

# Scomposizione Modulare

Criteri Generali, Approccio  
Object-Oriented

e cenni all'Approccio Funzionale

Testo di Riferimento:

**A. Baruzzo, Analisi e Progettazione di Sistemi Software  
Industriali – Vol. 1, Create Space, 2017.**

Quando scompongo in moduli come faccio? quanti ne faccio?

# Design Strategies

## I Object-oriented design

- The system is viewed as a collection of interacting objects. The system state is decentralized and each object manages its own state. Objects may be instances of an object class and communicate by exchanging methods.

## I Functional design (progettazione strutturata)

- The system is designed from a functional viewpoint. The system state is centralized and shared between the functions operating on that state.

# *Metodologia Generale di Progettazione*

## Le 2 caratteristiche/metriche di qualità: **COESIONE ED ACCOPPIAMENTO**

Le metriche di coesione e di accoppiamento sono fondamentali sia per l'approccio object-oriented che per l'approccio funzionale

# Design Quality

| Design quality is an elusive concept. Quality depends on specific organizational priorities.

| A “good” design may be the most efficient, the cheapest, the most maintainable, the most reliable, etc.

| The attributes discussed here are concerned with the **maintainability** of the design.

↳ manutenibilità nel tempo

| From a general point of view, quality characteristics are equally applicable to function-oriented and object-oriented designs, WITH MORE OR LESS FOCUS ON THE VARIOUS CHARACTERISTICS.

# On the Criteria To Be Used in Decomposing Systems into Modules

D.L. Parnas  
Carnegie-Mellon University

**This paper discusses modularization as a mechanism for improving the flexibility and comprehensibility of a system while allowing the shortening of its development time. The effectiveness of a “modularization” is dependent upon the criteria used in dividing the system into modules. A system design problem is presented and both a conventional and unconventional decomposition**

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questo paper introduce i due criteri di scomposizione in MODULI:

- COESIONE
- ACCOPPIAMENTO

# 1. Cohesion

A measure of **how well a component “fits together”**. La coesione è una **misura del livello di correlazione tra diverse funzionalità presenti all'interno di un modulo, ossia del suo livello di “omogeneità funzionale”**

A **component should implement a single logical entity or function.**

↳ UN MODULO svolge UNA FUNZIONALITÀ, non più cose che creano confusione

La componente dovrebbe contenere **‘tutto e solo’** ciò che serve per implementare la relativa Funzione (**?** cfr **principi SOLID**)

↳ così è più facile da mantenere e upgradare.  
localizzare gli interventi di manutenzione, quando solo lì e non altrove

**Perché?** Cohesion is a desirable design component attribute as when a change has to be made, it is **localized** in a single cohesive component. **?** ↑

**MANUTENIBILITÀ**

# Richiamo ai Principi SOLIDI

## e al principio di *single responsibility*

I principi **SOLID** sono intesi come linee guida per lo sviluppo di software **estendibile e manutenibile**, in particolare nel contesto delle tecniche di sviluppo agile.

Tra i cinque principi troviamo:

**Principio di singola responsabilità (SRP)**: afferma che **ogni classe** dovrebbe avere **una ed una sola responsabilità**, interamente incapsulata al suo interno.

In altri termini, ogni componente/modulo deve implementare **una singola funzionalità**, e quindi deve contenere tutto e solo il codice relativo a quella funzionalità, e nulla di più.



Coesione

Principio di singola responsabilità

# Cohesion Levels (general types)

## WEAK

### | Coincidental cohesion (weak)

- Parts of a component are **simply bundled together**.

### | Logical association (weak)

- Components which **perform similar functions** are grouped.

### | Temporal cohesion (weak)

- Components which are **activated at the same time** are grouped.



# Cohesion Levels

## Medium

- | Communicational cohesion (**medium**)
  - All the elements of a component **operate on the same input** or **produce the same output**.
- | Sequential cohesion (**medium**)
  - The **output** for one part of a component **is the input** to another part.

## STRONG

- | Functional cohesion (**strong**)
  - Each part of a component **is necessary (e sufficiente!, tutto e solo, ...)** for the execution of a single function.
- | Object cohesion (**strong**)
  - Each operation provides functionality which allows object attributes to be modified or inspected.

# Cohesion as a Design Attribute

- | Not well-defined. Often difficult to classify cohesion.
- | **Inheriting** attributes from super-classes weakens cohesion: to understand a component, the super-classes as well as the component class must be examined.
- | Object class browsers assist with this process.

## 2. Coupling → interconnessioni MINIME tra moduli (in modo da rendere "indipendenti" i vari moduli)

| A measure of the **strength of the inter-connections** between system components.

| **Loose coupling** (i.e. **scarse interrelazioni fra componenti**) means component changes are unlikely to affect other components. ? ↑ MANUTENIBILITÀ

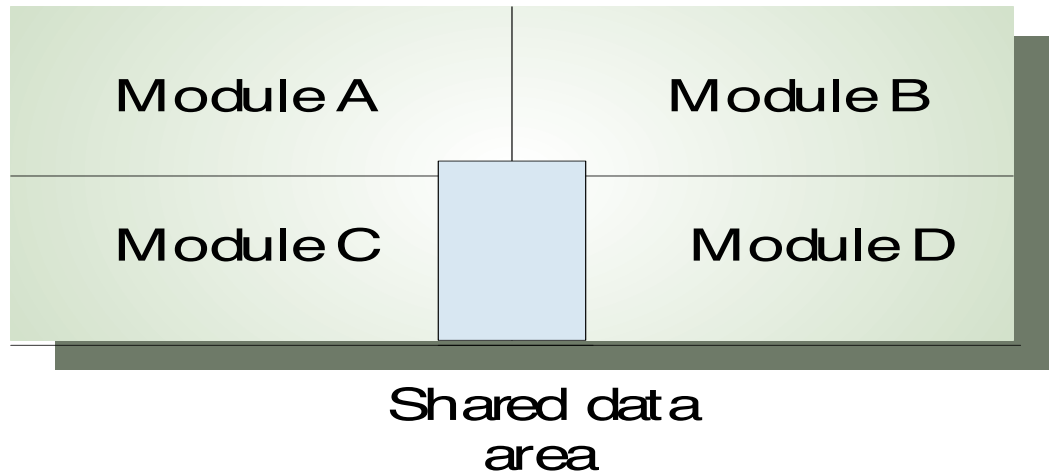
| Shared variables or control information exchange lead to **tight** coupling.

| Loose coupling can be achieved by **state decentralization** (as in objects) and component **communication via parameters or message** passing (i.e. **not** through shared variables).

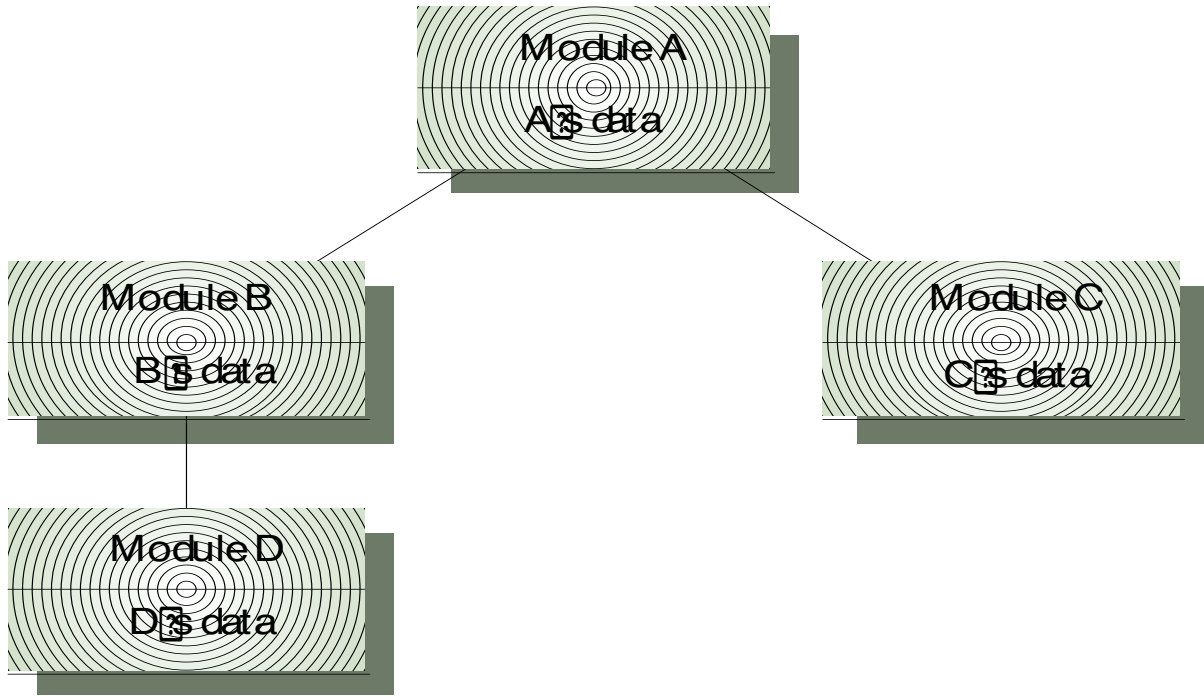
? Basso Accoppiamento

Principio di singola responsabilità

# Tight Coupling



# Loose Coupling



# A. Object-oriented development

Vedi parte del corso del Dr. Baruzzo

APPROCCIO FUNZIONALE

## B. Function-oriented design

Design with functional units  
which transform inputs to  
outputs

## IL METODO STRUTTURATO

Testo di Riferimento:

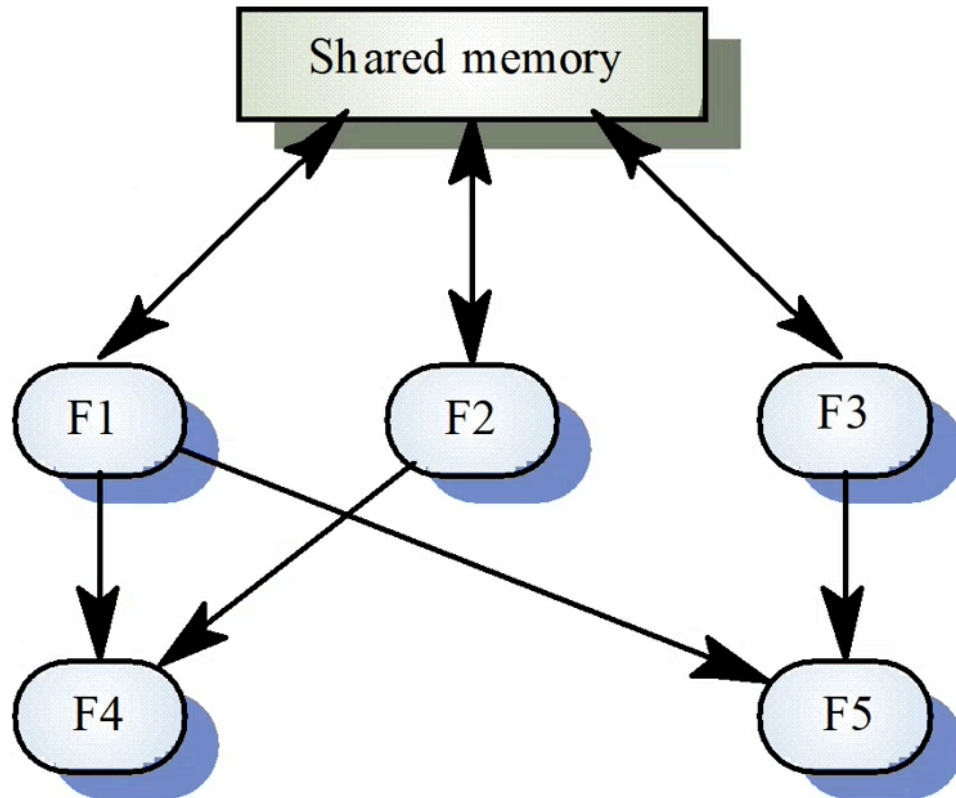
**A. Baruzzo, Analisi e Progettazione di Sistemi Software  
Industriali – Vol. 1, Create Space, 2017.**

# Motivations for function-oriented design

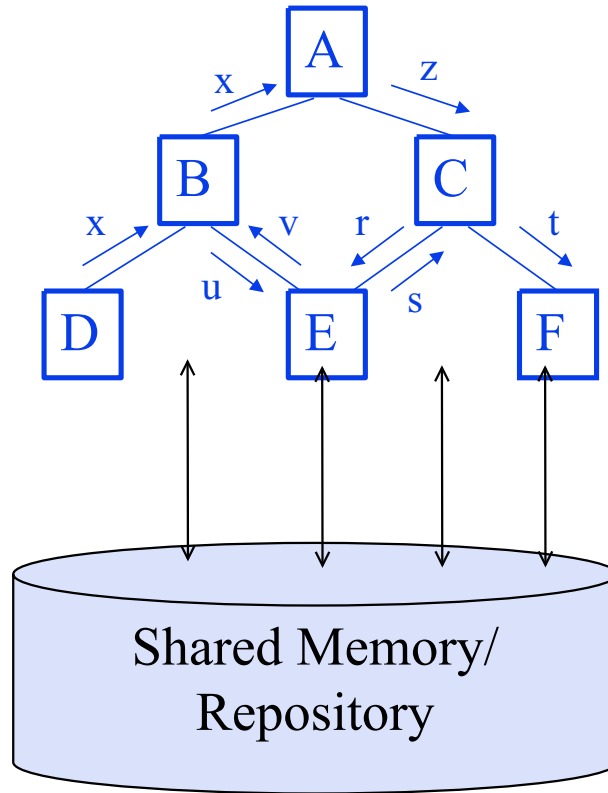
- | **The first approach** exploited in SW development:  
Practised informally since programming began
- | **Thousands** of systems have been developed using this approach. Many **legacy** applications were developed using function-oriented design
- | **Supported directly** by most programming languages
- | Many **design methods** are functional in their approach
- | **CASE** tools are available for design support



