

Diagrams in System Design

Software Requirements and Design
T-216-GHOH

Skúli Arnlaugsson | 18. október 2019



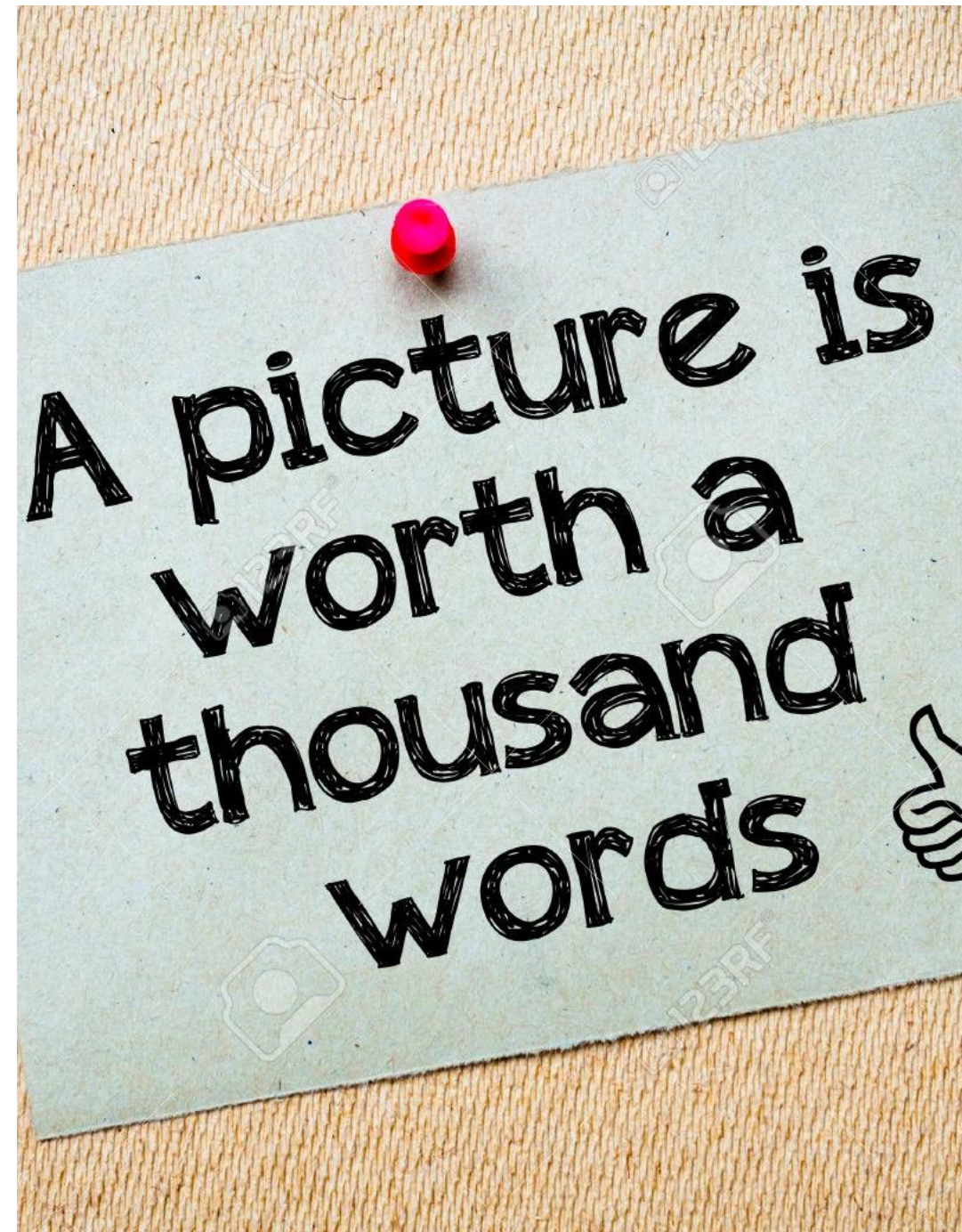


Today's lecture

1. Clarity
2. Birds eye view vs. microscope
3. Right? Wrong?
4. Coming back to the purpose

Clarity

A picture is
worth a
thousand words





Clarity

Common sense
isn't all that
common

As it turns out, common sense
isn't so common, after all.

