

## Seminar 2

Friday, 17 March 2023 16:22

### 1. Requirements elicitation

- non-functional requirements
- functional model.
- ⇒ use-case diagram

### 2. Analyze the requirements

- object analysis model;
- dynamic model.
- ⇒ { class diagram
- { sequence diagram
- { state-transition diagram

1+2 → analysis model

- Entity objects → persistence purposes
- Boundary objects → UI elements.  
e.g. AddDestinationButton, LoginForm
- Control objects → controlling behavior in the use-case.  
e.g. LoginControl

«Entity User»  
User

«Login Form»  
Login Form

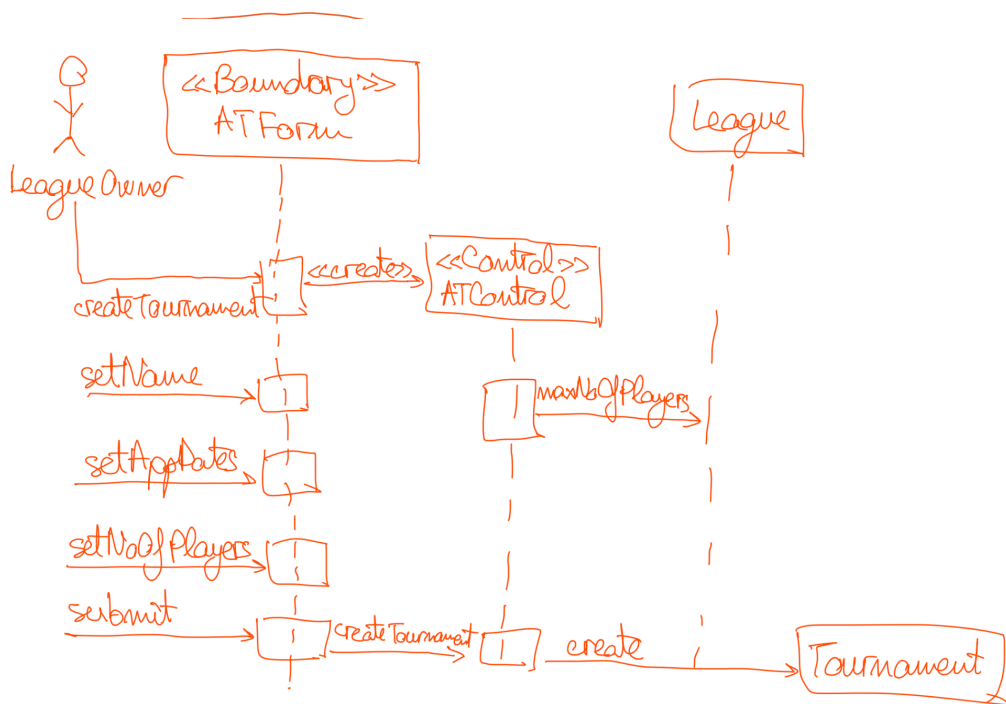
«Control»  
Login Control

e.g. Name	Announce Tournament
Flow of events	<ol style="list-style-type: none"> <li>1. The <u>League Owner</u> requirements creation of <u>tournament</u></li> <li>2. The system checks the <u>league</u> has exceeded the maximum number of tournaments. If not, the system presents the LO with a <u>form</u>.</li> <li>3. The LO specifies the name, app start/end date for <u>players</u> to apply and the maximum number of players.</li> </ol> <ol style="list-style-type: none"> <li>1. LO submits the form and the tournament is created</li> </ol>

Entity: League Owner, Tournament, League, Player

Boundary: Announce Tournament Form

Control: Announce Tournament Control





LeagueOwner

Player

League  
+ maxNoOf Tour.

Tournament  
+ name  
start  
end  
maxNoOf Players