# A function-oriented view of design



# A function-oriented view of design - 2

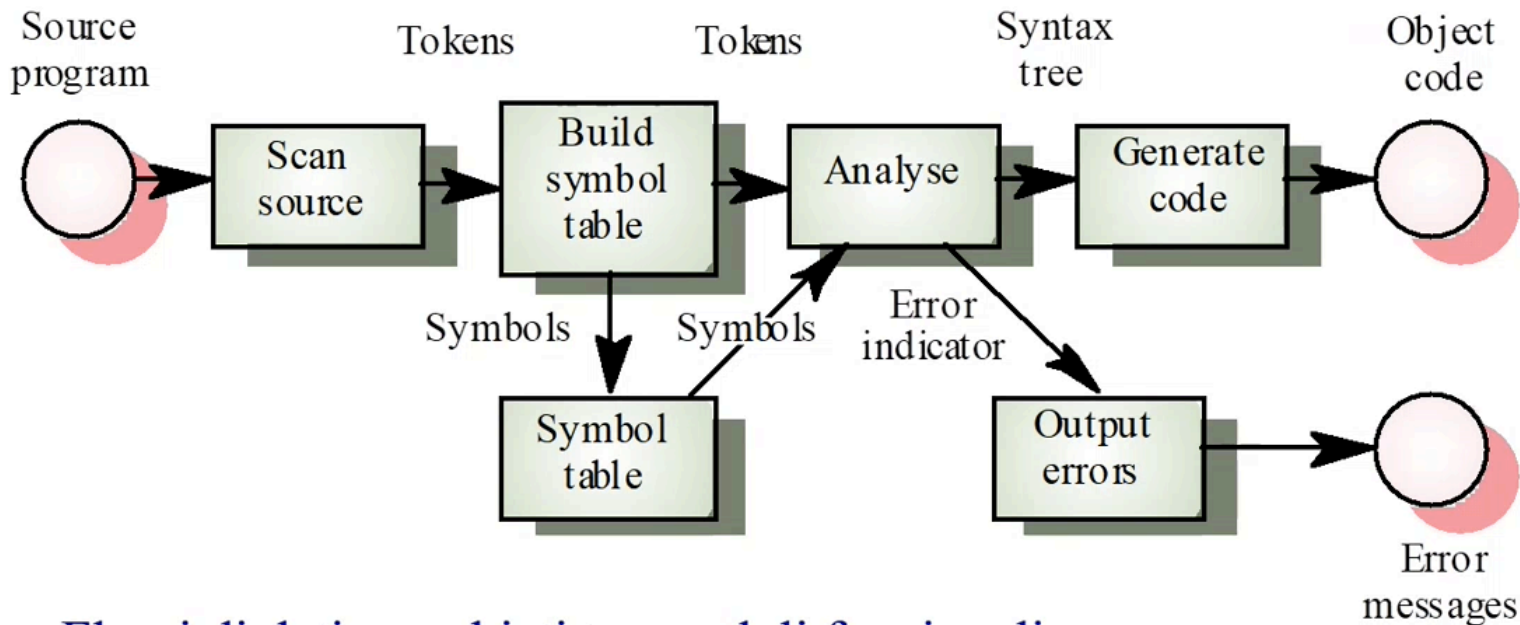


# Natural functional systems

- | Some systems are naturally function-oriented
- | Systems which maintain **minimal state information** i.e. where the system is concerned with processing independent actions whose outcomes are **not affected by previous actions** (**stateless**)  
↗ la mia funzione (indipendente) ha un INPUT e fornisce un OUTPUT
- | Information **sharing** through **parameter lists** and **shared repository**
- | Functions with **NO temporal aspect**, *i.e. the result of a function invocation is not dependent upon the function's earlier invocations* (is **not history sensitive**, is **stateless**)  
↗ TRANSAZIONI BANCARIE
- | **Transaction processing systems** fall into this category. Each transaction is independent. Es. ATM.

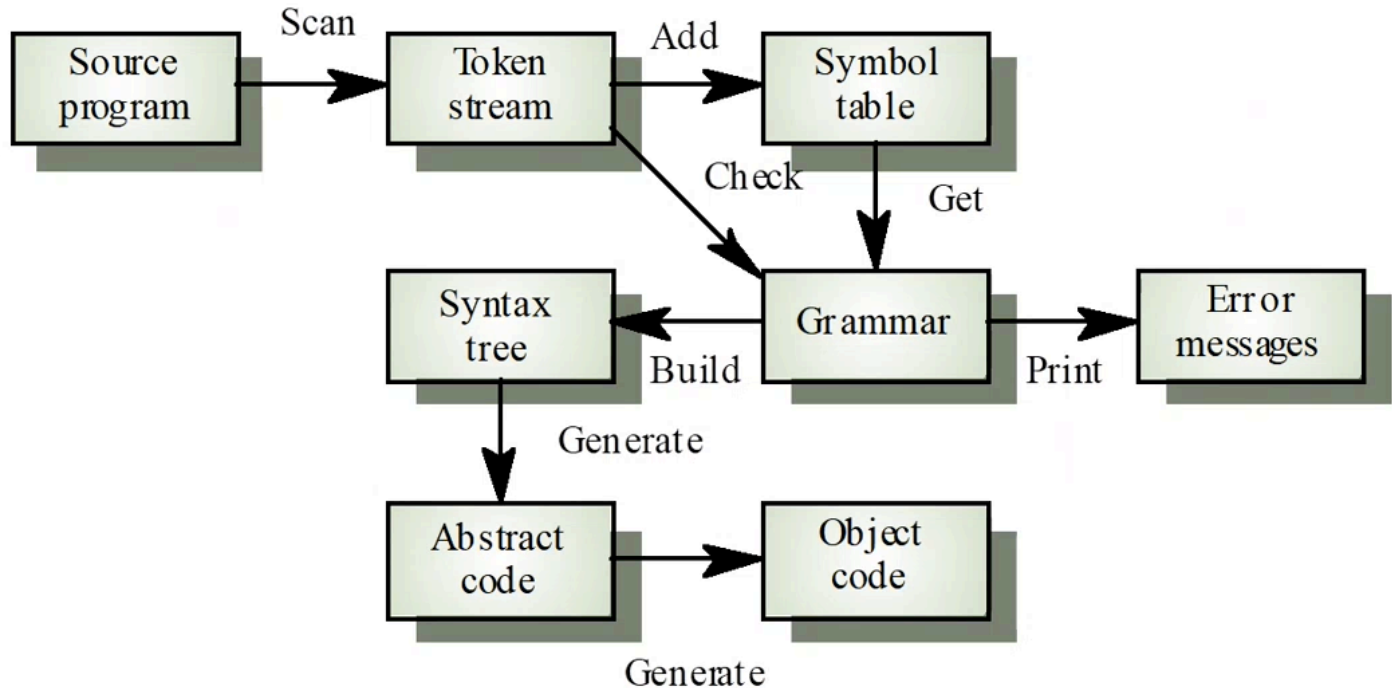
Function-oriented Design is based on a **top-down functional decomposition** style of design

# Functional View of a Compiler



Flussi di dati scambiati tra moduli funzionali

# Object-oriented View of a Compiler



Richiesta di servizi (invocazione di metodi) tra classi e oggetti

# Functional design process

## Il metodo strutturato – LE FASI

### 1. Data-flow design

- Model the data processing in the system using **DFD data-flow diagrams**, che tipicamente hanno una struttura a grafo.

### 2. Structural decomposition of modules/code (design strutturato) e **Transform Analysis**

- Transform the DFD into functions and Model how functions are decomposed into sub-functions and represent them by using graphical **structure charts**

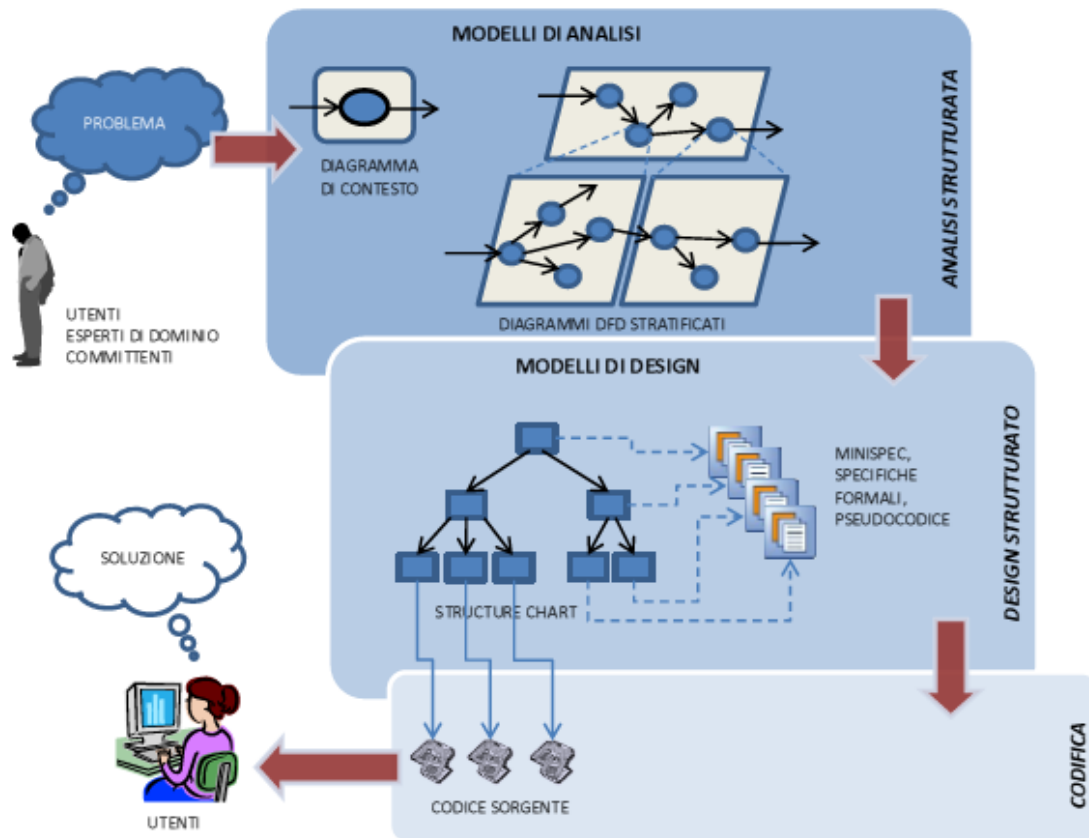
### 3. Detailed design (progettazione esecutiva)<sup>↳ passo i dettagli al programmatore</sup>

- The entities in the design and their interfaces are described in detail (in a **minispec**). These may be recorded in a **data dictionary** and the design expressed using a PDL

segue la codifica della fase di IMPLEMENTAZIONE

# The overall development process

[da libro Baruzzo]



**FIGURA 4.18**

*I diversi modelli creati nel Metodo Strutturato nel passaggio dall'analisi alla codifica*

# Un esempio dell'intero processo



# Example: Regression Testing

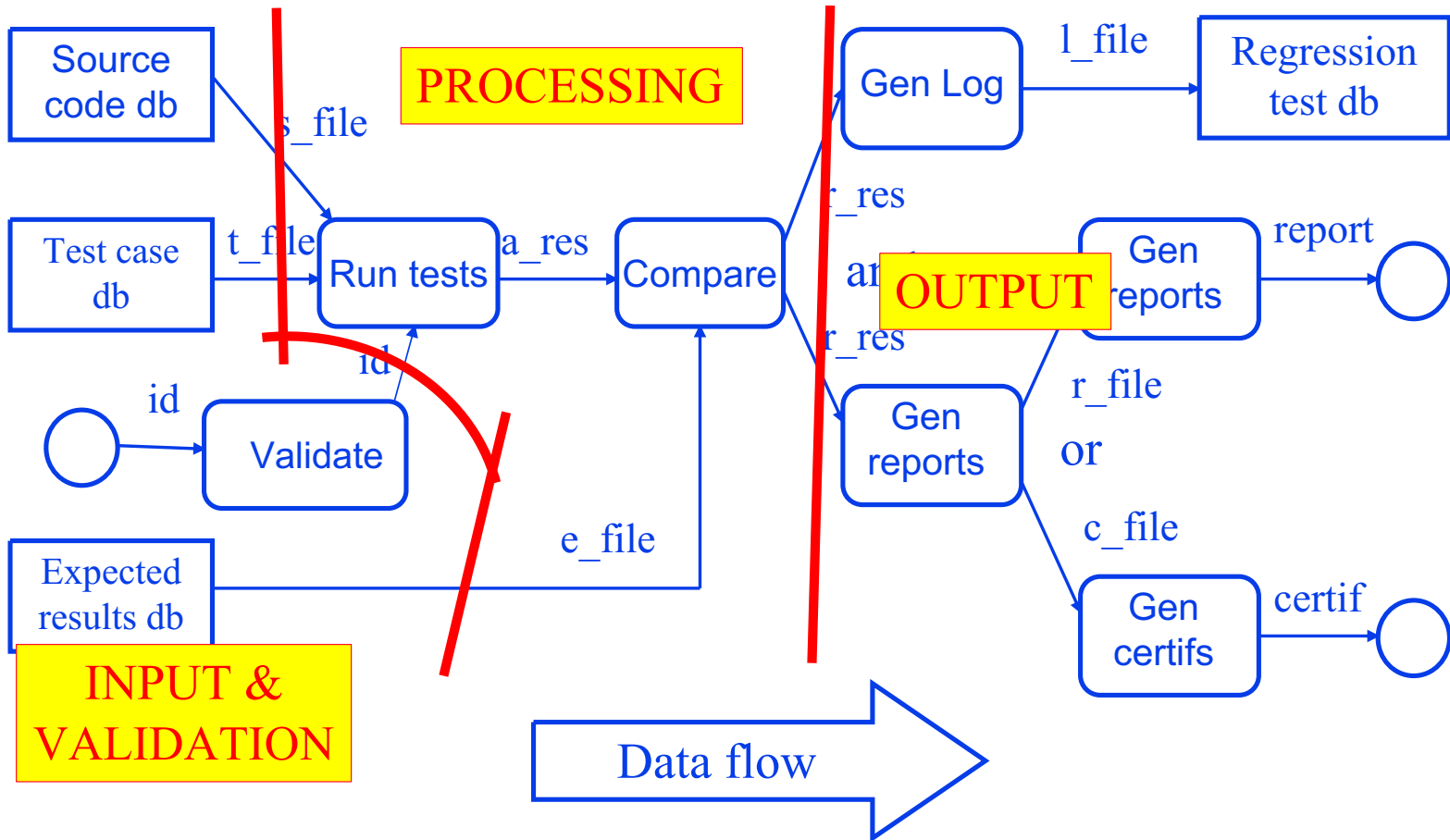
(from A. Ireland, HWU)

