Function-Oriented Software Design (continued)

Organization of this Lecture

- Brief review of previous lectures
- A larger example of Structured Analysis
- Structured Design
 - □ A major objective of this lecture is that you should be able to develop structured design from any DFD model.
- Examples
- Summary

- Last lecture we started discussion on Structured Analysis/ Structured Design (SA/SD) technique:
 - □ incorporates features from some important design methodologies.
- SA/SD consists of two important parts:
 - structured analysis
 - structured design.

- The goal of structured analysis:
 - perform functional decomposition.
 - represent using Data Flow Diagrams (DFDs).
- DFDs are a hierarchical model:
 - We examined why any hierarchical model is easy to understand
 - number 7 is called the magic number.

- During structured analysis:
 - Functional decomposition takes place
 - in addition, data decomposition takes place.
- At the most abstract level:
 - context diagram
 - refined to more detailed levels.
- We discussed two small examples:
 - RMS calculating software
 - tic-tac-toe computer game software

- Several CASE tools are available
 - help in design activities:
 - help maintain the data dictionary,
 - check whether DFDs are balanced, etc.
- DFD model:
 - difficult to implement using a programming language:
 - needs to be transformed to structured design.

- A large trading house wants us to develop a software:
 - to automate book keeping activities associated with its business.
- It has many regular customers:
 - who place orders for various kinds of commodities.

- The trading house maintains names and addresses of its regular customers.
- Each customer is assigned a unique customer identification number (CIN).
- As per current practice when a customer places order:
 - □ the accounts department first checks the credit-worthiness of the customer.

- The credit worthiness of a customer is determined:
 - by analyzing the history of his payments to the bills sent to him in the past.
- If a customer is not credit-worthy:
 - his orders are not processed any further
 - an appropriate order rejection message is generated for the customer.

- If a customer is credit-worthy:
 - items he/she has ordered are checked against the list of items the trading house deals with.
- □ The items that the trading house does not deal with:
 - are not processed any further
 - an appropriate message for the customer for these items is generated.

- The items in a customer's order that the trading house deals with:
 - are checked for availability in the inventory.
- □ If the items are available in the inventory in desired quantities:
 - a bill with the forwarding address of the customer is printed.
 - a material issue slip is printed.

- The customer can produce the material issue slip at the store house:
 - **Take delivery of the items.**
 - inventory data adjusted to reflect the sale to the customer.

- If an ordered item is not available in the inventory in sufficient quantity:
 - to be able to fulfill pending orders store details in a "pending-order" file:
 - Out-of-stock items along with quantity ordered.
 - **D**customer identification number

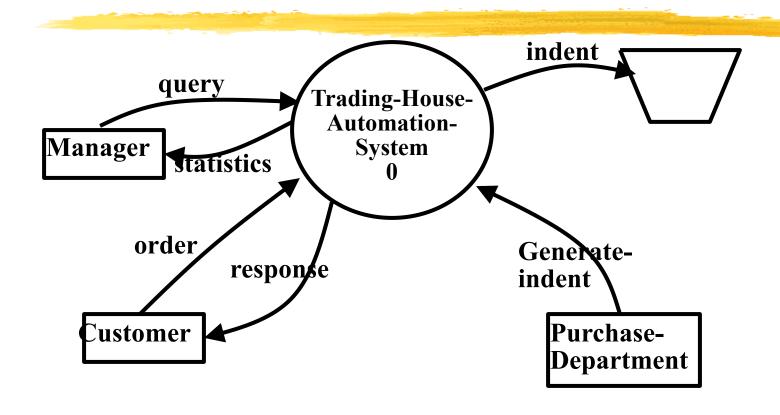
- The purchase department:
 - would periodically issue commands to generate indents.
- When generate indents command is issued:
 - the system should examine the "pending-order" file
 - determine the orders that are pending
 - total quantity required for each of the items.

