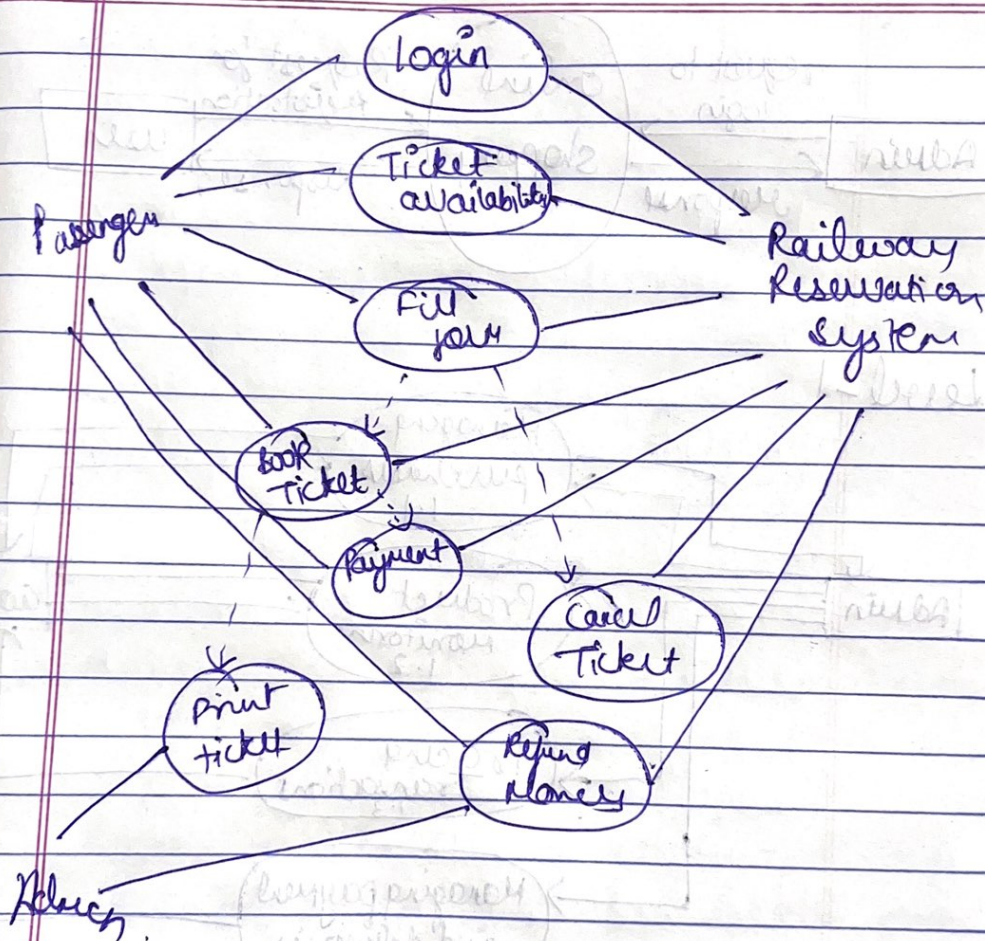


# use case diag

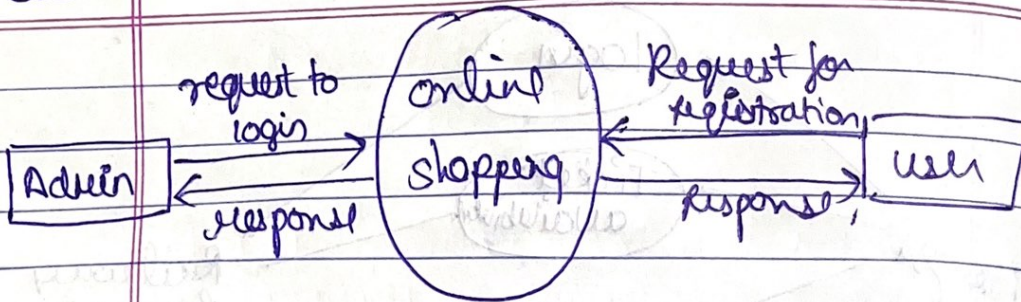
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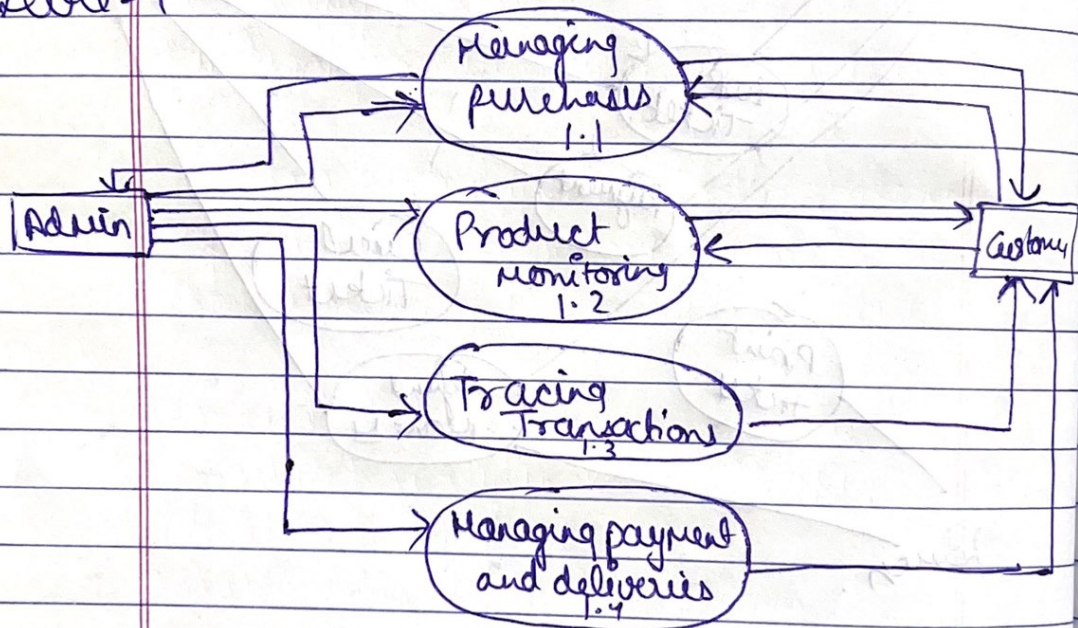




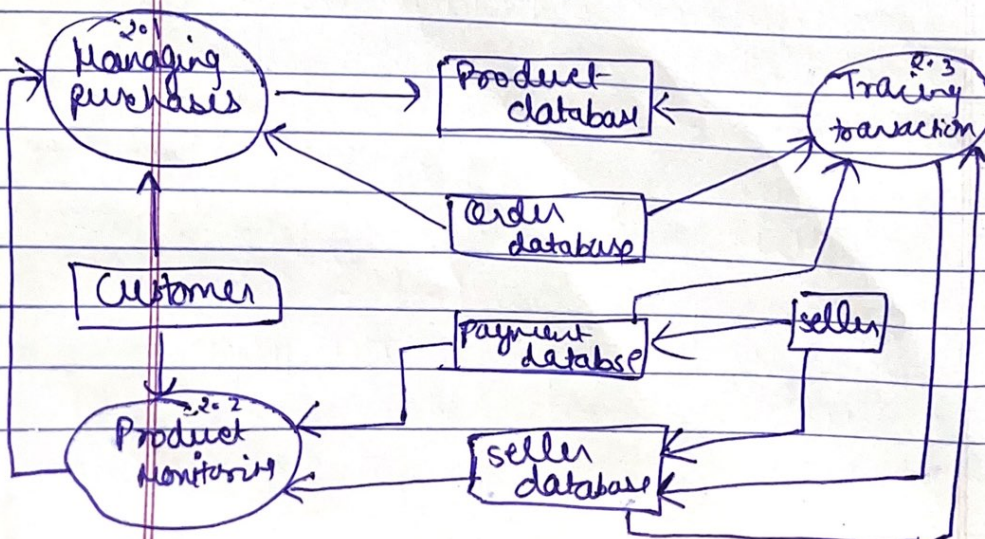
## Level-0



## Level-1



## Level-2





## Cohesion

concept of intra-module