Consider the following system requirements:

1. A user provides a name for a source code base
2. If valid, then the source code base is retrieved from a database along with its associated regression test suit, which is held in a separate database
3. The source code is executed against the regression tests
4. The test results are compared against the expected results, which are held in another database
5. If actual and expected results differ then a report is generated for the user, else a certificate is generated for the user
6. A log file summarizing the regression testing stored in a database

# Fase 1- DFD

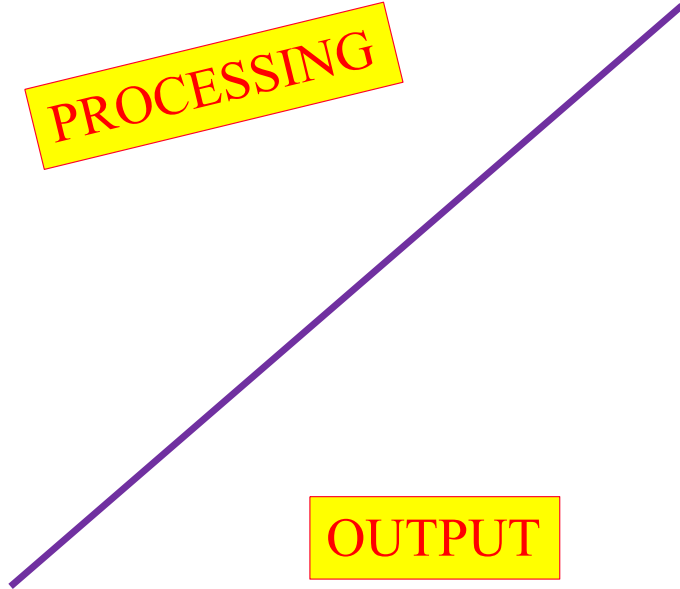
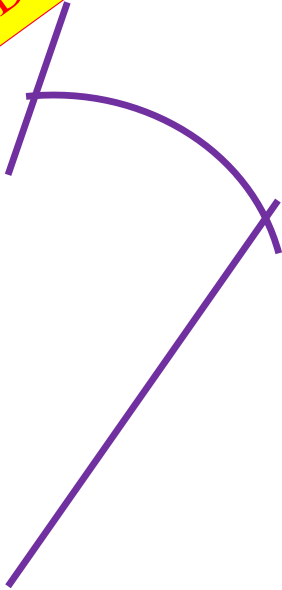
(from A. Ireland, HWU)



INPUT & VALIDATION

PROCESSING

OUTPUT

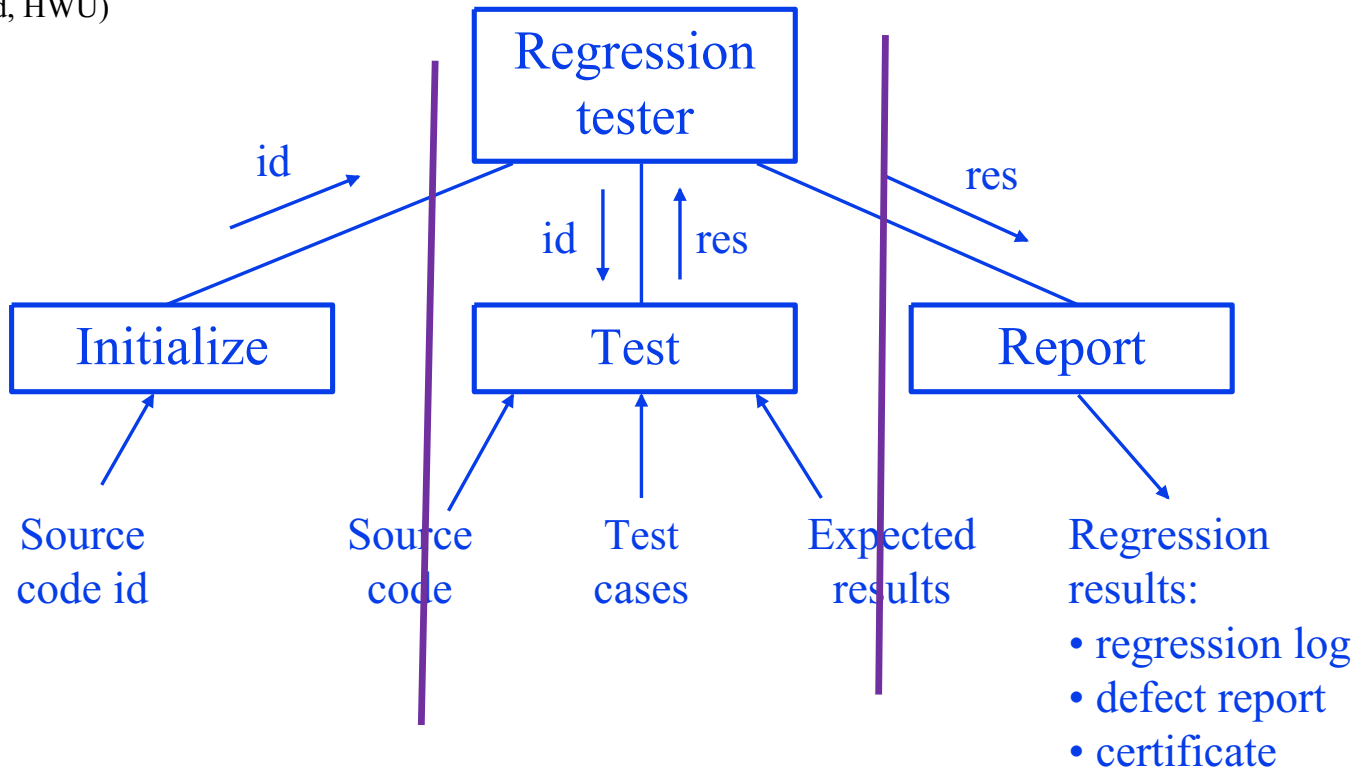


# Regression Tester Example

## FASE 2 – Trasformazione DFD [?] Diagramma della Struttura del sistema (Structure Chart)

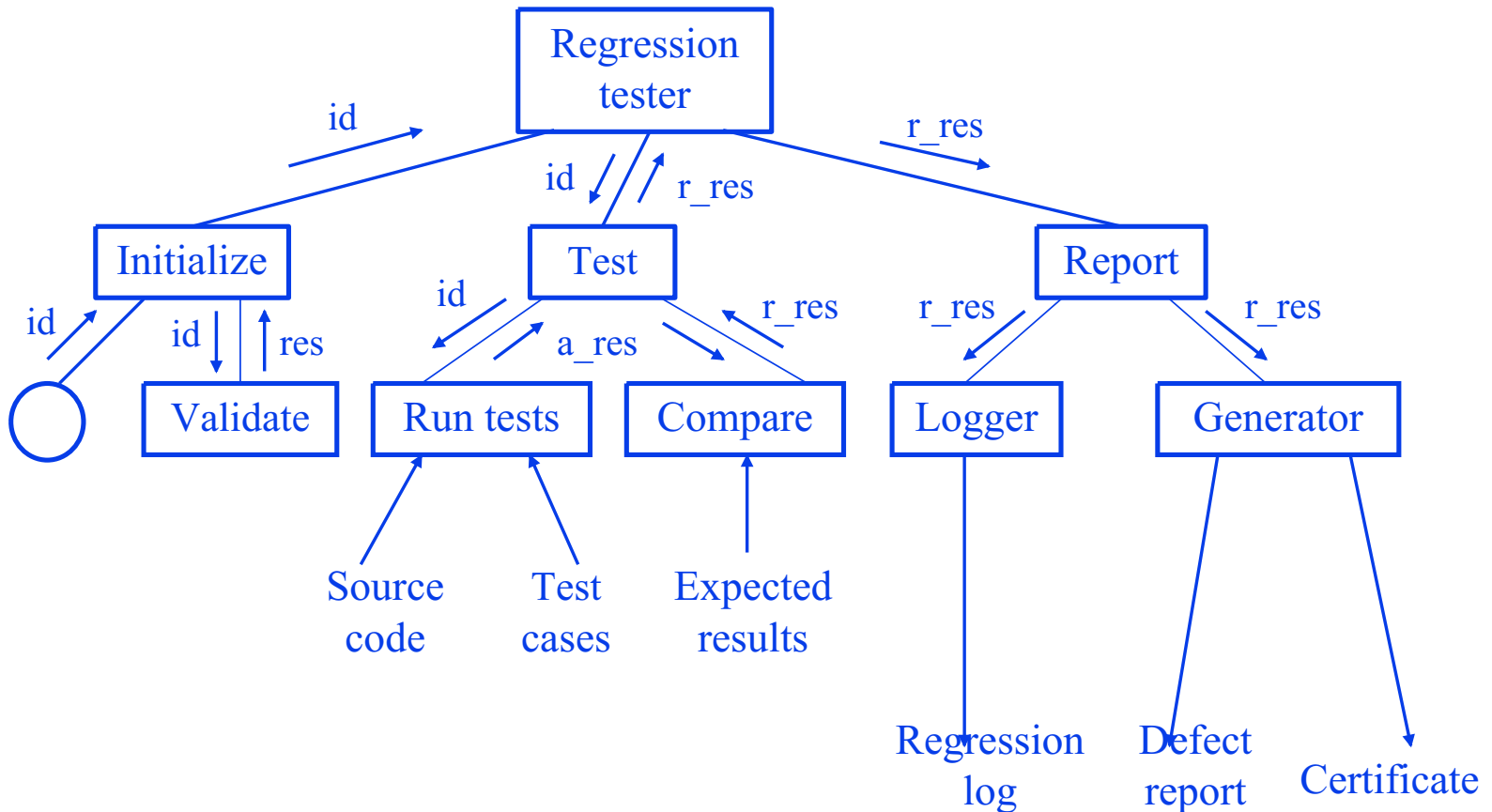
(from

A. Ireland, HWU)



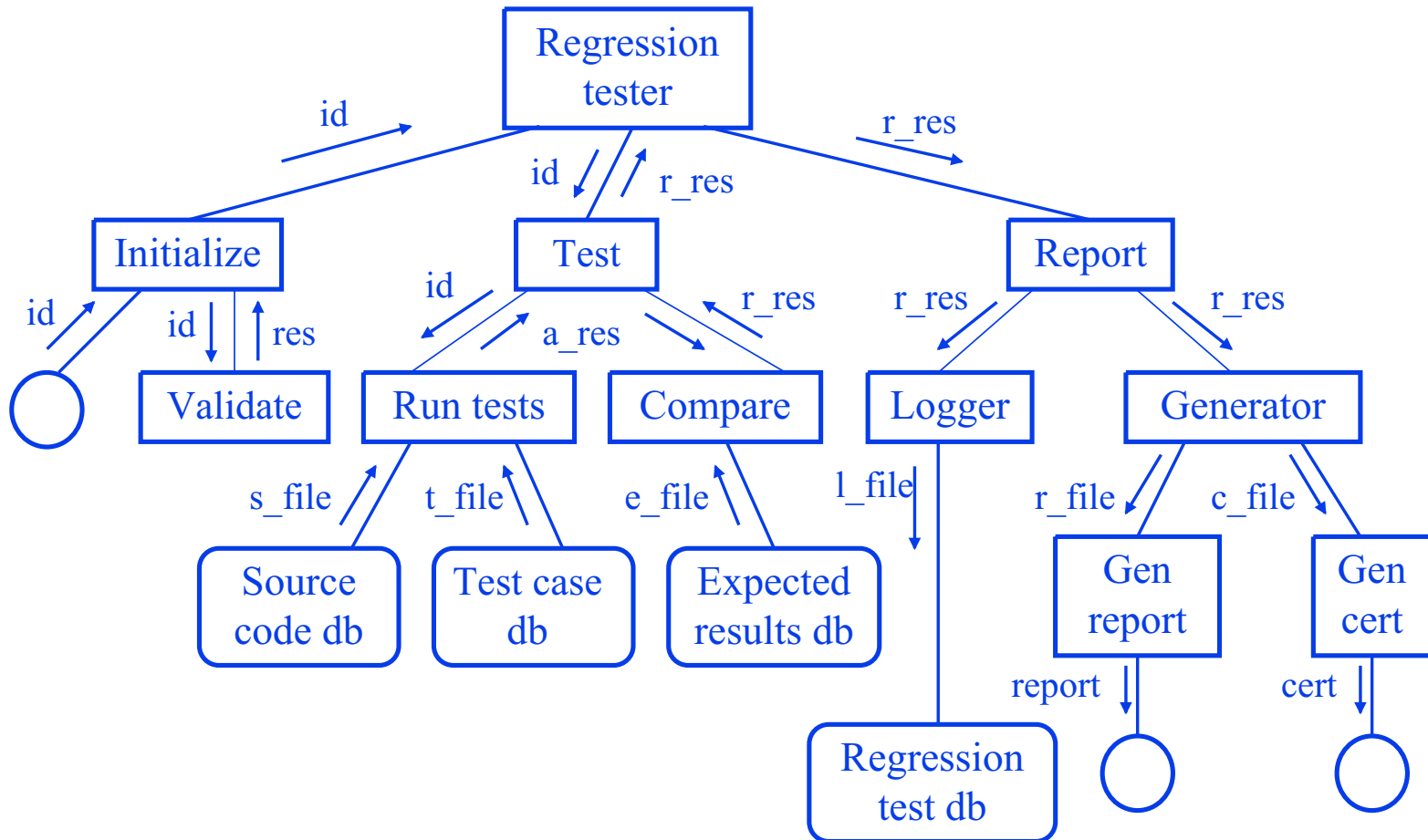
# Second Chart

(from A. Ireland, HWU)



# Final Chart

(from A. Ireland, HWU)



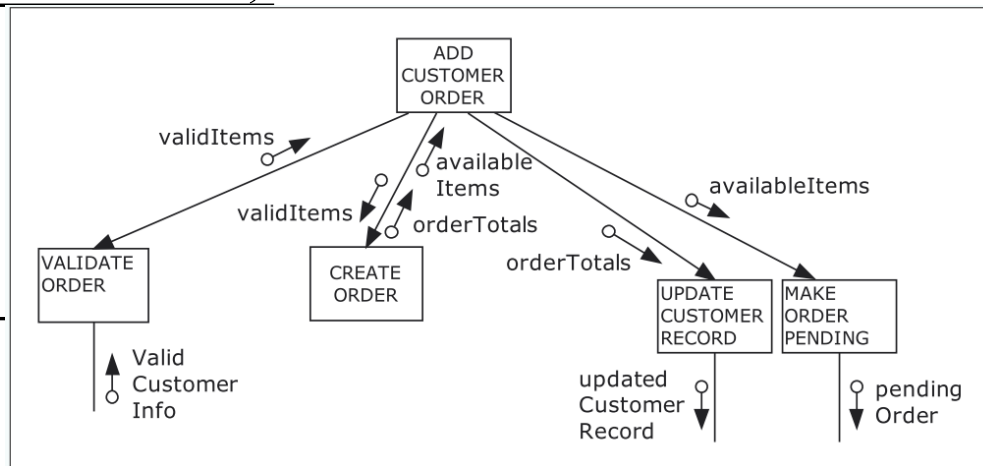
Dettagli sulle modalità di  
esecuzione – NON svolti lezione<sup>●</sup>

# Transform Analysis: da Diagramma DFD a Struttura del Moduli (structure chart)

Nel Metodo Strutturato, la Transform Analysis permette di passare dalla fase di analisi al design **trasformando i diagrammi DFD** che modellano il processi essenziali del sistema **in uno structure chart** che modella invece i moduli software, le loro dipendenze di chiamata e i dati passati.