- TAS should find out the addresses of the vendors who supply the required items:

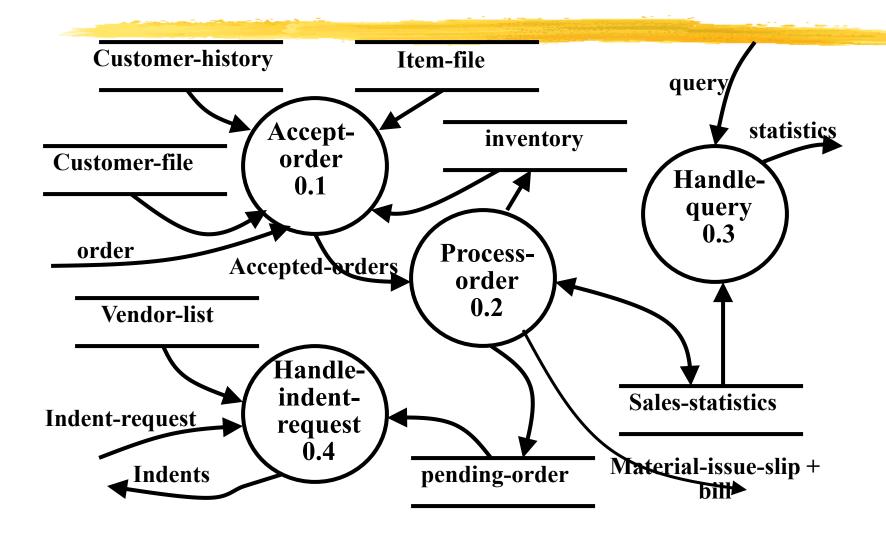
 - print out indents to those vendors.

- TAS should also answers managerial queries:
 - statistics of different items sold over any given period of time
 - corresponding quantity sold and the price realized.

Context Diagram



Level 1 DFD



Example: Data Dictionary

```
response: [bill + material-issue-slip, reject-message]
query: period /* query from manager regarding sales
statistics*/
period: [date+date,month,year,day]
date: year + month + day
year: integer
month: integer
day: integer
order: customer-id + {items + quantity}*
accepted-order: order /* ordered items available in inventory
reject-message: order + message /* rejection message */
pending-orders: customer-id + {items+quantity}*
customer-address: name+house#+street#+city+pin
```

Example: Data Dictionary

```
item-name: string
house#: string
street#: string
city: string
pin: integer
customer-id: integer
bill: {item + quantity + price}* + total-amount + customer-
address
material-issue-slip: message + item + quantity + customer-
address
message: string
statistics: {item + quantity + price }*
sales-statistics: {statistics}*
quantity: integer
```

Observation

- From the examples,
 - Observe that DFDs help create:
 - data model
 - **Interpolation** Interpolation Interpolation

Observation

- As a DFD is refined into greater levels of detail:
 - the analyst performs an implicit functional decomposition.
 - At the same time, refinements of data takes place.

- Context diagram should represent the system as a single bubble:
 - Many beginners commit the mistake of drawing more than one bubble in the context diagram.

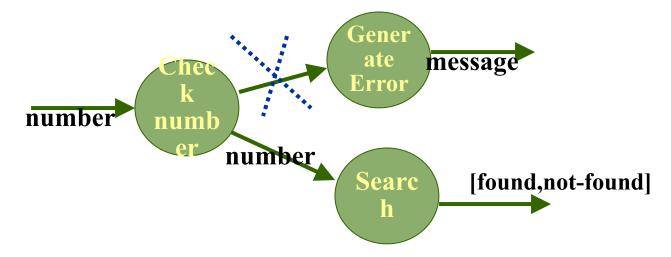
- All external entities should be represented in the context diagram:
 - external entities should not appear at any other level of DFD.
- Only 3 to 7 bubbles per diagram should be allowed:
 - each bubble should be decomposed to between 3 and 7 bubbles.

- Constructing DFDs
 A common mistake
 committed by many
 beginners:
 - **Dattempting to represent control information in a DFD.**
 - e.g. trying to represent the order in which different functions are executed.

- A DFD does not represent control information:
 - when or in what order different functions (processes) are invoked
 - the conditions under which different functions are invoked are not represented.
 - For example, a function might invoke one function or another depending on some condition.
 - Many beginners try to represent this aspect by drawing an arrow between the corresponding bubbles.