represent relationship within a module

High cohesion is good for software

represents functional strength of modules

Highly cohesive gives the best software

Modules focus on single thing

## Coupling

concept of inter-module

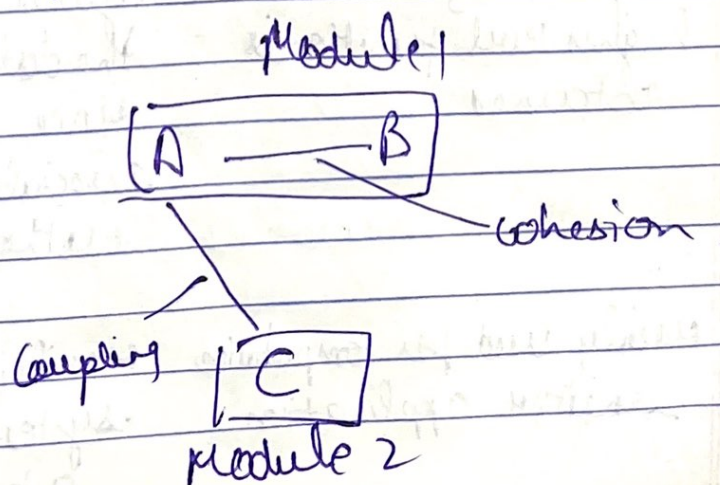
represent relationship between modules.