Uno Structure Chart è tipicamente organizzato **gerarchicamente**, come un albero, poiché la scomposizione viene condotta secondo il **Principio di Delega dei Compiti**, che prevede la scomposizione della funzionalità complessa, implementata da un modulo,

in sotto-funzionalità la cui esecuzione è demandata ad altri moduli, connessi al modulo principale mediante di dipendenza funzionale.

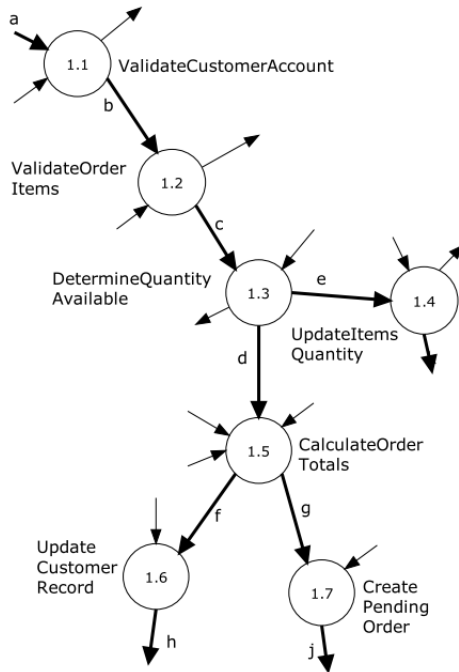




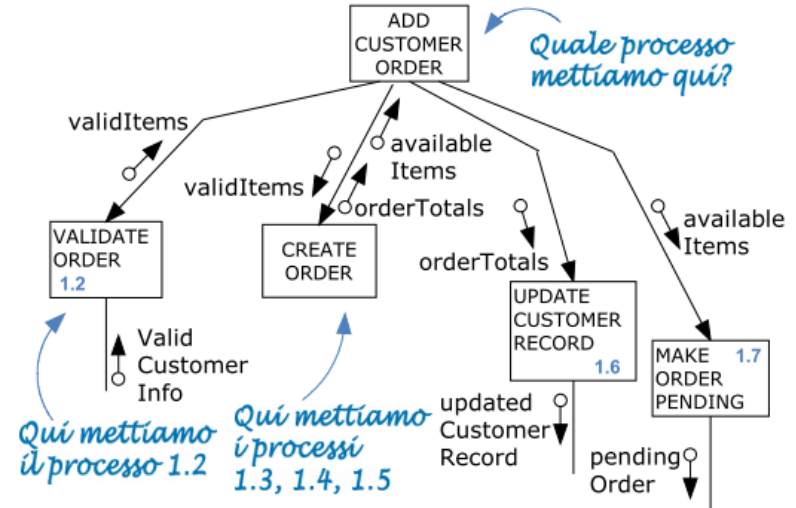
# Passaggio da DFD a structure chart

Si passa da una struttura reticolare, a grafo (il DFD) ad una struttura gerarchica ad albero (lo structure chart).

La mancanza di una naturale corrispondenza (isomorfismo) tra queste due rappresentazioni è nota come **impedance mismatch**, e rischia di rendere difficile capire quale elemento di progetto corrisponde a quale elemento di analisi.



(a) Modello reticolare nell'analisi (DFD)



(b) Modello gerarchico nel design (structure chart)

# 1. Data flow diagrams

- | Show how an input data item is functionally transformed by a system into an output data item
- | Are an integral part of many design methods and are supported by many CASE systems
- | May be translated into either a sequential or parallel design. In a sequential design, processing elements are functions or procedures; in a parallel design, processing elements are tasks or processes

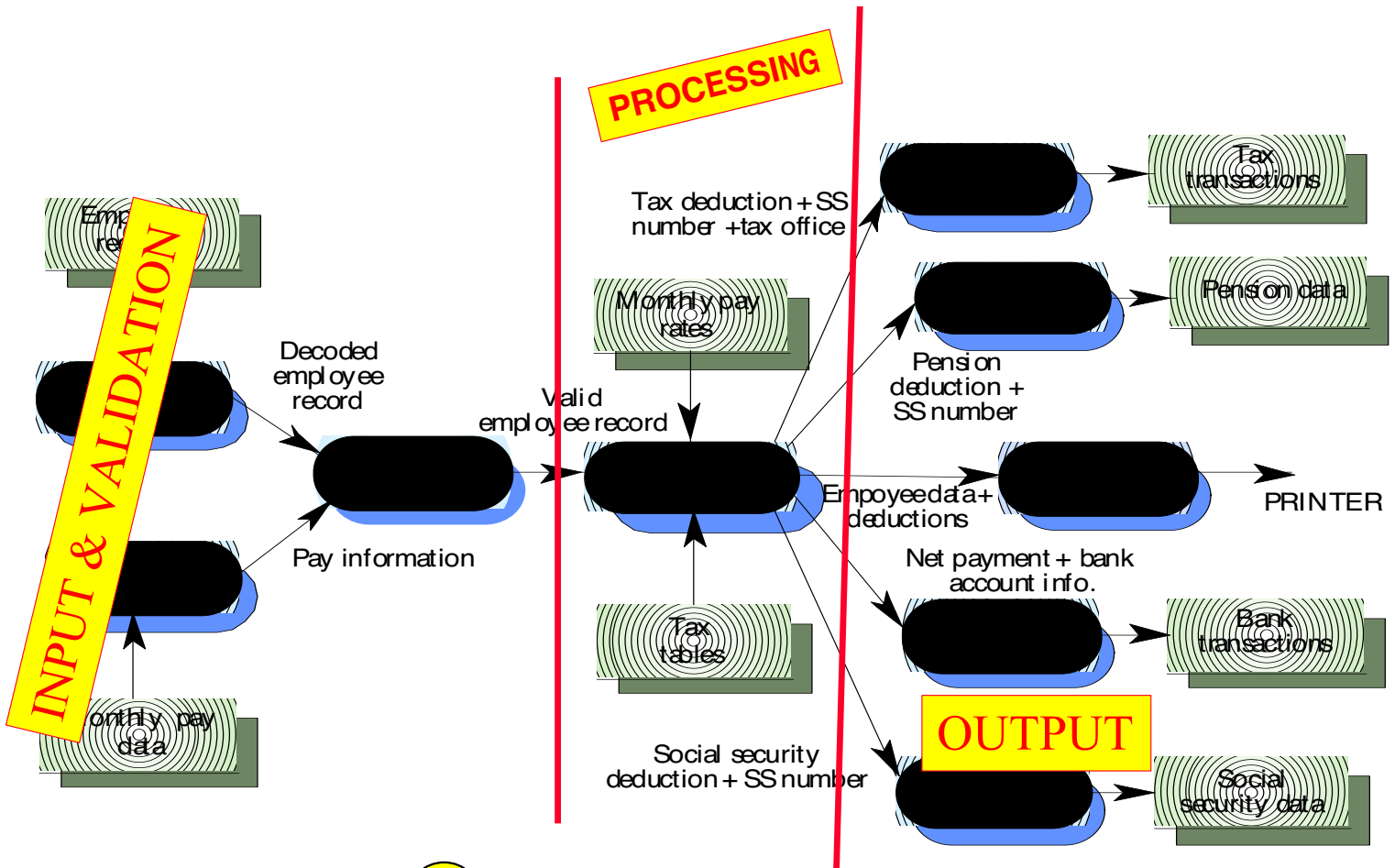


# DFD notation

- | Rounded rectangle - function or transform
- | Rectangle - data store
- | Circles - user interactions with the system
- | Arrows - show direction of data flow



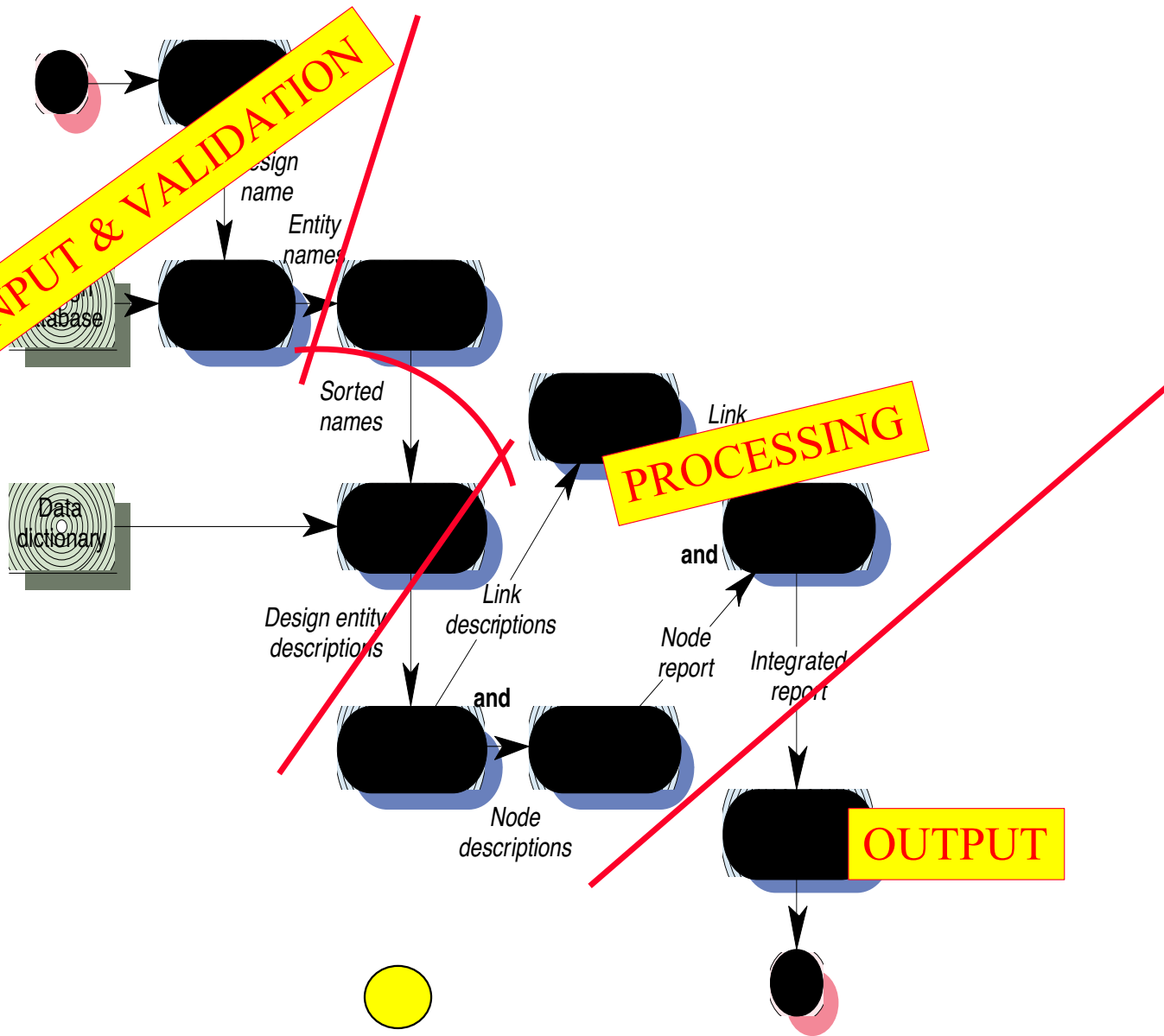
# Payroll system DFD



# Design report generator



**INPUT & VALIDATION**



# Exercise: Wanted Persons

(from A. Ireland, HWU)

Consider the following system requirements:

1. A user provides facial features based upon crime reports
2. If valid, then the feature list is used to retrieve a list of relevant feature templates from a database. If the feature list is not valid then an error message is sent to the user
3. The feature template list is used to search for matching offender images which are stored within an offender records database
4. Any records for offenders already in prison are then pruned
5. From pruned list, a suspect list is dispatched to the user, while the corresponding records are sent to a “wanted persons” database

Exercise: construct a DFD for the requirements above



## 2. Transform Analysis and Structural decomposition

- | Structural decomposition is concerned with developing a **model of the design** which shows the **dynamic\*** structure (i.e. function calls) of the design units
- | This is **not** the same as the **static\*** composition structure
- | The general aim of the designer should be to derive design units which are **highly cohesive** and **loosely coupled**
- | In essence, transform analysis progressively converts a data flow diagram to a **structure chart**

(\*) DINAMICO nel senso delle chiamate (chi chiama chi) e STATICO nel senso della struttura del codice