Example-1

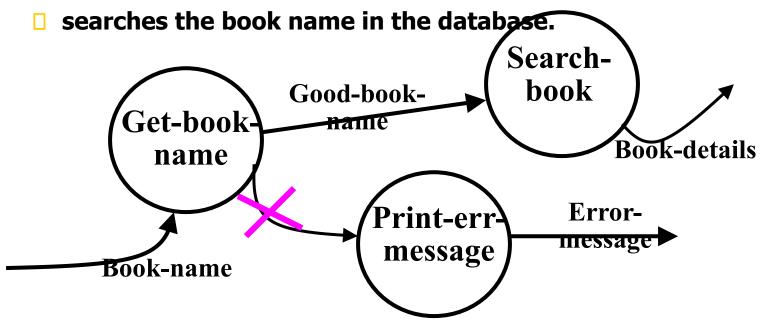
- Check the input value:
 - If the input value is less than -1000 or greater than +1000 generate an error message
 - otherwise search for the number



- If a bubble A invokes either bubble B or bubble C depending on some conditions:
 - □ represent the data that flows from bubble A to bubble B and bubbles A to C
 - not the conditions depending on which a process is invoked.

Example-2

- A function accepts the book name to be searched from the user
- If the entered book name is not a valid book name
 - generates an error message,
- If the book name is valid,



- All functions of the system must be captured in the DFD model:
 - no function specified in the SRS document should be overlooked.
- Only those functions specified in the SRS document should be represented:
 - do not assume extra functionality of the system not specified by the SRS document.

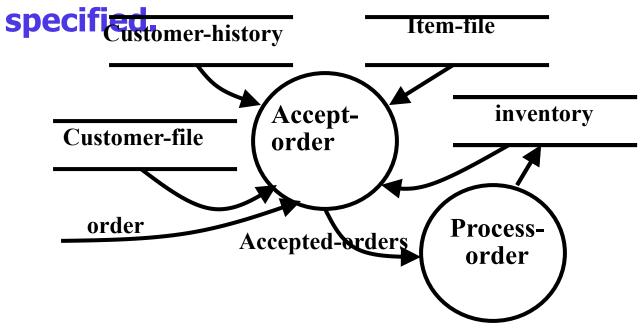
Commonly made errors

- Unbalanced DFDs
- Forgetting to mention the names of the data flows
- Unrepresented functions or data
- External entities appearing at higher level DFDs
- Trying to represent control aspects
- Context diagram having more than one bubble
- A bubble decomposed into too many bubbles in the next level
- Terminating decomposition too early
- Nouns used in naming bubbles

- DFD models suffer from several shortcomings:
- DFDs leave ample scope to be imprecise.
 - In a DFD model, we infer about the function performed by a bubble from its label.
 - A label may not capture all the functionality of a bubble.

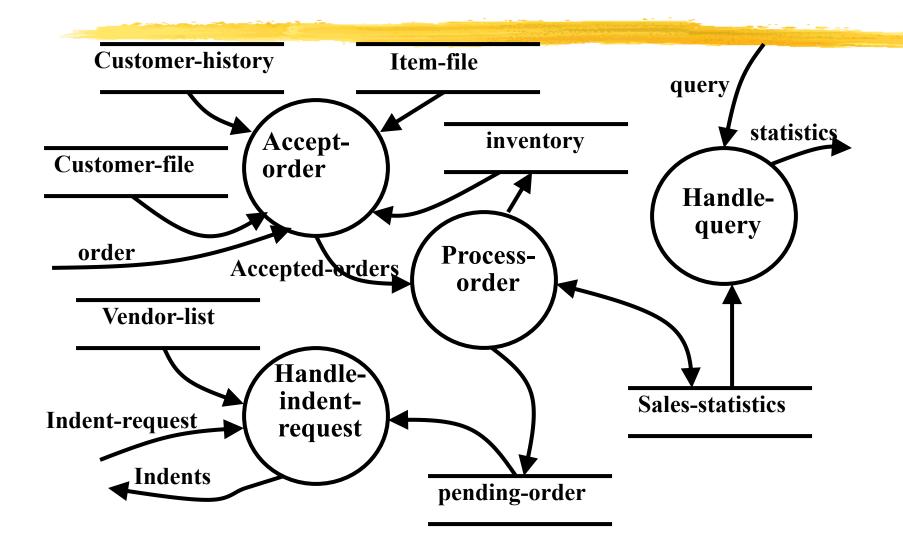
- For example, a bubble named <u>find-book-position</u> has only intuitive meaning:
 - does not specify several things:
 - what happens when some input information is missing or is incorrect.
 - Does not convey anything regarding what happens when book is not found
 - or what happens if there are books by different authors with the same book title.

