



DMN Modeler Report DMCommunity Challenge - March 2017

Published: 5/28/2017

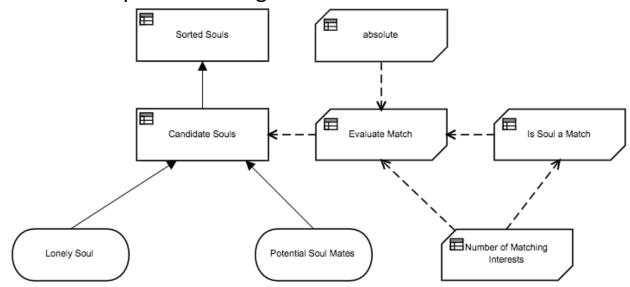
By: Edson Tirelli

Table of Contents

DMCommunity Challenge - Match 2017	3
,	
Decision Requirement Diagram	3
Elements	3
Data Types	8

DMCommunity Challenge - Match 2017

Decision Requirement Diagram



Elements

Sorted Souls (Decision)

Description

Sorts and returns the the list of matching souls in decreasing score order.

Output Data Type

Type <u>tCandidates</u>

Decision Logic (Literal Expression)

Sorted Souls

sort(Candidate Souls, function(c1, c2) c1.Score >= c2.Score)

absolute (Business Knowledge Model)

Description

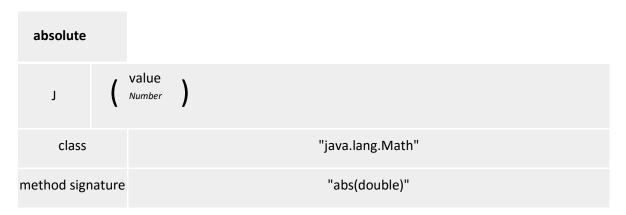
Given a number, this BKM returns the absolute value of that number. I.e., if the number is greater or equal to zero, it returns the number itself. If the number is negative, it returns the number multiplied by -1.

This BKM could easily be implemented with a simple "if" statement, but it is here demonstrating how the model can easily integrate with Java functions to provide functionality not available out of the box in FEEL.

Output Data Type

Туре	Number
------	--------

Decision Logic (Function - Expression)



Candidate Souls (Decision)

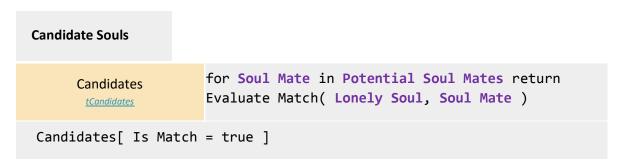
Description

Iterates the list of *Potential Soul Mates* checking for matches with the *Lonely Soul*. Returns a list containing only the matching souls with their corresponding scores.

Output Data Type

Туре	<u>tCandidates</u>
------	--------------------

Decision Logic (Context)



Evaluate Match (Business Knowledge Model)

Description

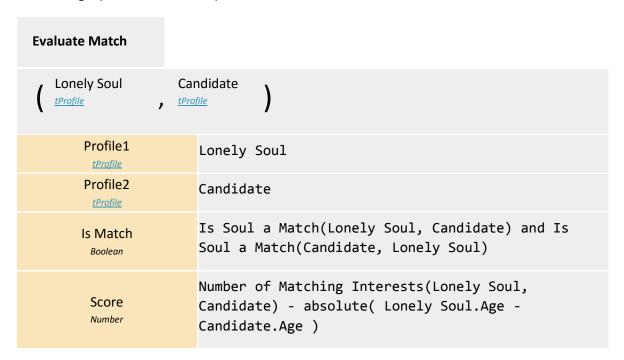
Evaluates the match between the *Lonely Soul* and a *Candidate*, setting the *Is Match* attribute as true if it is a match of false otherwise. It also calculates the *Score* for the match.

Requirements are not clear on how to calculate the score, so this decision assumes 1 point for each matching interest and -1 for each year of difference in the ages of the loving birds.

Output Data Type

Type <u>tCandidate</u>	
------------------------	--

Decision Logic (Function - Context)



Is Soul a Match (Business Knowledge Model)

Description

Returns true if the candidate is a match for the given lonely soul. According to the requirements, a candidate is a match if and only if:

- 1 Gender of the other person must be one of the acceptable genders
- 2 Age of the other person must be within the acceptable range
- 3 City must match exactly
- 4 Matching interests of the other person must match at least the number specified

Output Data Type

Туре	Boolean	
------	---------	--

Decision Logic (Function - Expression)

Potential Soul Mates (Input Data)

Description

A list of profiles of the potential soul mates.

Input Data Type

Туре	tProfiles

Lonely Soul (Input Data)

Description

The profile of the user for which potential soul mates are being looked for.

Input Data Type

Type <u>tProfile</u>	
----------------------	--

Number of Matching Interests (Business Knowledge Model)

Description

Returns the number of matching interests between the *Lonely Soul* and the *Candidate Soul Mate*.

Output Data Type

Type Number	
-------------	--

Decision Logic (Function - Context)

```
Number of Matching Interests

( Lonely Soul Candidate Soul Mate profile )

Matching Interests for Interest in Lonely Soul.List of Interests return list contains (Candidate Soul Mate.List of Interests, Interest)

count( Matching Interests[item = true] )
```

Data Types

tProfile

Name	Text
Gender	tGender "Male", "Female"
City	Text
Age	Number
List of Interests	tInterests
Minimum Acceptable Age	Number
Maximum Acceptable Age	Number
Acceptable Genders	<u>tGenders</u>
Minimum Matching Interests	Number

tGender

Text
"Male", "Female"

tGenders

tGender "Male", "Female"

tInterests

Text

tProfiles

<u>tProfile</u>

tCandidate

Profile1	<u>tProfile</u>
Profile2	<u>tProfile</u>
Is Match	Boolean
Score	Number

tCandidates

<u>tCandidate</u>

tBooleans

Boolean