High coupling is ~~good~~ avoided for software.

represents independence among modules.

Loosely coupling gives the best software

modules are connected to other modules.



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## Function Oriented Design

It is a top down approach

We decompose in function/procedure level

The state information is represented in centralized shared memory

Carried out using structured analysis & structured design i.e. data flow

Functions are grouped together by which a higher level function is obtained

Mainly used for computation sensitive application

## Object Oriented Design

It is a bottom up approach

We decompose in class level

The state information is not represented in centralized shared memory

Carried out using OMT

Functions are grouped together on the basis of the data they <sup>need</sup> use. Since classes are associated with their method

Mainly used for evolving system which mimics a business or business case.

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## Top Down Approach

In this approach we focus on breaking up the problem into smaller parts

Mainly used by structured programming language, C, COBOL etc

Each part is programmed separately. ∴ contain redundancy

Communication is less in modules

It is used in debugging, module documentation etc

decomposition takes place

## Bottom-Up Approach

In this approach we solve smaller problems and integrate it as a whole and complete the solution

Mainly used by object oriented programming language, C++, C#

Redundancy is minimized by using data encapsulation & data hiding

Modules must have communication

It is used in testing.

Composition takes place



## Abstraction

It simply means to hide the implementation details to reduce the complexity & increase the efficiency or quality. Different levels of abstraction are necessary and must be applied at each stage of its design process.

The solution should be described in broad ways that cover a wide range of different things at a higher level of abstraction and a more detailed description of a solution of software should be given at a lower level of abstraction.

## Modularity

It simply means dividing the system or project into smaller parts to reduce the complexity of the system or project. These smaller parts can be created independently and then we use these part in different system to perform different function. Modularity software is hard to grasp for software engineers. If we are able to divide the software into modules it is cheaper & easier to develop.

## Verification

includes checking documents, design, codes & programs

It is static testing

does not include the execution of code

Methods used are  
- reviews, walkthrough,  
inspection & desk-checking

can find bugs at  
early stage of process

goal: application & software  
architecture / specification

comes before validation

consist of checking of  
documents/files and is  
performed by human

Done by Quality  
assurance

## Validation

includes testing and  
validating actual product

It is dynamic testing

includes the execution  
of code.

Methods used are:  
Black Box Testing,  
White Box Testing &  
non-functional Testing

can find bug which  
can not found by  
verification

goal is an  
actual product

comes after verification

consist of execution  
of program prepared  
by computer

Done by Testing  
team

## Program

A computer program is a set of instructions that is used to create a software by using programming language

do not have further categorization

does not have a user interface

size Kb to Mb

take less time to develop

few features & functionalities

lack of documentation

development approach is unorganized, unplanned, unprocedure

eg. video games, malware

## Software

Software is a set of programs that enables the hardware to perform a specific task.

Three types: system, application & programming

provides user interface

size Mb to Gb

take more time to develop

more features & functionalities

properly documented

organized, planned, procedural

Adobe Photoshop, Google Chrome.

## Classical waterfall model

Feasibility study

Requirement Analysis

Design

Coding and unit testing

System testing and integration

Maintenance

adv

base model

Simple & easy

Small projects

disadv.

no feedback

no experiment

no parallelism

High risk

60% efforts maintenance.



## **Requirements Elicitation:**

It is related to the various ways used to gain knowledge about the project domain and requirements. The various sources of domain knowledge include customers, business manuals, the existing software of same type, standards and other stakeholders of the project.

The techniques used for requirements elicitation include interviews, brainstorming, task analysis, Delphi technique, prototyping, etc.

### **1. Interviews:**

Objective of conducting an interview is to understand the customer's expectations from the software.

It is impossible to interview every stakeholder hence representatives from groups are selected based on their expertise and credibility.

Interviews may be open-ended or structured.

1. In open-ended interviews there is no pre-set agenda. Context free questions may be asked to understand the problem.
2. In structured interview, agenda of fairly open questions is prepared. Sometimes a proper questionnaire is designed for the interview.

### **Brainstorming Sessions:**

- It is a group technique
- It is intended to generate lots of new ideas hence providing a platform to share views
- A highly trained facilitator is required to handle group bias and group conflicts.
- Every idea is documented so that everyone can see it.
- Finally, a document is prepared which consists of the list of requirements and their priority if possible.

### **Prototyping**

One of the most important phases of the requirements elicitation process, prototyping enables business owners and end-users to visualize realistic models of applications before they are finally developed. Prototyping helps generate early feedback, and it boosts stakeholder participation in requirements elicitation.