Unit 1 Requirements

Software Analysis and Design Project
Computer Science
Universidad Autónoma de Madrid



Index

- Introduction
 - □ Phases and Software life-cycle model
- Requirements
 - □ Requirement elicitation techniques
 - □ Requirement representation techniques



Requirement representation

- Structured Analysis
 - Data oriented techniques: Data Dictionary, Entity-Relationship Diagrams, DFD
 - ☐ Function oriented techniques: Structure chart
 - ☐ State oriented techniques
- Object Oriented Analysis
- Formal Languages
- Mockups

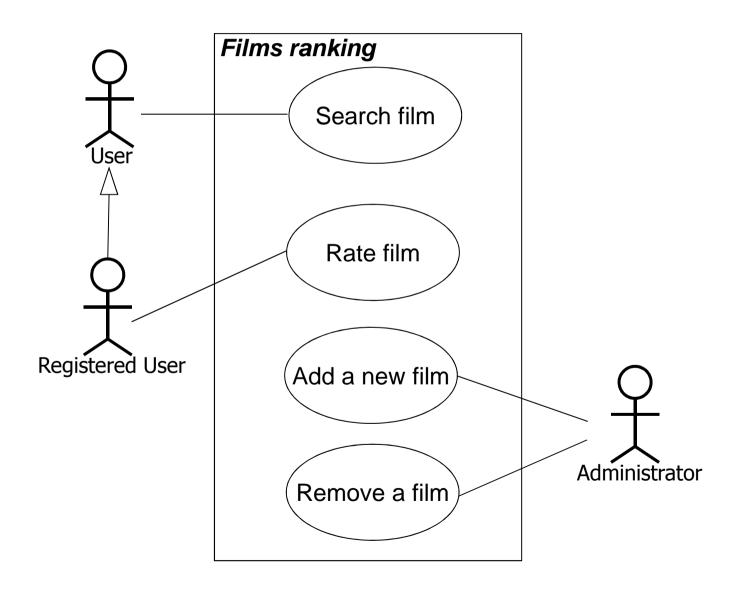


Object oriented analysis

- Use Case: A set of scenarios describing different ways to use the software, from the point of view of each user type
- Scenarios: sequences of interactions that describe conditions of success or failure (e.g. errors)
- Actors: External elements (users, other systems) that interact with the system.

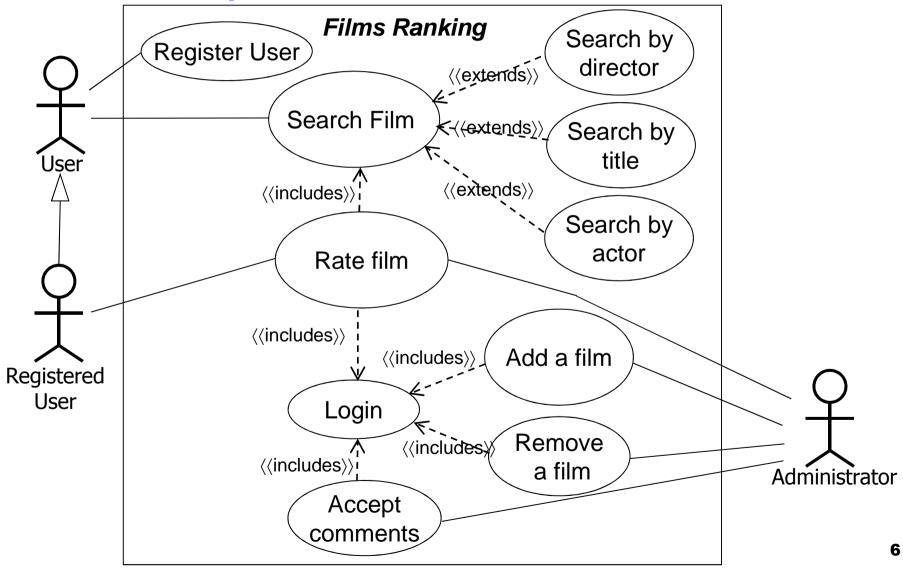
Use Cases

An online film ranking system



Use Cases

Relationships between use cases





Use Case Description

Use case 1: Rate film

Primary Actor: Registered User.