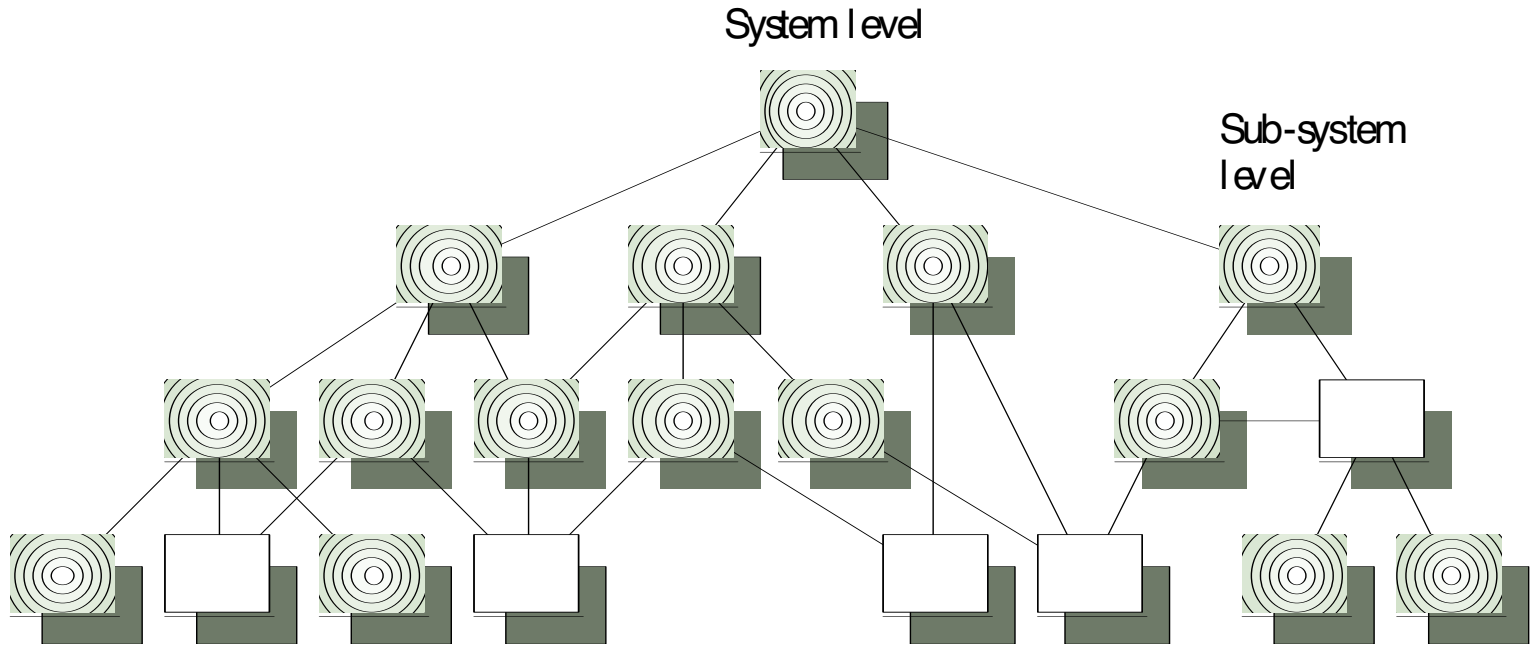


# Structure Charts

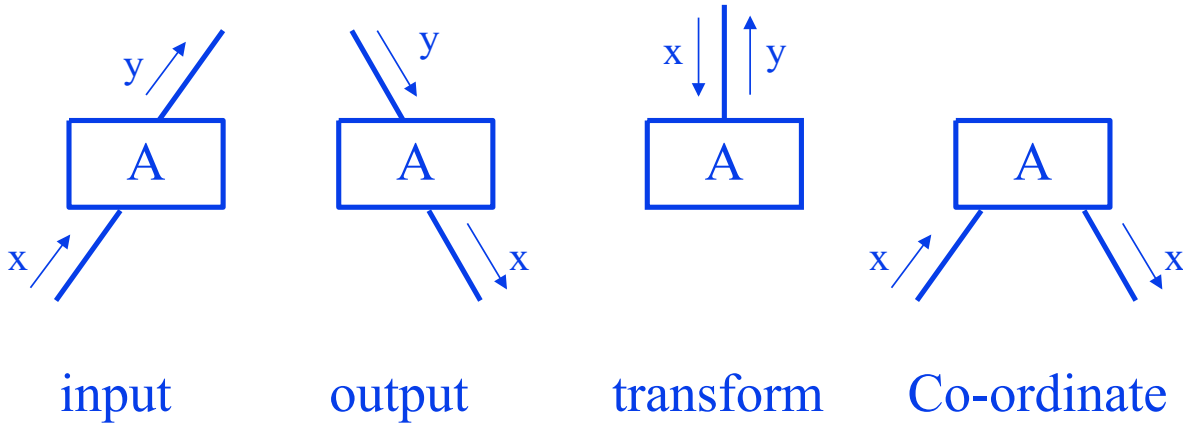
- For a given DFD there will exist choices as to how it is implemented
- The structure chart notation provides a means of adding more structure to the design
- **Each function** (or procedure) is represented as a rectangle
- A **high-level function** is represented as a **hierarchy** of sub-functions
- **Links** between sub-functions are labelled with input/output data, *i.e. parameters or shared data*



# Tipicamente si ottiene una struttura del design di tipo gerarchico

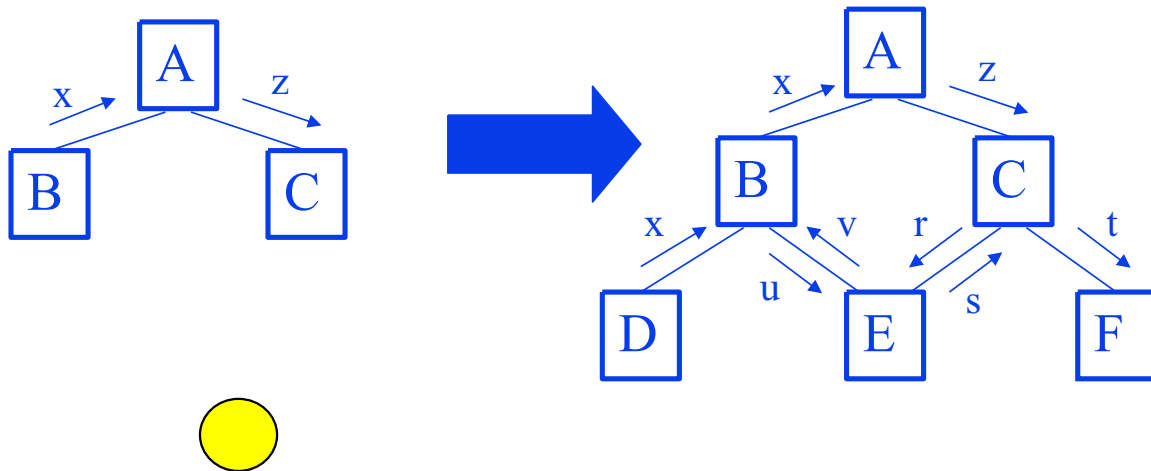


# Structural Decomposition (from A. Ireland, HWU)

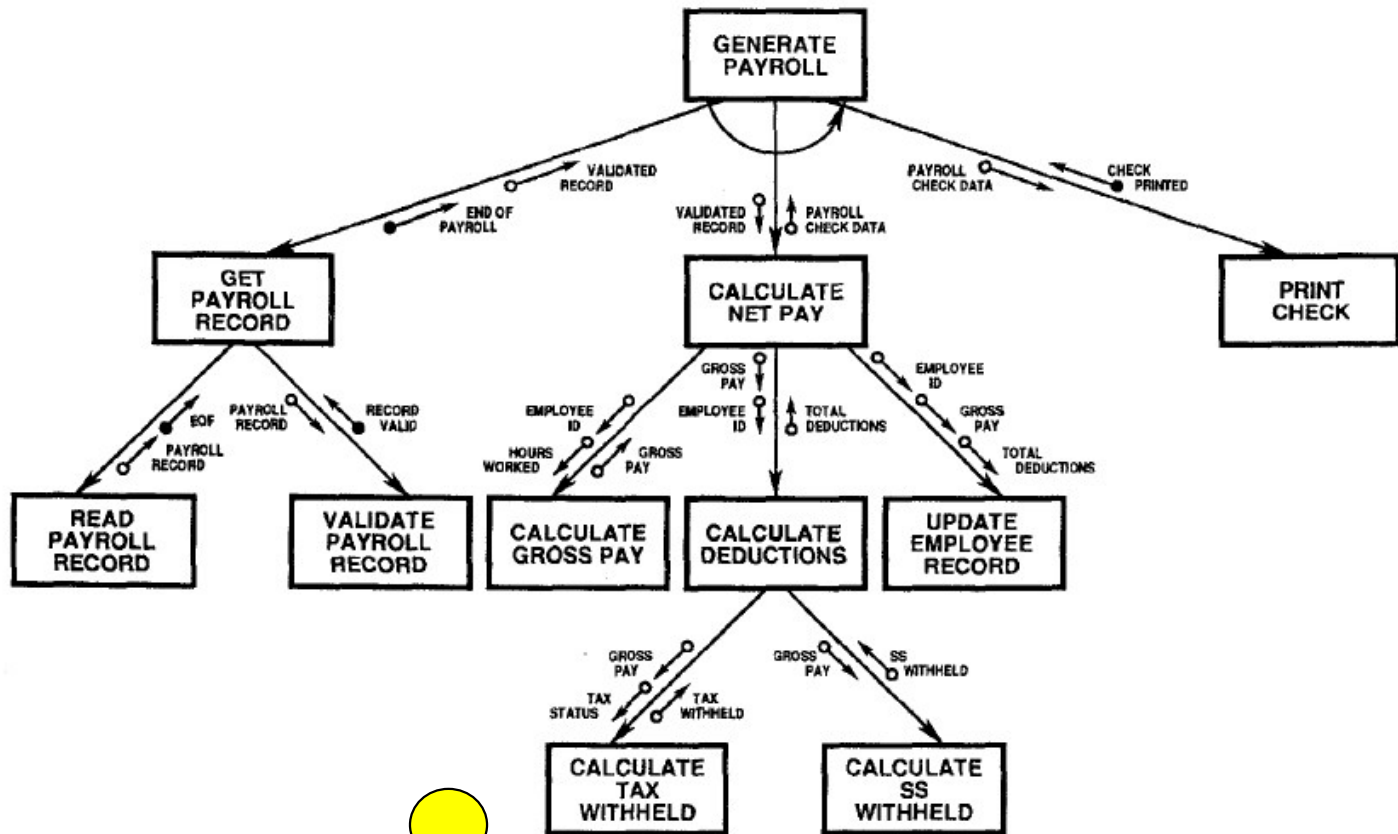


# Structural Decomposition (from A. Ireland, HWU)

- Note that a structure chart shows the **functional relationship** between sub-functions, **but not the order** in which they are invoked
- Typically a series of structure charts are developed for a given DFD – *incrementally expanding level by level, e.g.*



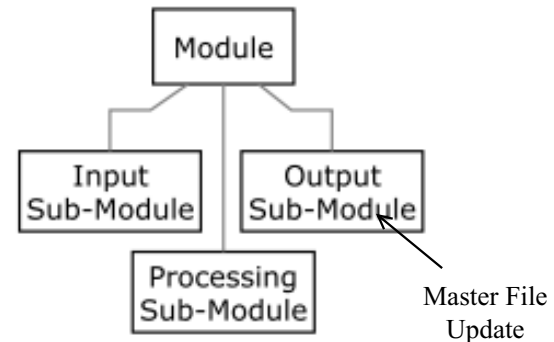
# Example of a structure chart



# Decomposition guidelines

For business applications, the top-level structure chart may have **4 functions** namely

- **1.** input,
- **2.** process,
- **3.** master-file-update
- **4.** output



Data **validation** functions should be subordinate to an input function

**Coordination and control** should be the responsibility of functions near the top of the hierarchy



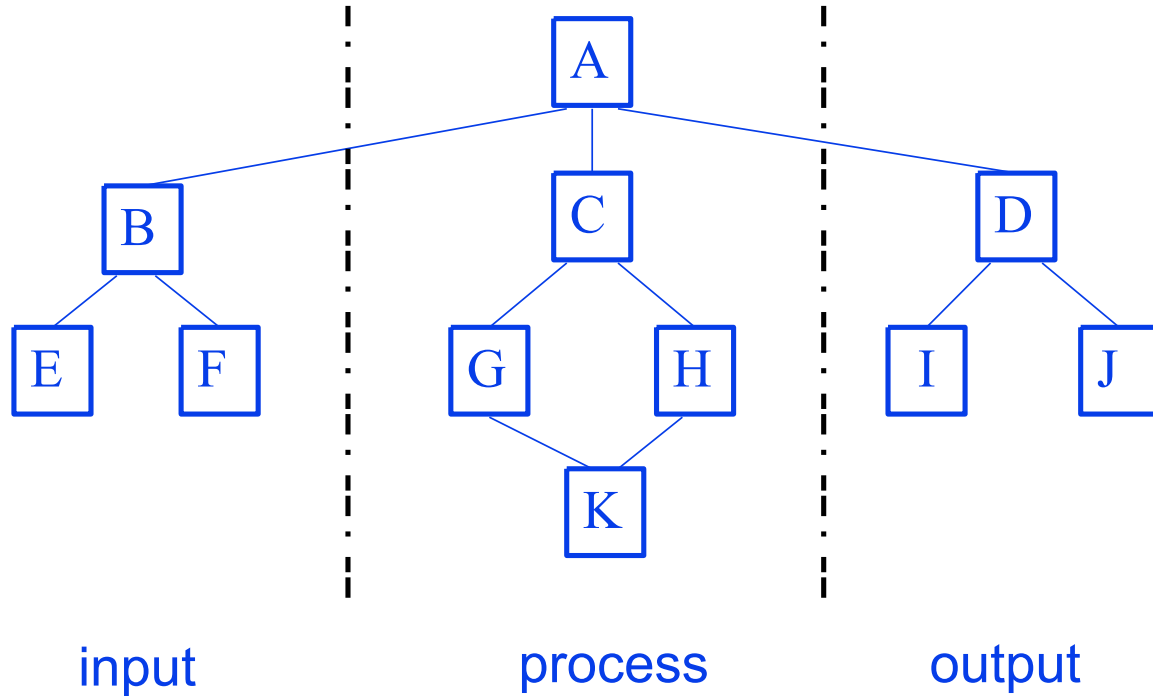
# Decomposition guidelines

- | The aim of the design process is to identify **loosely coupled, highly cohesive functions**. Each function should therefore do one thing and one thing only (**Principio di singola responsabilità** )
- | Each node in the structure chart should have **between two and seven** subordinates