- Control information is not represented:
 - □ For instance, order in which inputs are consumed and outputs are produced is not



- A DFD does not specify synchronization aspects:
 - For instance, the DFD in TAS example does not specify:
 - whether process-order may wait until the accept-order produces data
 - whether accept-order and handle-order may proceed simultaneously with some buffering mechanism between them.

TAS: Level 1 DFD



Shortcomings of the DFD Model

- The way decomposition is carried out to arrive at the successive levels of a DFD is subjective.
- The ultimate level to which decomposition is carried out is subjective:
 - depends on the choice and judgement of the analyst.
- Even for the same problem,
 - several alternative DFD representations are possible:
 - many times it is not possible to say which DFD representation is superior or preferable.

Shortcomings of the DFD Model

- DFD technique does not provide:
 - any clear guidance as to how exactly one should go about decomposing a function:
 - one has to use subjective judgement to carry out decomposition.
- Structured analysis techniques do not specify when to stop a decomposition process:
 - to what length decomposition needs to be carried out.

Extending DFD Technique to Real-Time Systems

- For real-time systems (systems having time bounds on their actions),
 - essential to model control flow and events.
 - Widely accepted technique: Ward and Mellor technique.
 - □ a type of process (bubbles) that handles only control flows is introduced.
 - □ These processes are represented using dashed circles.

Structured Design

- The aim of structured design
 - transform the results of structured analysis (i.e., a DFD representation) into a structure chart.
- A structure chart represents the software architecture:
 - various modules making up the system,
 - module dependency (i.e. which module calls which other modules),
 - parameters passed among different modules.

Structure Chart

- Structure chart representation
 - easily implementable using programming languages.
- Main focus of a structure chart:
 - define the module structure of a software,
 - interaction among different modules,
 - procedural aspects (e.g, how a particular functionality is achieved) are not represented.

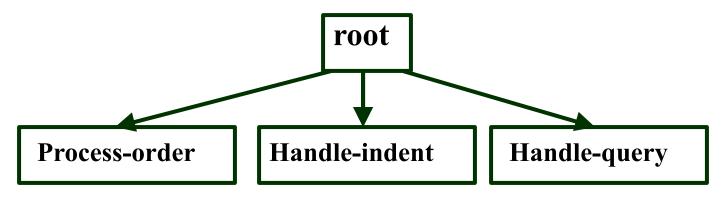
Basic building blocks of structure chart

- Rectangular box:
 - A rectangular box represents a module.
 - annotated with the name of the module it represents.

Process-order

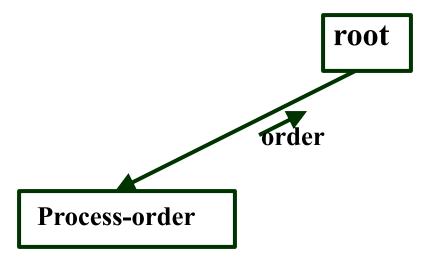
Arrows

- An arrow between two modules implies:
 - during execution control is passed from one module to the other in the direction of the arrow.



Data flow Arrows

- Data flow arrows represent:
 - data passing from one module to another in the direction of the arrow.



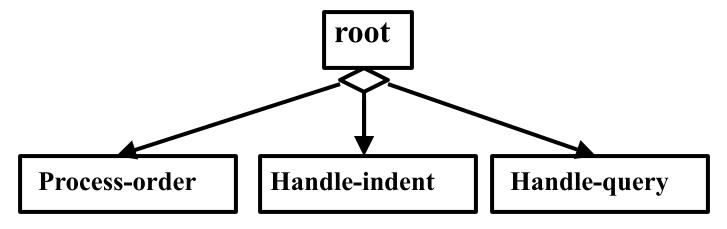
Library modules

- Library modules represent frequently called modules:
 - a rectangle with double side edges.
 - Simplifies drawing when a module is called by several modules.