Stakeholders and Goals:

- **Registered User:** To enter an evaluation and/or a review for a movie that he previously sought.
- Administrator: Wants to check user comments to approve or forbid them.

Preconditions: The user is identified and authenticated, and has sought a movie.

Success Guarantee (Postconditions): The evaluation is recorded in the system as well as the comment (if any). The average score of the film is recalculated. A notification is sent to the administrator to approve (or not) the comment.

Main Success Scenario:

- 1. The user selects "rate film".
- 2. The user enter a rating between 0 and 10.
- 3. The system saves this evaluation, and updates the average rating.
- 4. The system offers the possibility to enter a comment.
- 5. The user enters a comment.
- 6. The system saves the comment and notifies the administrator for approval.



Use Cases

Extensions (Alternative paths):

5a. The user does not enter a comment 5a.1. The system does not save the comment or notify the administrator.

Special Requirements:

- Quick response and update (<0.1 sec) to enter the value.
- Internationalization (i18n): name and information of the films in different languages, as well as different versions of the application in different languages.

Technology & Data Variations List:

Option to upload comments in word or PDF documents.

Frequency:

Very high, in the order of thousands of concurrent users.

Open Issues:

- Ability to evaluate different aspects of the movie (script, direction, actors) in step 2.
- Can reviews and ratings be obtained automatically from various media, such as reviews in newspapers or magazines?.



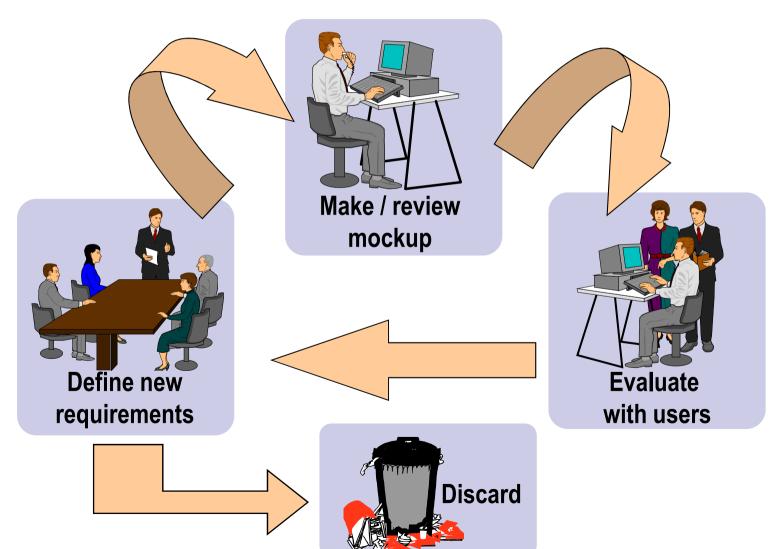
Mockups

- Requirements gathering in the form of interfaces, which allow a better understanding with the user.
- From drawing programs (powerpoint, visio) to specialized applications (e.g. Mockup Screens, Balsamiq, etc.).