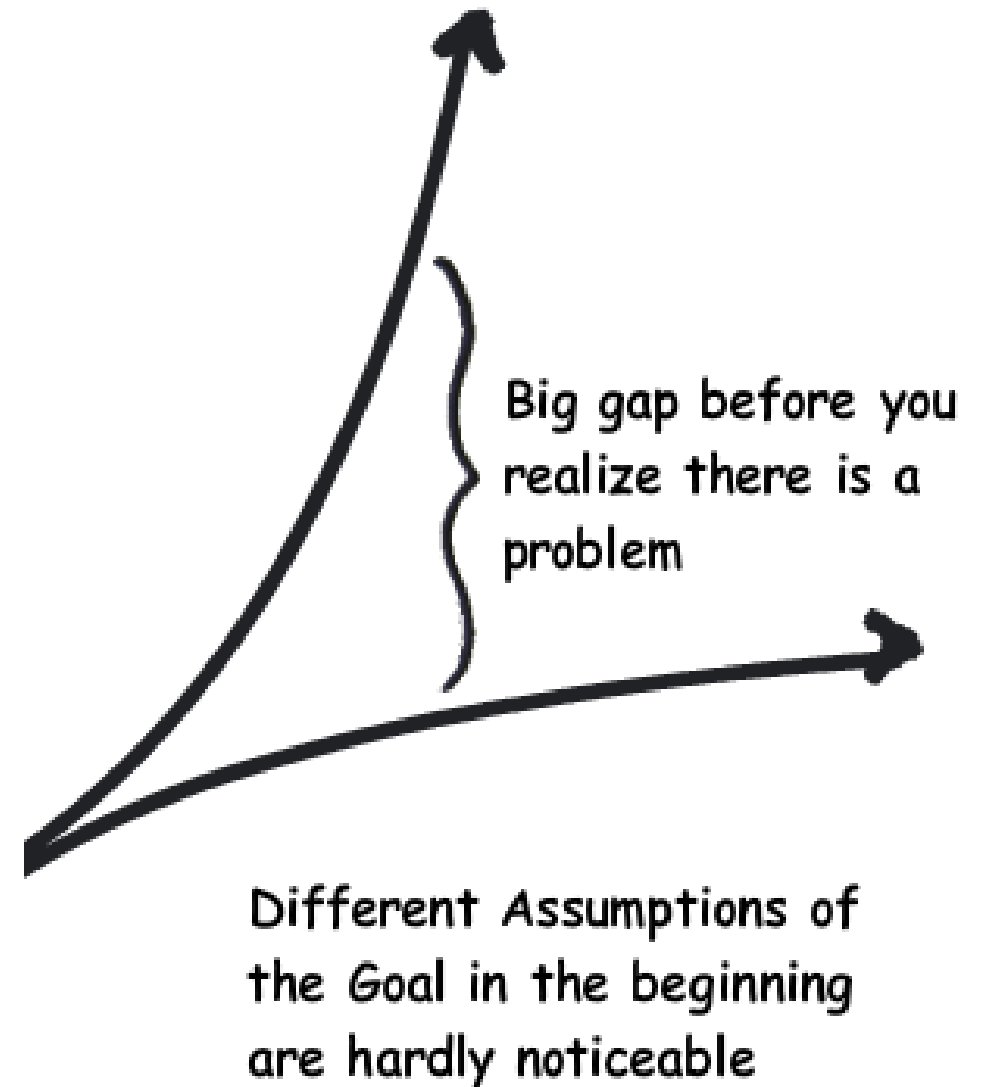


ROTTENCARDS USER
CARD

Clarity

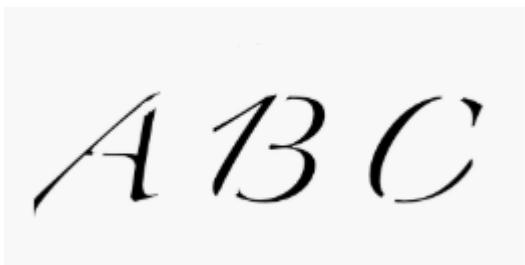
Assumptions can be costly

The Bad Assumption Gap



Clarity

What do you see?



Clarity

What do you see?

What about now?

12
13
14



Clarity

What do you see?

A B C

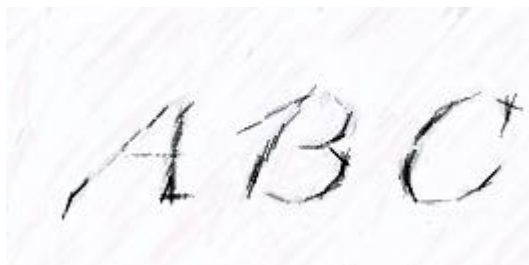
What about now?

*12
13
14*



Clarity

What do you see?