# General Structure of a structure chart

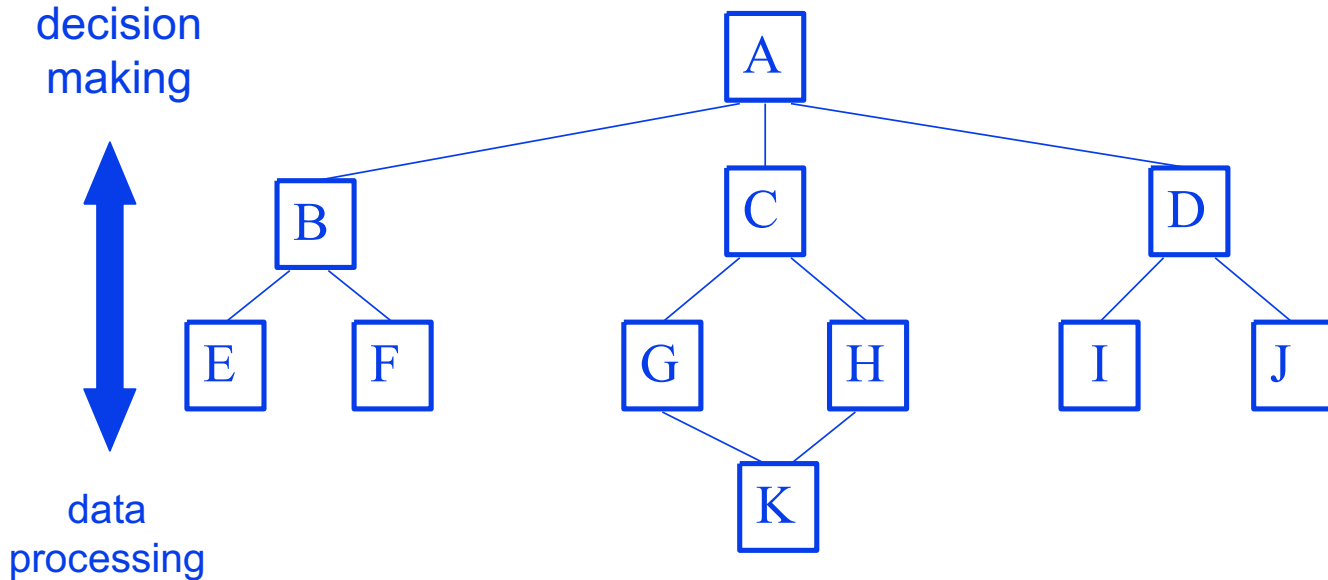
(from A. Ireland, HWU)





# General Structure of a structure chart

(from A. Ireland, HWU)



# Process steps: Transformation Analysis

Processo che trasforma incrementalmente e top down la rappresentazione DFD nello structure chart

## 1. Identify system **processing transformations**

Transformations in the DFD which are concerned with processing rather than input/output activities. Group under a single function in the structure chart

## 2. Identify **input** transformations

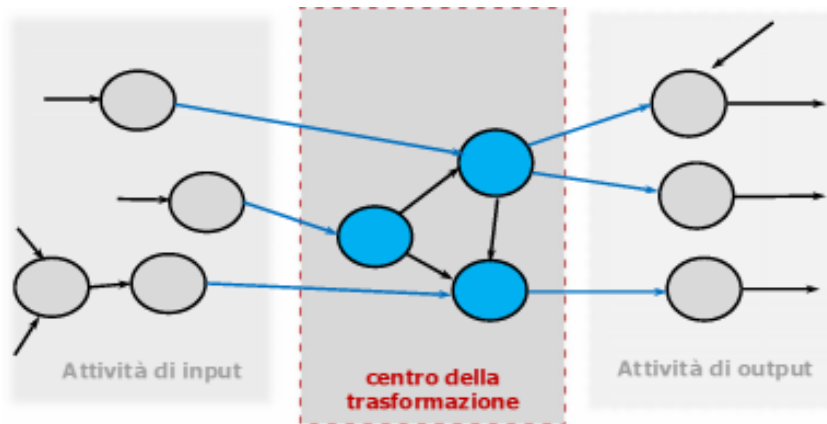
Transformations concerned with reading, **validating** and **formatting** inputs. Group under the input function

## 3. Identify **output** transformations

Transformations concerned with formatting and writing output, possibly with master file update. Group under the output function



# Il passo fondamentale: identificare la trasformazione centrale

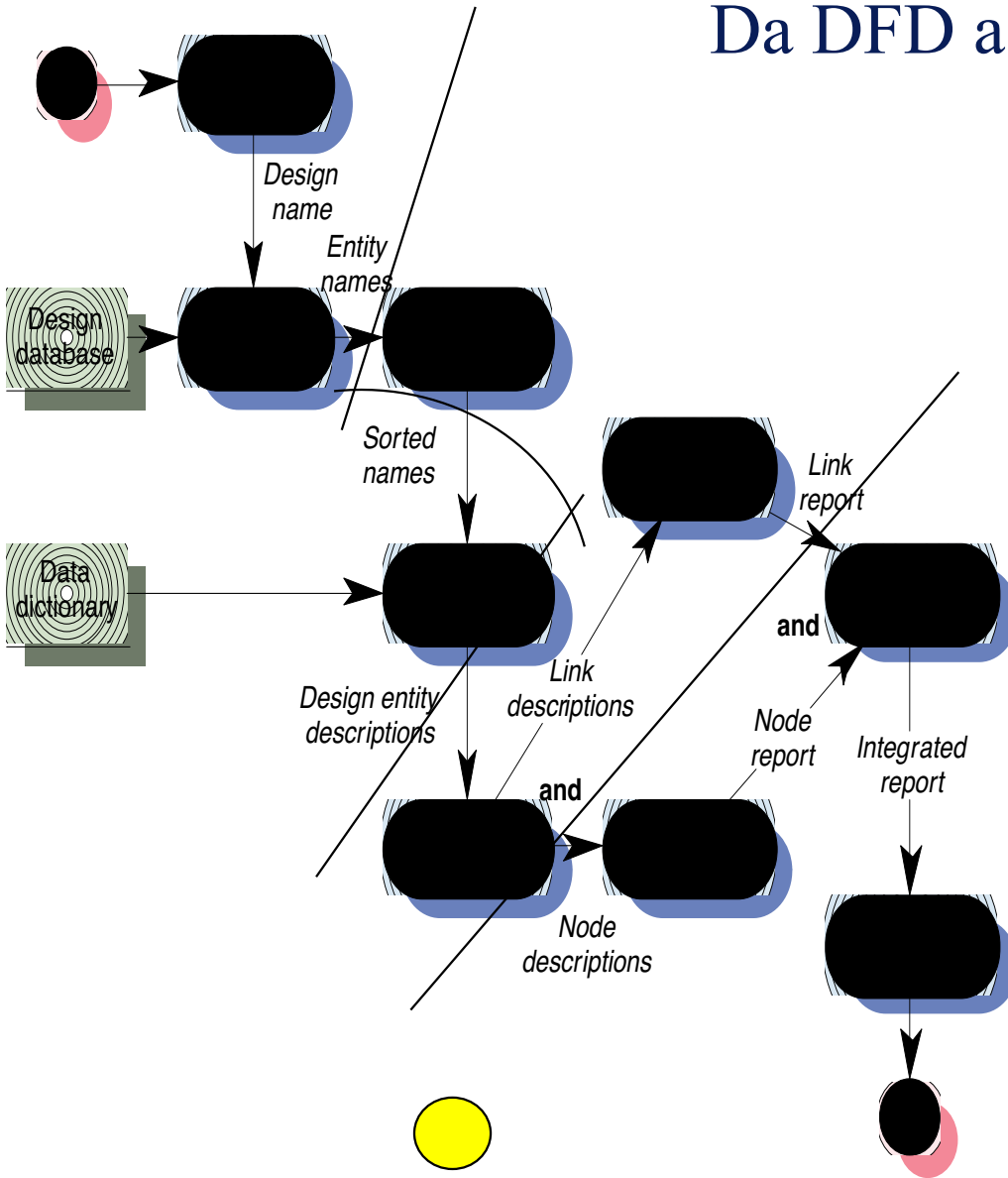


**FIGURA 4.19**

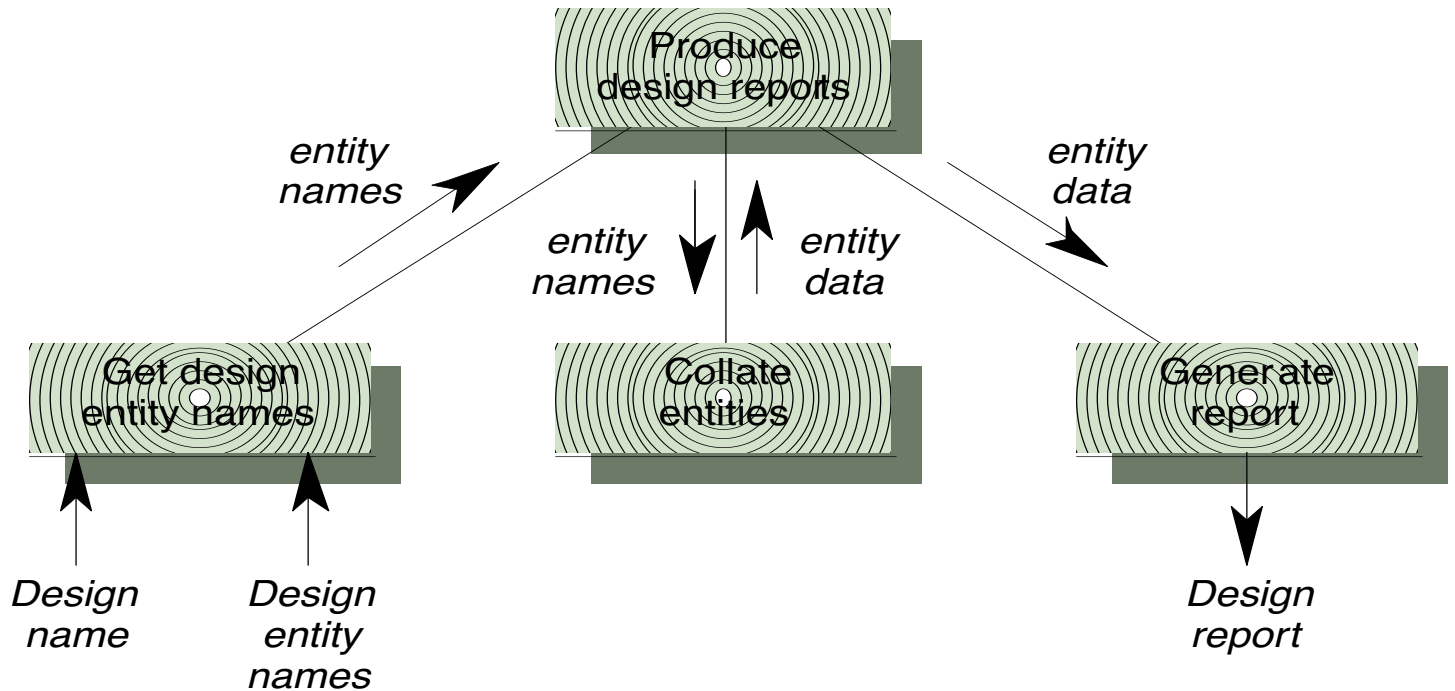
*Partizionamento dei processi in un DFD per identificare la trasformazione centrale*