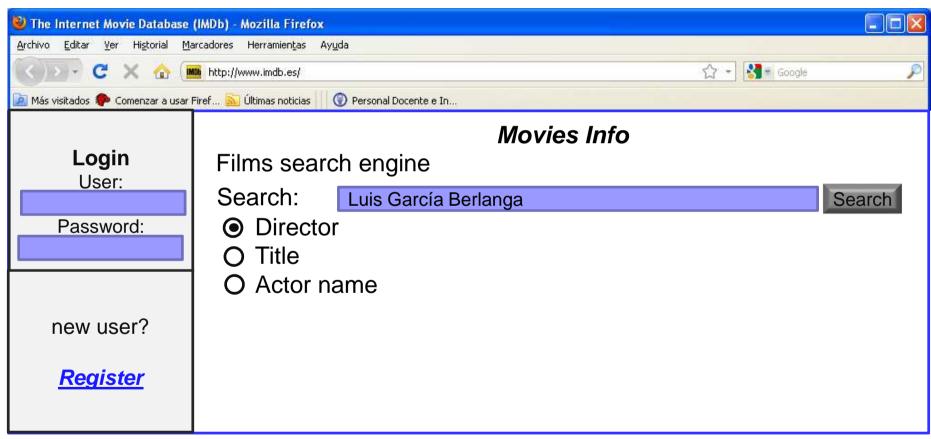
Mockups: life-cycle





Example

Initial window

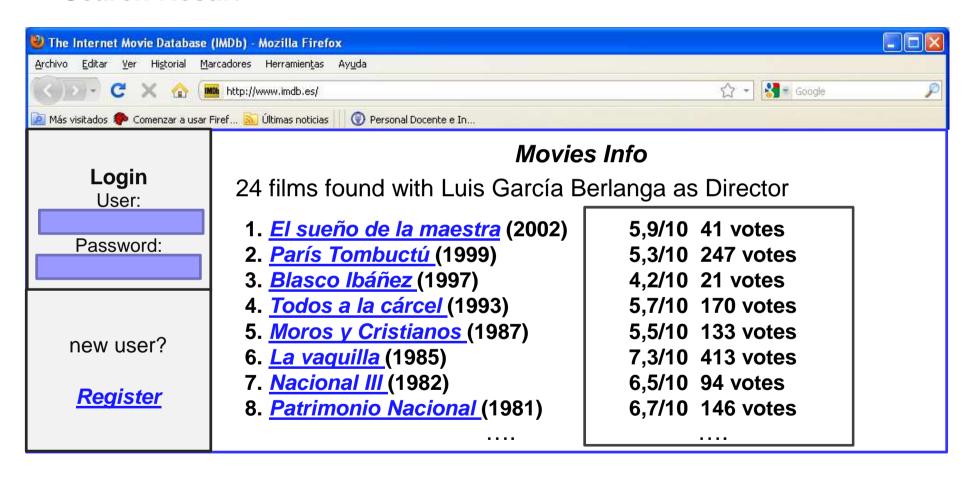


Press "Search"



Example

Search Result





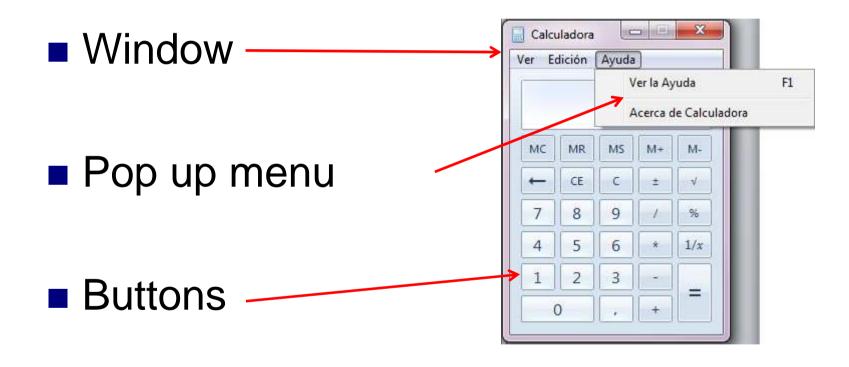
Some mockup tools

- With free trial version:
 - □ Balsamiq: http://www.balsamiq.com/products/mockups
 - □ Mockupscreens: http://mockupscreens.com/
- Free:
 - □ Lumzy (on-line): http://lumzy.com/app
 - □ Mockingbird (on-line): http://gomockingbird.com/mockingbird/
 - □ Pencil: http://pencil.evolus.vn/
 - ☐ Cacoo (on-line): https://cacoo.com/