Quick-sort

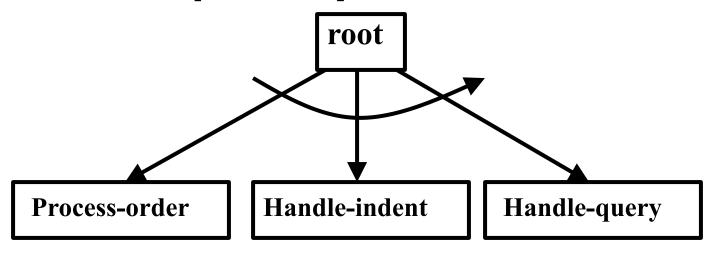
Selection

- The diamond symbol represents:
 - one module of several modules connected to the diamond symbol is invoked depending on some condition.



Repetition

A loop around control flow arrows denotes that the concerned modules are invoked repeatedly.



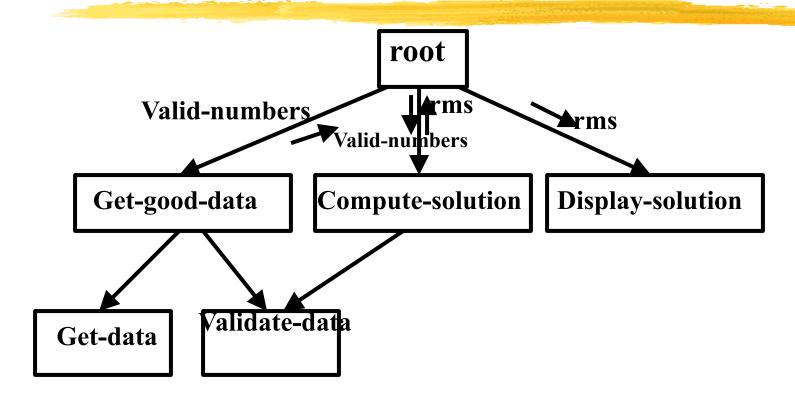
Structure Chart

- There is only one module at the top:
 - □ the root module.
- There is at most one control relationship between any two modules:
 - □ if module A invokes module B,
 - module B cannot invoke module A.
- The main reason behind this restriction:
 - consider modules in a structure chart to be arranged in layers or levels.

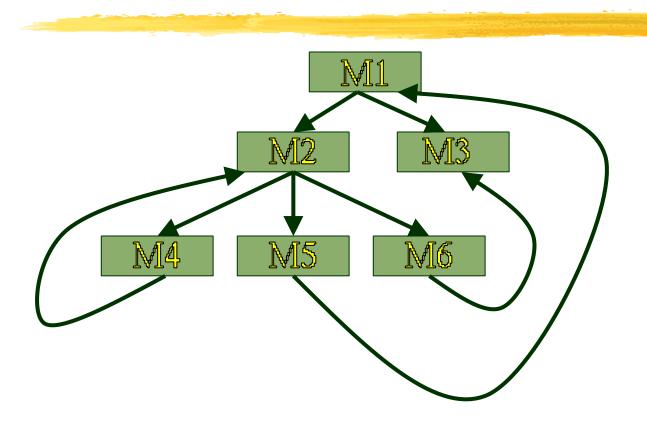
Structure Chart

- The principle of abstraction:
 - does not allow lower-level modules to invoke higherlevel modules:
 - But, two higher-level modules can invoke the same lowerlevel module.

Example



Bad Design



Shortcomings of Structure Chart

- By looking at a structure chart:
 - we can not say whether a module calls another module just once or many times.
- Also, by looking at a structure chart:
 - we can not tell the order in which the different modules are invoked.

Transformation of a DFD Model into Structure Chart

- Two strategies exist to guide transformation of a DFD into a structure chart:
 - Transform Analysis
 - Transaction Analysis

- The first step in transform analysis:
 - divide the DFD into 3 types of parts:
 - □input,
 - logical processing,
 - **output.**

- Input portion in the DFD:
 - processes which convert input data from physical to logical form.
 - e.g. read characters from the terminal and store in internal tables or lists.
- Each input portion:
 - called an <u>afferent branch</u>.
 - Possible to have more than one afferent branch in a DFD.

