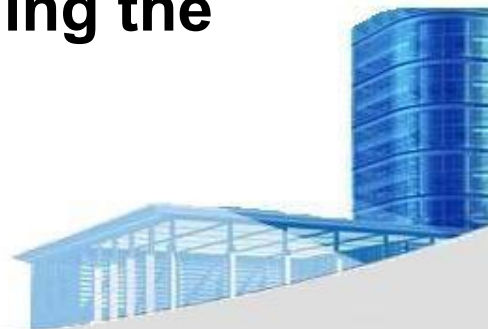
Composite Aggregate Class





Reviewing the CRC Model

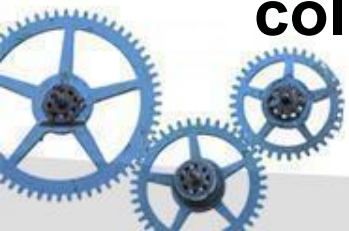
- All participants in the review (of the CRC model) are given a subset of the CRC model index cards.
 - Cards that collaborate should be **separated** (i.e., no reviewer should have two cards that collaborate).
- All use-case scenarios (and corresponding use-case diagrams) should be organized into categories.
- The review leader reads the use-case deliberately.
 - As the review leader comes to a named object, she passes a **token** to the person holding the corresponding class index card.





Reviewing the CRC Model (cont.)

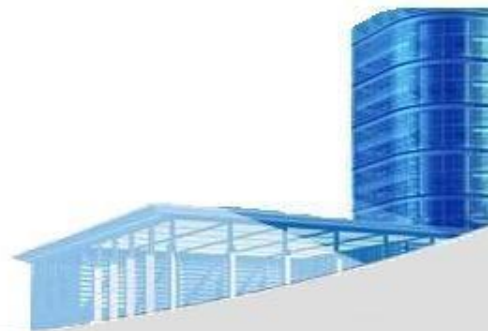
- When the token is passed, the holder of the class card is asked to describe the responsibilities noted on the card.
 - The group determines **whether** one (or more) of the responsibilities satisfies the use-case requirement.
- If the responsibilities and collaborations noted on the index cards **cannot** accommodate the use-case, modifications are made to the cards.
 - This may include the definition of new classes (and corresponding CRC index cards) or the specification of new or revised responsibilities or collaborations on existing cards.