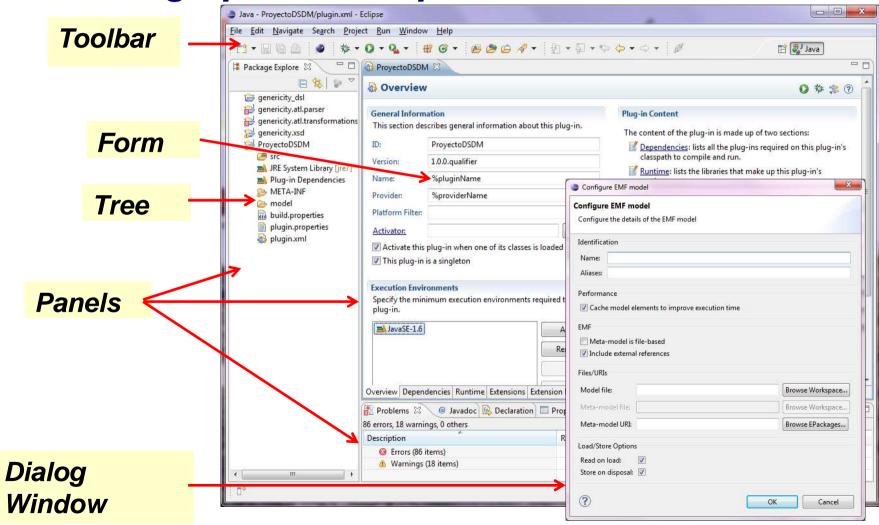
Graphical user interfaces

Some common graphic elements



Graphical User Interfaces

Common graphical components

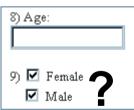




Some usability rules

- Present information consistently (terminology, colors, layout, etc.)
- Reduce errors: choose the right component
 - □ Use a list instead of a text field, to choose between several options
 - ☐ Use *checkboxes* for binary options

- This plug-in is a singleton
- ☐ Use *radiobuttons* for mutually exclusive options



- Reduce the need for users to memorize:
 - Don't make users remember information introduced in a previous screen



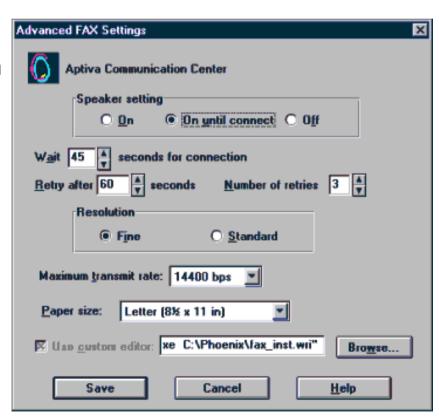
8 Golden Rules of interface design

- Strive for Consistency
- Cater to Universal Usability
- Offer Informative feedback
- Design Dialogs to yield closure (step by step, wizards, etc.)
- Prevent Errors
- Permit easy reversal of actions
- Support internal locus of control (users feel that they are in control)
- Reduce short term memory



Example of bad practice

- Difficult to follow information flow
 - □ Align options vertically.
 - Ensure that fields are long enough to display the information.
 - Group labels on the left, and put fields in a group
 - Assign shortcuts to significant letters ('a' for Wait? 'i' for Fine?).





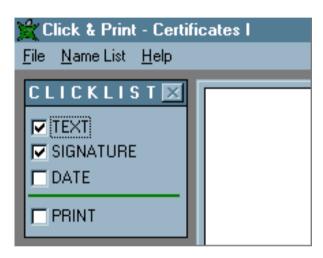
Example of bad practice



- Can we use a better component?
- Yes: A combo box



Example of bad practice



- Printing starts when the user marks "PRINT".
- It is a bad practice: better use commands (button, menu option) in order to start actions.



Error messages

Show relevant information (useful for users) in error messages.





Avoid unnecessary buttons or contradictory information





 Avoid unnecessary error messages (breaking users' flow or obstructing it).





Basic Java Widgets

Action components



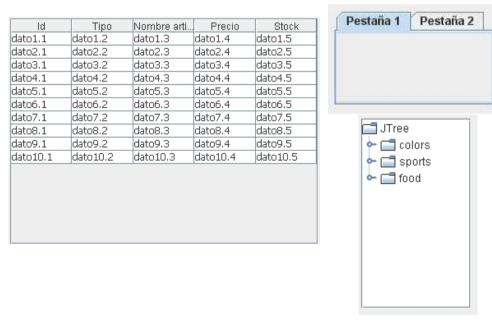
Input fields



Complex data entry



Structured information





Project

- Draw the use case diagram.
- Describe 3 use cases, that you consider most relevant, with the format shown in the slides.
- Make a Mockup of the application.
- Use the document template that you can find in Moodle.



Bibliography

- Basic bibliography:
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 - Designing the User Interface: Strategies for Effective Human-Computer Interaction (5th Edition). Addison Wesley.
 Shneiderman, Plaisant, Cohen, Jacobs