- Output portion of a DFD:
 - transforms output data from logical form to physical form.
 - e.g., from list or array into output characters.
 - Each output portion:
 - called an <u>efferent branch</u>.
- The remaining portions of a DFD
 - called <u>central transform</u>

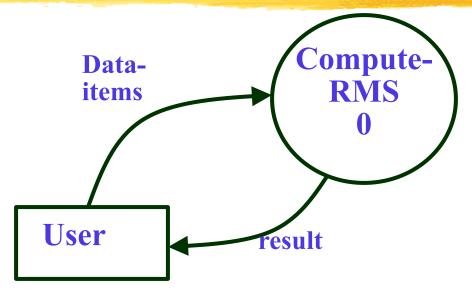
- Derive structure chart by drawing one functional component for:
 - the central transform,
 - **leach afferent branch,**
 - **each efferent branch.**

- Identifying the highest level input and output transforms:
 - requires experience and skill.

- First level of structure chart:
 - draw a box for each input and output units
 - a box for the central transform.
- Next, refine the structure chart:
 - add subfunctions required by each high-level module.
 - Many levels of modules may required to be added.

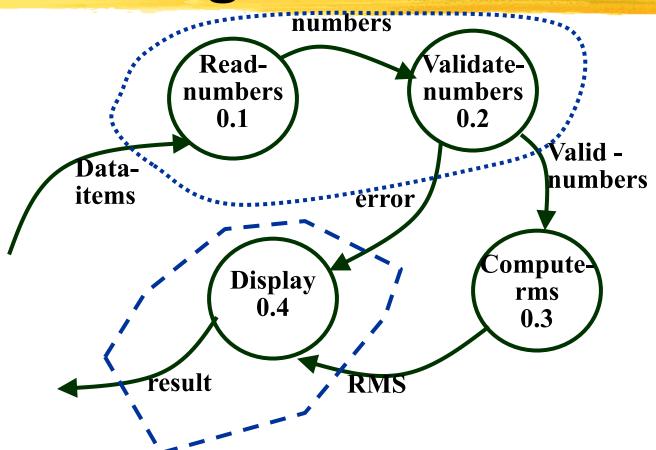
Factoring

- The process of breaking functional components into subcomponents.
- Factoring includes adding:
 - read and write modules,
 - error-handling modules,
 - initialization and termination modules, etc.
- □ Finally check:
 - whether all bubbles have been mapped to modules.

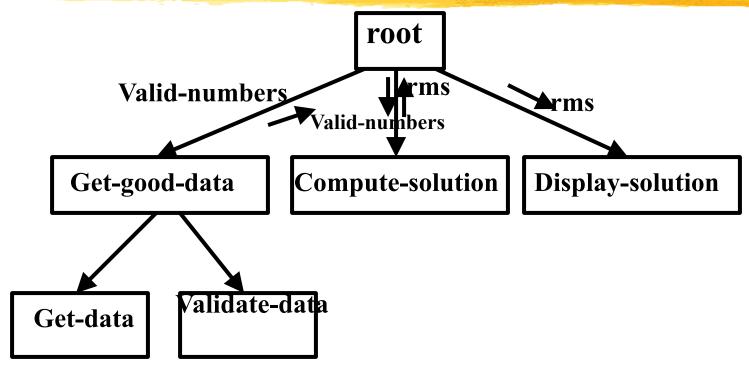


Context Diagram

- From a cursory analysis of the problem description,
 - easy to see that the system needs to perform:
 - accept the input numbers from the user,
 - **u**validate the numbers,
 - calculate the root mean square of the input numbers,
 - display the result.



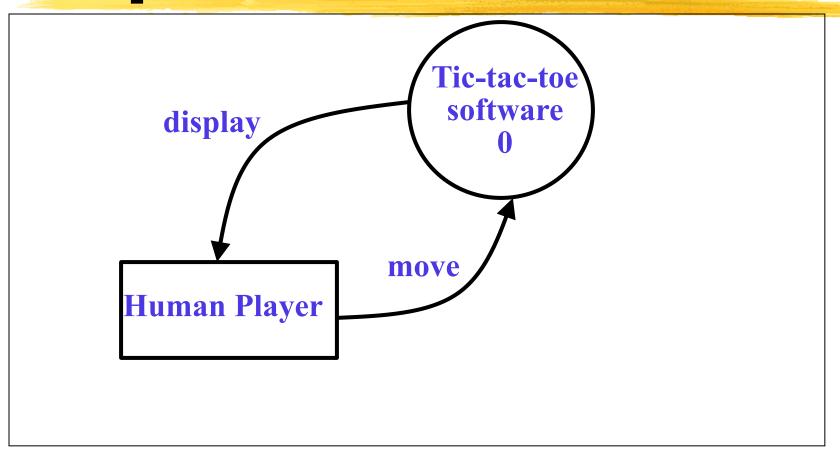
- By observing the level 1 DFD:
 - identify read-number and validate-number bubbles as the afferent branch
 - display as the efferent branch.