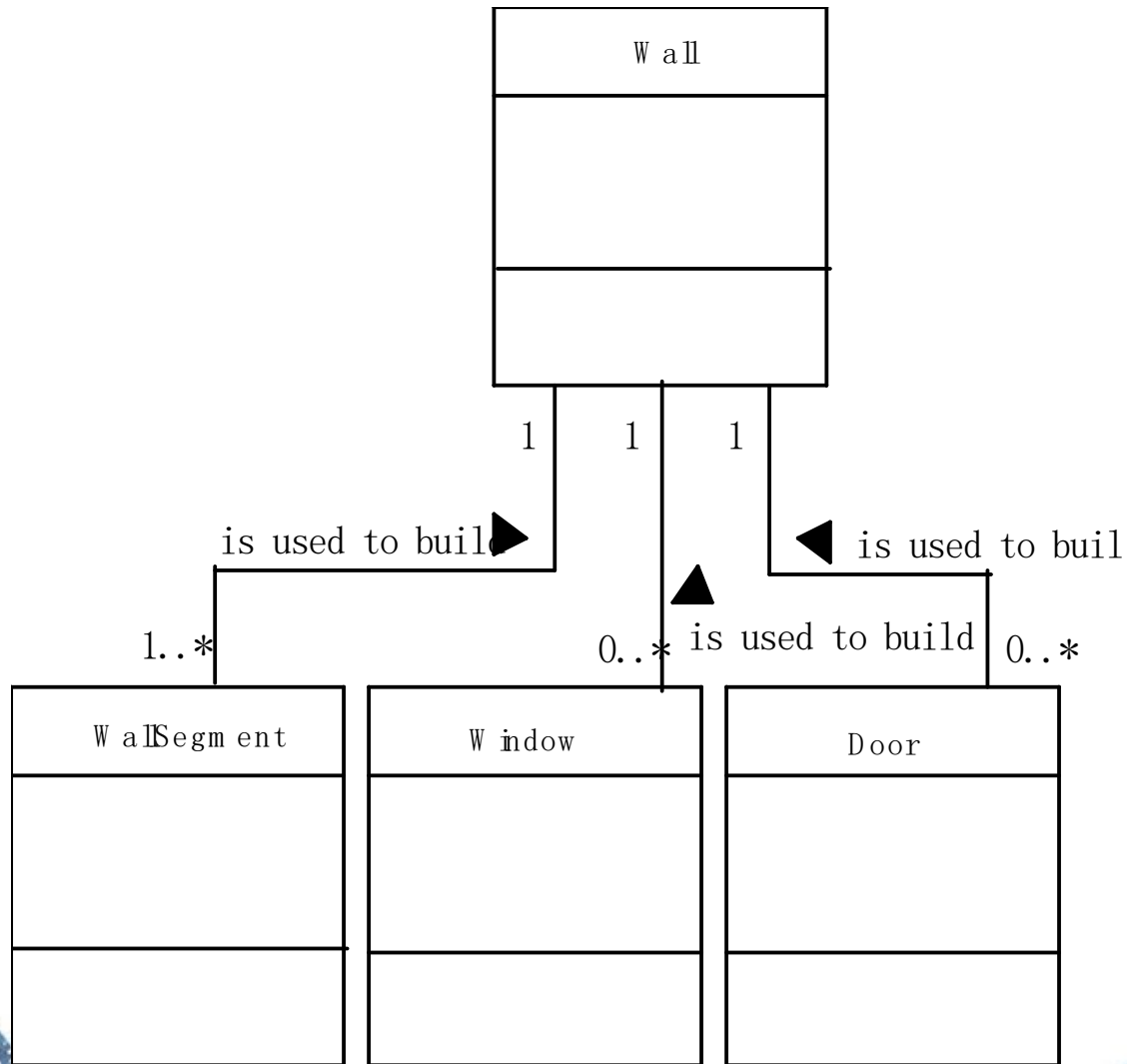
Associations and Dependencies

- Two analysis classes are often related to one another in some fashion
 - In UML these relationships are called **associations**
 - Associations can be refined by indicating **multiplicity** (the term **cardinality** is used in data modeling)
- In many instances, a client-server relationship exists between two analysis classes.
 - In such cases, a client-class depends on the server-class in some way and a dependency relationship is established



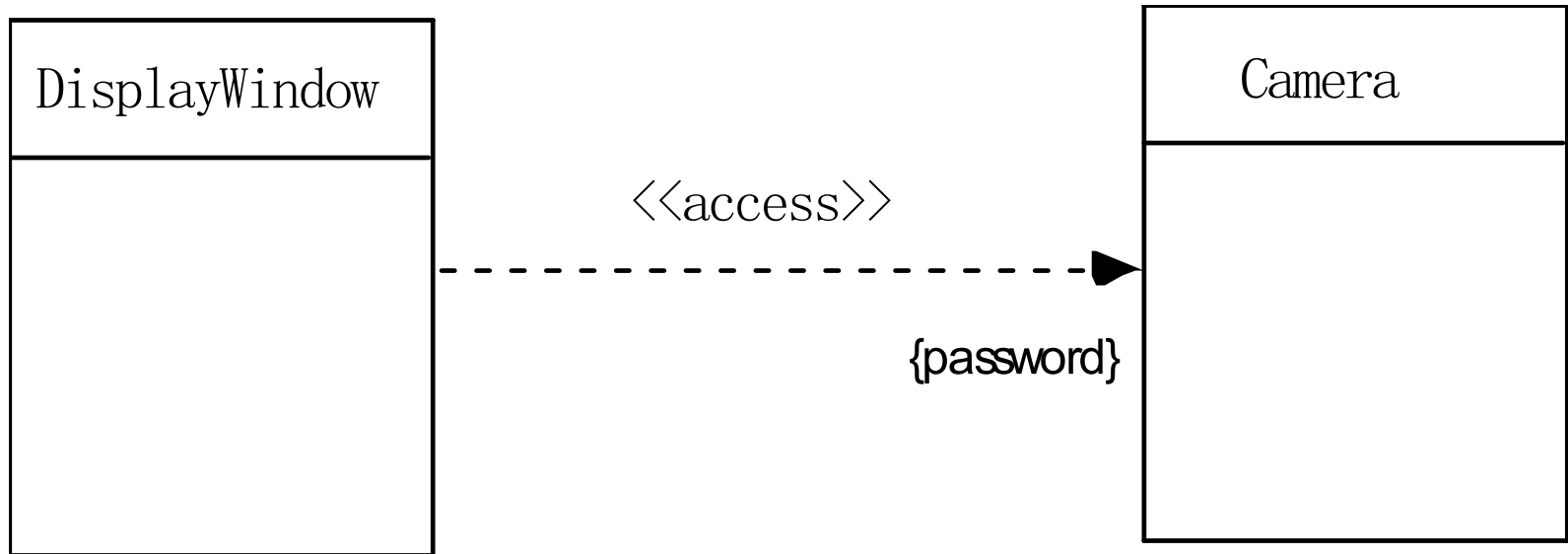


Multiplicity





Dependencies





Analysis Packages

- Various elements of the analysis model (e.g., use-cases, analysis classes) are **categorized** in a manner that packages them as a grouping
- The **plus sign** preceding the analysis class name in each package indicates that the classes have public visibility and are therefore accessible from other packages.
- Other symbols can precede an element within a package. A **minus sign** indicates that an element is hidden from all other packages and a **# symbol** indicates that an element is accessible only to classes contained within a given package.





Analysis Packages

Environment

- +Tree
- +Landscape
- +Road
- +Wall
- +Bridge
- +Building
- +VisualEffect
- +Scene

Package name

RulesOfTheGame

- +RulesOfMovement
- +ConstraintsOnAction

Characters

- +Player
- +Protagonist
- +Antagonist
- +SupportingRole