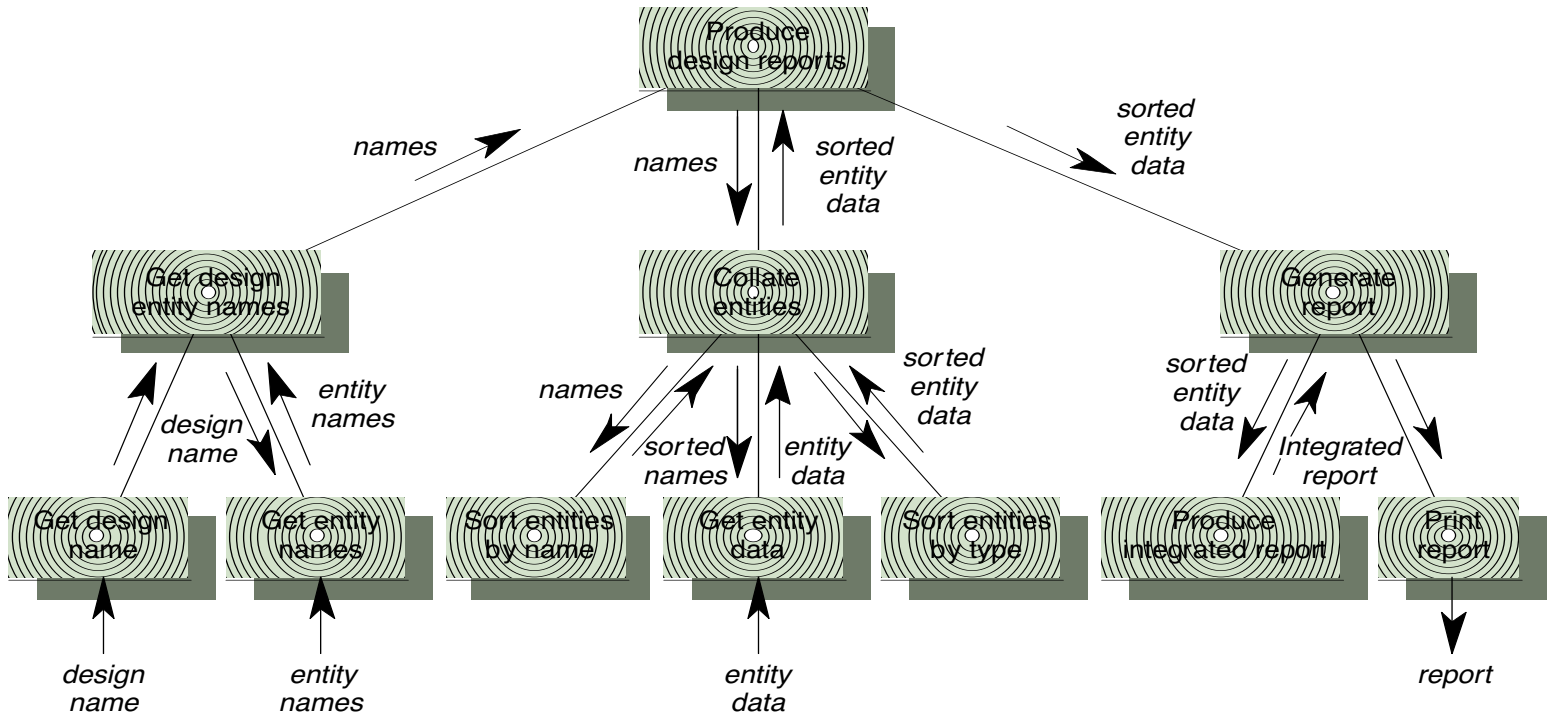
# Da DFD a S.Chart: Esempio



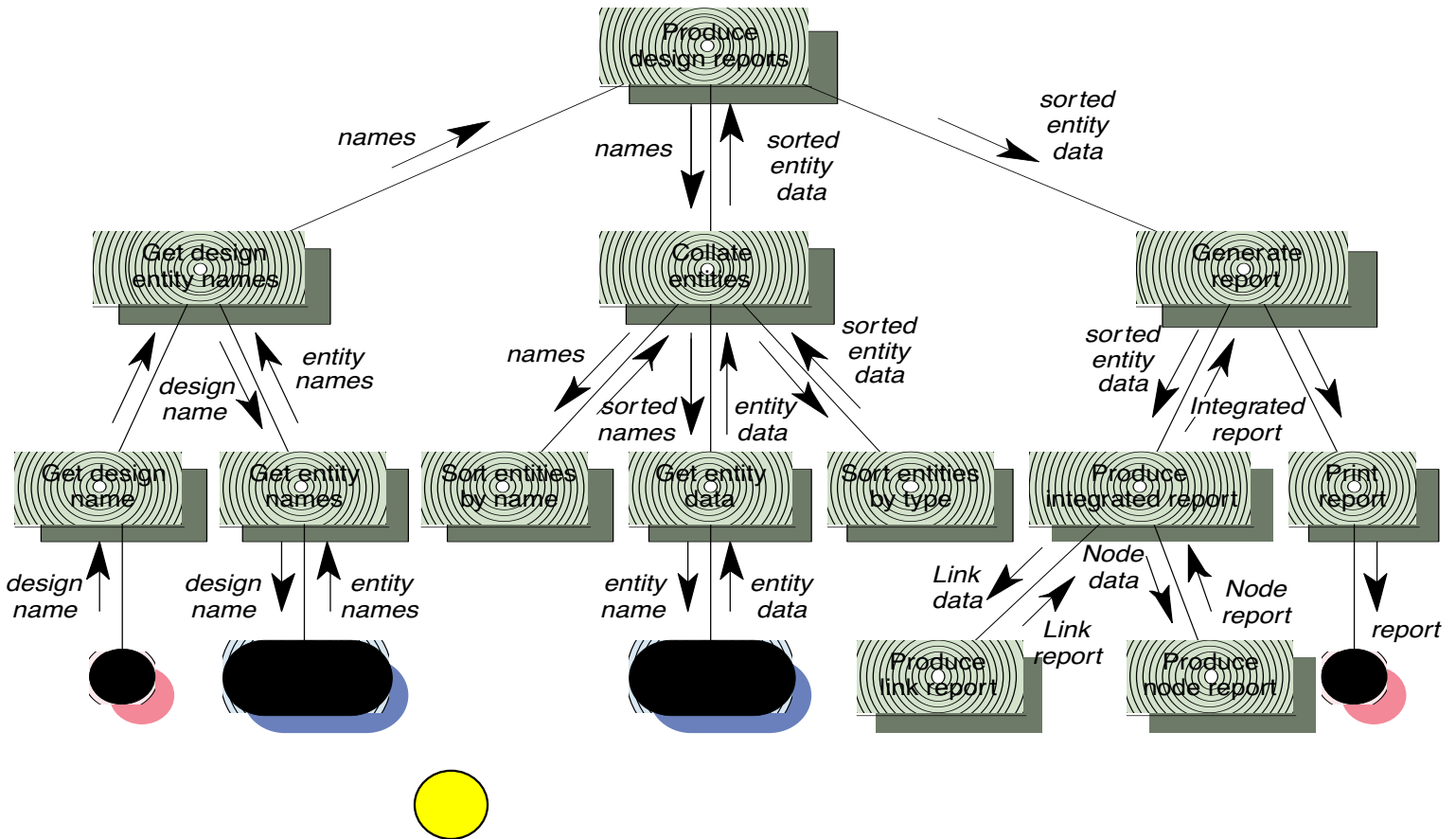
# Initial structure chart



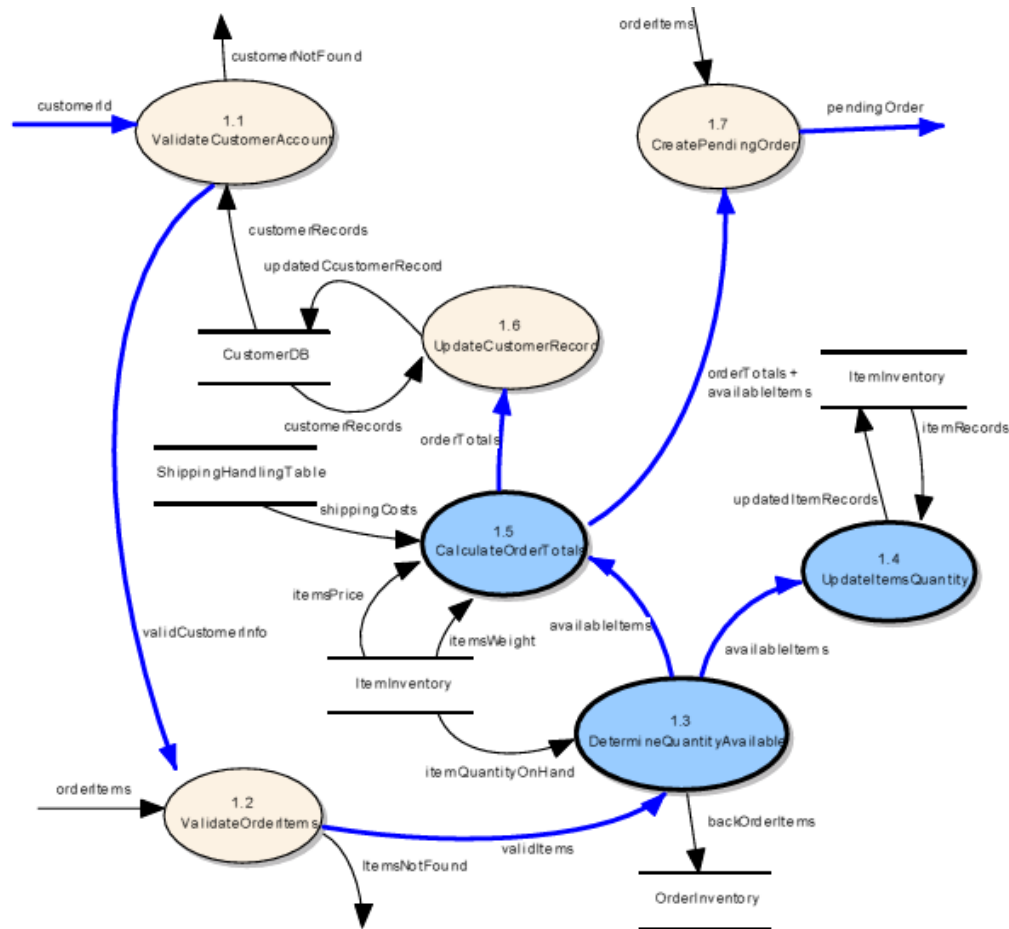
# Expanded structure chart



# Final structure chart



# Altro esempio [da Libro Dr. Baruzzo]

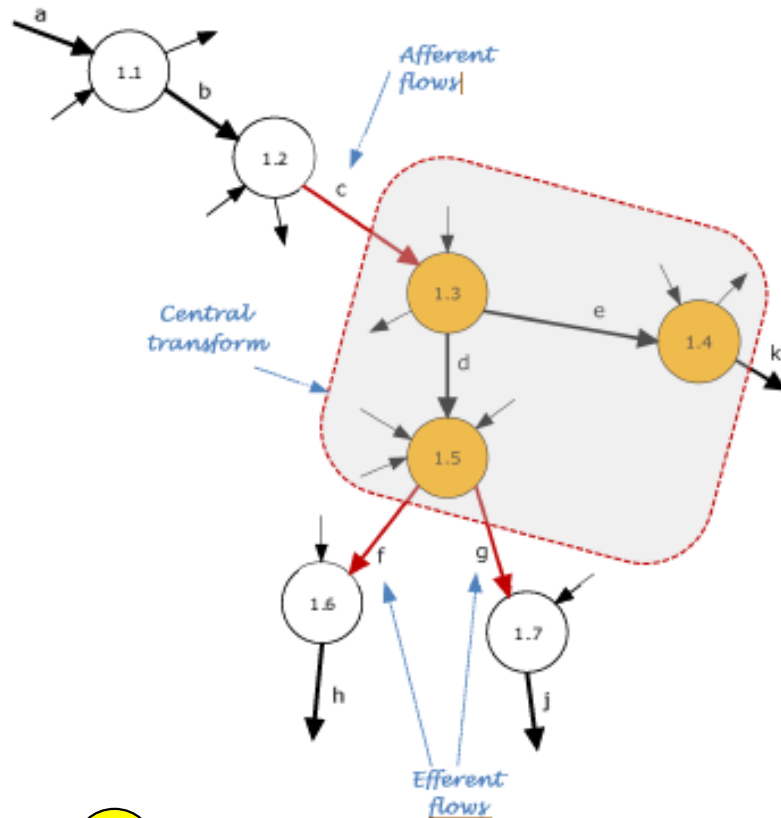


**FIGURA 4.20**

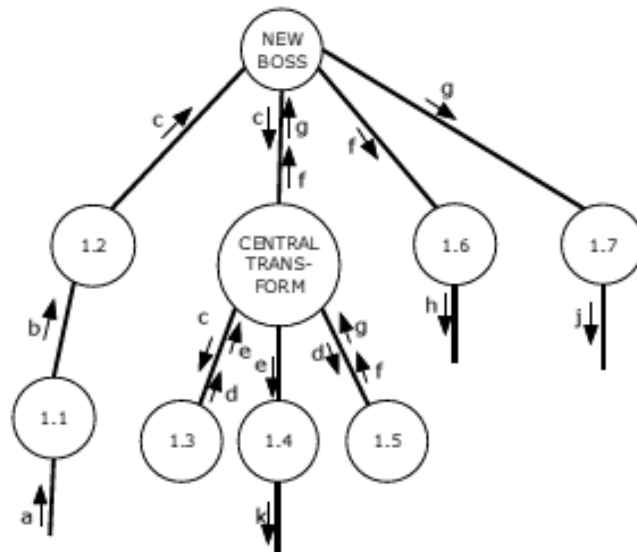
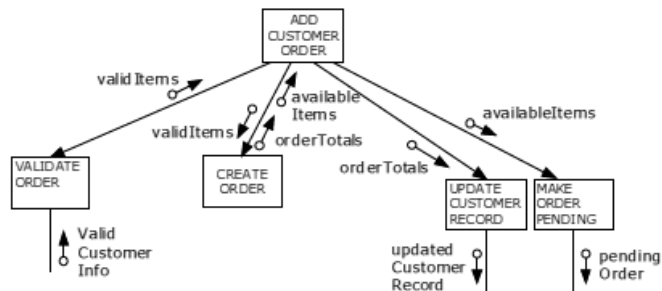
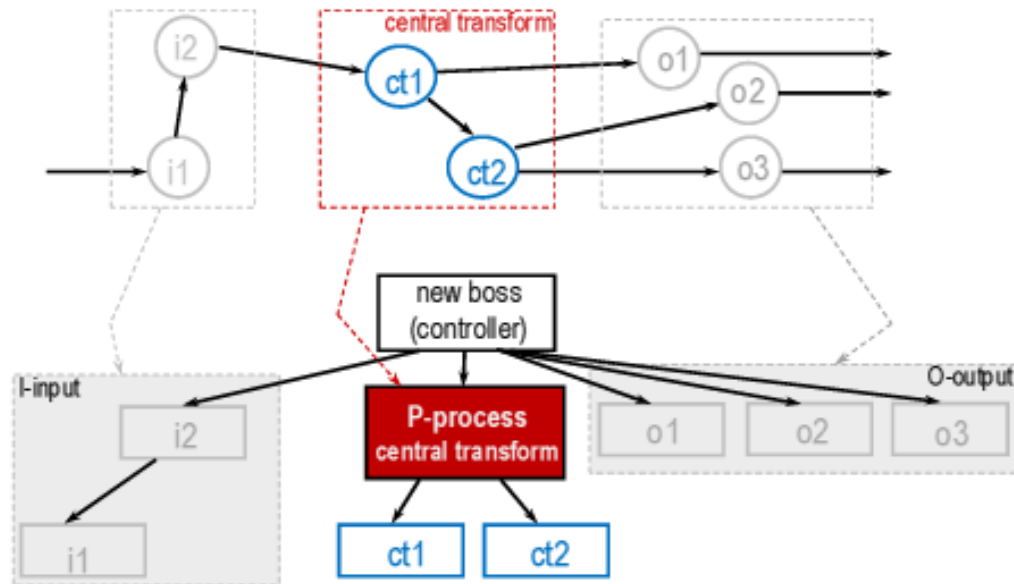
Diagramma DFD per la registrazione di un ordine in un negozio virtuale online