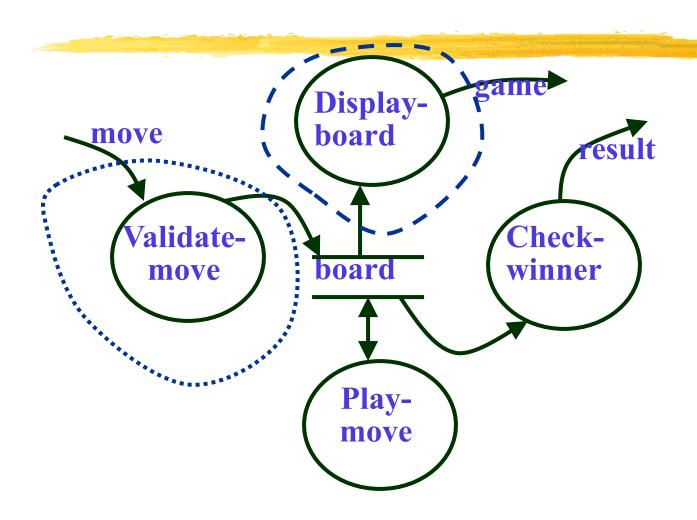
Example 2: Tic-Tac-Toe Computer Game

- As soon as either of the human player or the computer wins,
 - a message congratulating the winner should be displayed.
- If neither player manages to get three consecutive marks along a straight line,
 - and all the squares on the board are filled up,
 - then the game is drawn.
- The computer always tries to win a game.

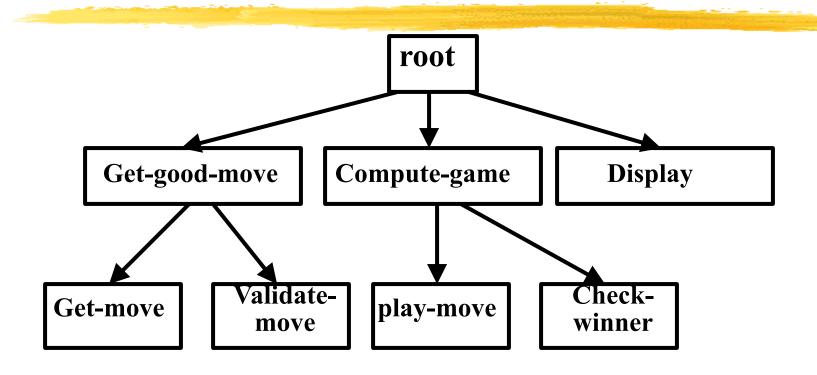
Context Diagram for Example 2



Level 1 DFD



Structure Chart



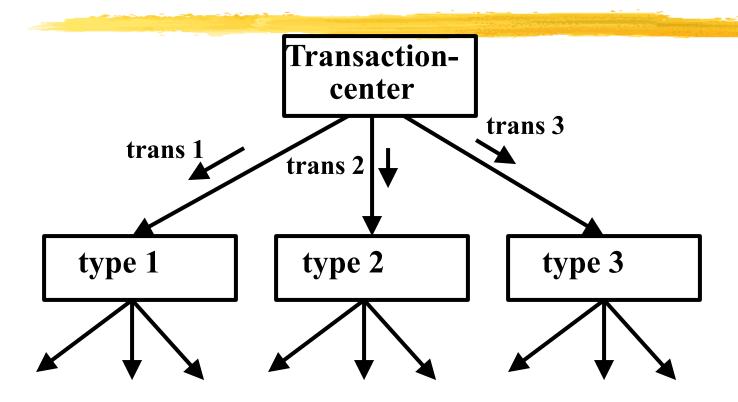
Transaction Analysis

- Useful for designing transaction processing programs.
 - □ Transform-centered systems:
 - characterized by <u>similar processing steps</u> for every data item processed by input, process, and output bubbles.
 - □ Transaction-driven systems,
 - one of several possible paths through the DFD is traversed depending upon the input data value.