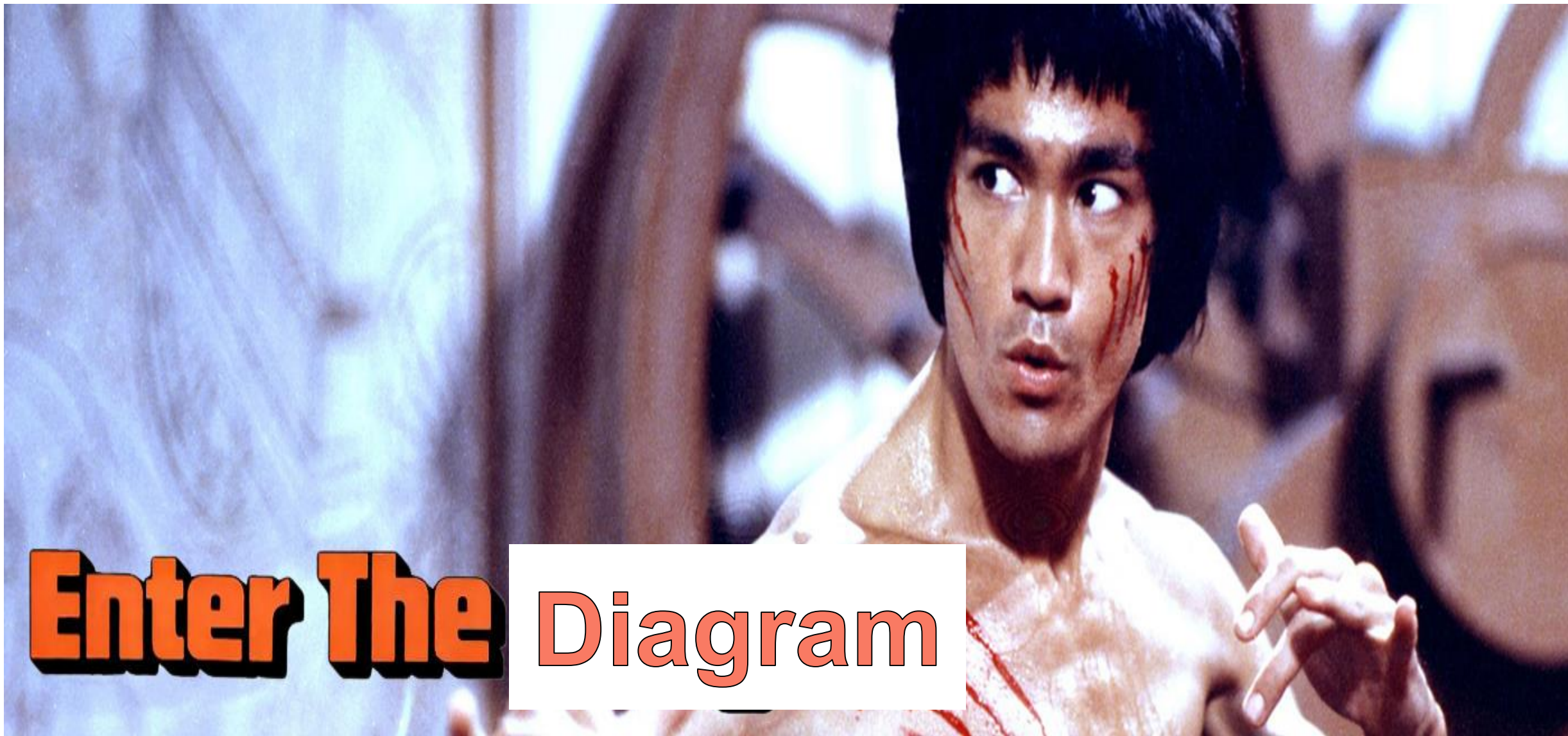
A photograph of a piece of lined paper with the letters 'A', 'B', and 'C' written in a cursive, handwritten style.A large, stylized number '13' rendered in a black, elegant serif font, centered on a solid light gray rectangular background.

What about now?

A photograph of a piece of lined paper with the numbers '12', '13', and '14' written vertically in a cursive, handwritten style.



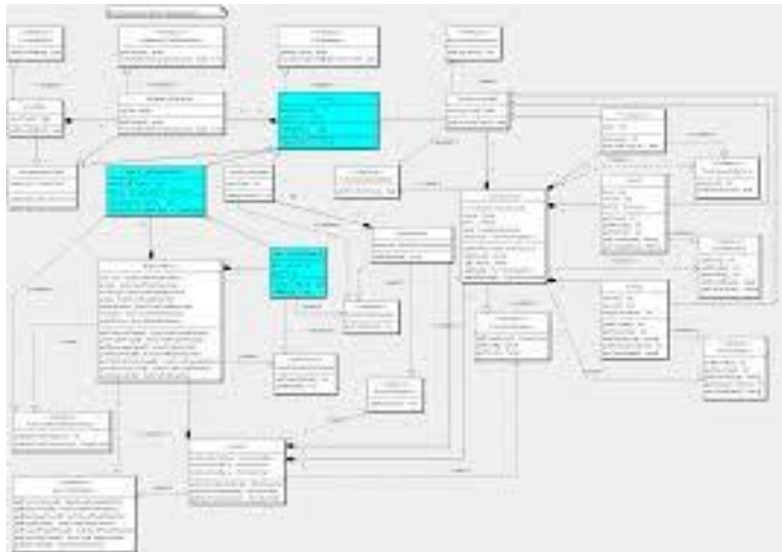
Enter The Dragon



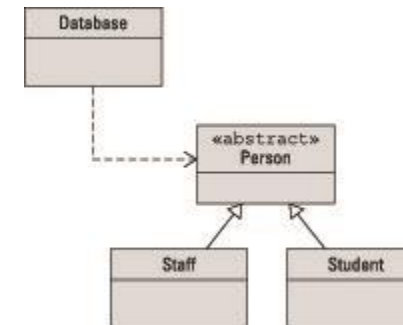
Enter The Diagram

Birds eye view vs. Microscopic

Details – close to implementation



High level – abstraction of design



Right? Wrong?



* But...



IF WE'RE JUST GOING
TO DIE, WHAT'S THE
POINT OF LIVING?