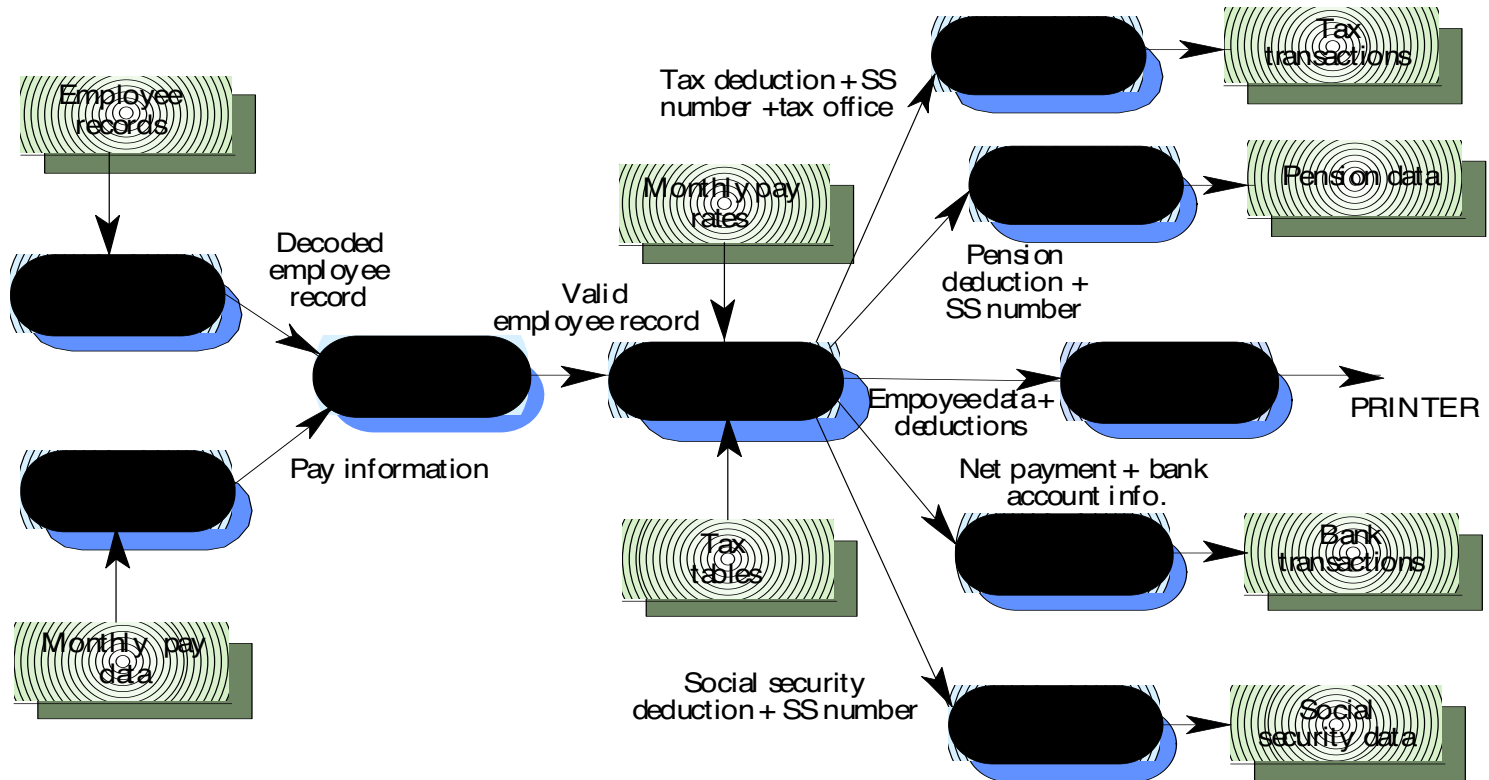
# Identificazione della trasformazione centrale



# Da DFD a Structure Chart



# Payroll system DFD: trasformare in Structure Chart



### 3. Detailed design (progetto esecutivo)

↳ preporare le informazioni per il programmatore

- | The final step
- | Concerned with producing a short design specification (↳ specifiche per il programmatore **minispec**) of each function. This should describe the processing, inputs and outputs
- | MINISPEC = progetto esecutivo per ciascun modulo/risultato della progettazione che viene passato ai programmatori per la fase successiva
- | These descriptions should be managed in a **data dictionary**
- | From these descriptions, detailed design descriptions, expressed in a PDL or programming language, can be produced (**?** delivered to PROGRAMMERS)

# Data dictionary entries with mini-spec

Entity name	Type	Description
Design name	STRING	The name of the design assigned by the design engineer.
Get design name	FUNCTION	<i>Input</i> Design name <i>Function</i> This function communicates with the user to get the name of the design that has been entered in the design database. <i>Output</i> Design name
Get entity names	FUNCTION	<i>Input</i> Design name <i>Function</i> Given a design name, this function accesses the design database to find the names of the entities (nodes and links) in that design. <i>Output</i> Entity names
Sorted names	ARRAY of STRING	A list of the names of the entities in a design held in ascending alphabetical order.

**MINISPEC**

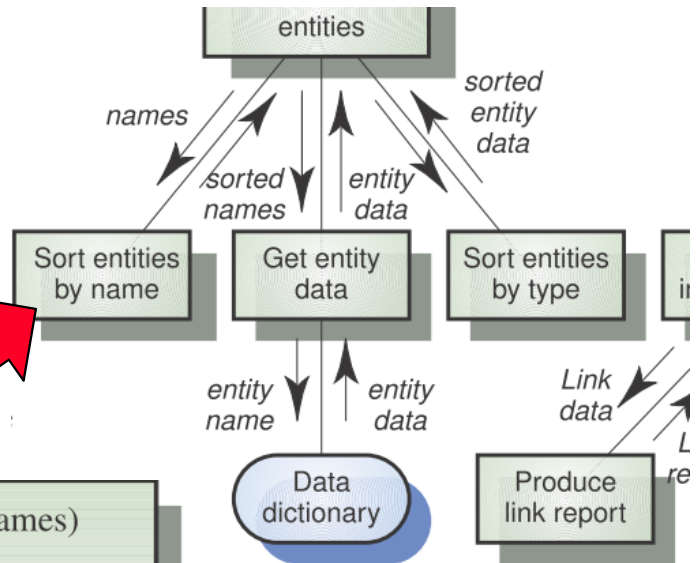
# Design entity information

## MINISPEC

Transform name: Sort entity names (Namelist: in out Names)

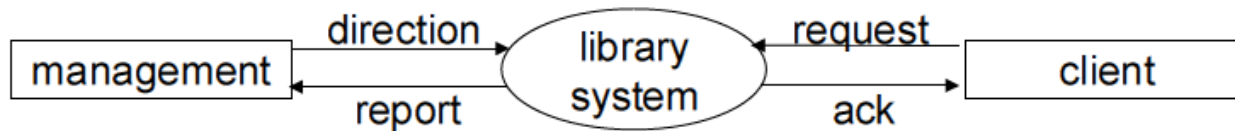
Description: This transform takes a list of entity names and sorts them into ascending alphabetical order. Duplicates are removed from the list.

It is anticipated that the names will be randomly ordered and that a maximum of 200 names need be sorted at one time. A quicksort algorithm is recommended.



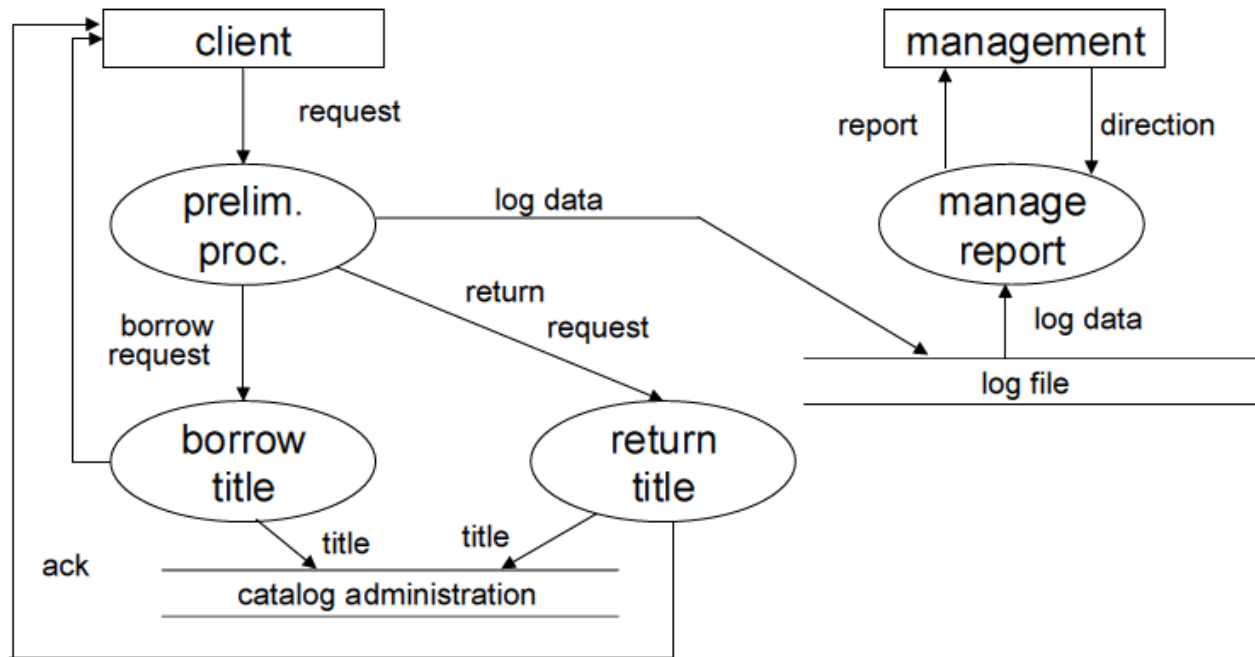
# Example2: library system

## Top-level DFD: context diagram



# Example2 (cont.d-1)

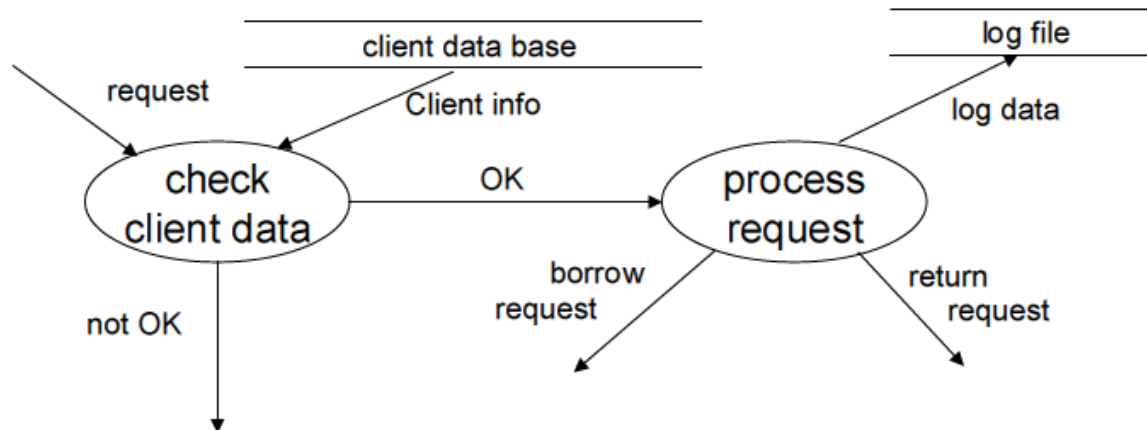
## First-level decomposition





# Example2 (cont.d-2)

## Second-level DFD for “preliminary processing”



# Example2 (cont.d-3)

Minispec of process: «Process Request» **in PDL**

## Example minispec

**Identification:** process request

**Description:**

1. Enter type of request
  - 1.1. If invalid, issue warning and repeat step 1
  - 1.2. If step 1 repeated 5 times, terminate transaction
2. Enter book identification
  - 2.1. If invalid, issue warning and repeat step 2
  - 2.2. If step 2 repeated 5 times, terminate transaction
3. Log client identifier, request type and book identification
4. ...



# Minispec in Pseudocode

Listato 4-2

Specifica funzionale in pseudocodice della procedura di un modulo

```
1  module NotifyCustomersForUnpaidBills
2      /*** scans the unpaid bills file, hence issues notices to */
3      /*** customers who are slow in forking out their payments */
4          open unpaid bill file, customer details file
5          get current date
6          repeat
7              call get next unpaid bill
8                  getting unpaid bill, end of unpaid bill file
9          until end of unpaid bill file
10         set days overdue to current date - bill date
11         case days overdue
12         > 90:  call generate legal threat using unpaid bill
13         61-90: call generate stern warning using unpaid bill
14         31-60: call generate gentle hint using unpaid bill
15         0-30: no action
16         endcase
17         endrepeat
18         close unpaid bill file, customer details file
19  endmodule
```



# Data Dictionary & Process Specs

Source: Adapted from Spillane, 1990, p.262-4

## Example Data Dictionary

Mailing Label =

customer\_name +  
customer\_address

customer\_name =

customer\_last\_name +  
customer\_first\_name +  
customer\_middle\_initial

customer\_address =

local\_address +  
community\_address + zip\_code

local\_address =

house\_number + street\_name +  
(apt\_number)

community address =

city\_name + [state\_name |  
province\_name]

## Example Mini-Spec

FOR EACH Shipped-order-detail  
GET customer-name + customer-  
address

FOR EACH part-shipped

GET retail-price

MULTIPLY retail-price by  
quantity-shipped

TO OBTAIN total-this-order

CALCULATE shipping-and-handling  
ADD shipping-and-handling TO  
total-this-order

TO OBTAIN total-this-invoice  
PRINT invoice

Software S

## **Set 12 - Cosa ricordare: concetti, motivazioni, conseguenze, relazioni fra concetti, ecc.**

I Qualità della progettazione; parametri di qualità, progettazione per la manutenibilità; COESIONE: def. e motivazione, Principio SOLIDO di Singola Responsabilità; ACCOPPIAMENTO: def, motivazioni, esempi.

I Approccio Function-Oriented (F-O), inquadramento generale, motivazioni, , caratteristiche, funzioni con 'minimo' stato e non 'history sensitive', modalità di comunicazione: parametri o memoria condivisa, complementarità dei due approcci O-O e F-O. Processo di progettazione function-oriented, fasi del metodo strutturato, esempio, progettazione esecutiva, data dictionary e minispec, esempi.