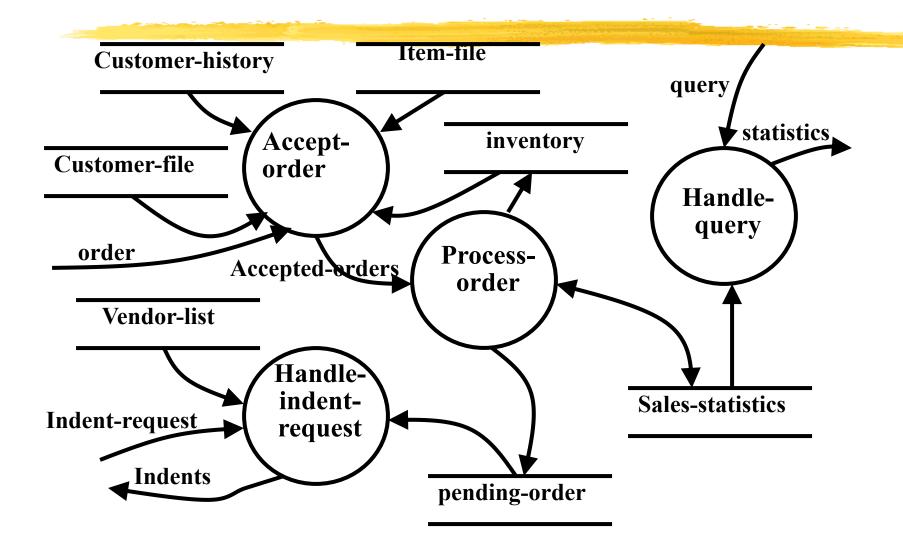
Transaction Analysis

- Transaction:
 - any input data value that triggers an action:
 - □ For example, selected menu options might trigger different functions.
 - Represented by a tag identifying its type.
- Transaction analysis uses this tag to divide the system into:
 - several transaction modules
 - one transaction-center module.

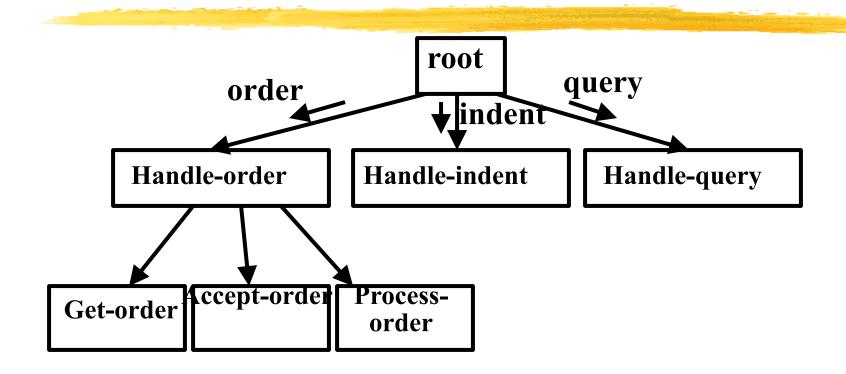
Transaction analysis



Level 1 DFD for TAS



Structure Chart



- We first discussed structured analysis of a larger problem.
- We defined some general guidelines
 - for constructing a satisfactory DFD model.
- The DFD model though simple and useful
 - does have several short comings.
- We then started discussing structured design.

- Aim of structured design:
 - transform a DFD representation into a structure chart.
- Structure chart represents:
 - module structure
 - interaction among different modules,
 - procedural aspects are not represented.

- Structured design provides two strategies to transform a DFD into a structure chart:
 - Transform Analysis
 - Transaction Analysis

- We Discussed three examples of structured design.
- It takes a lot of practice to become a good software designer:
 - Please try to solve all the problems listed in your assignment sheet,
 - not only the ones you are expected to submit.