

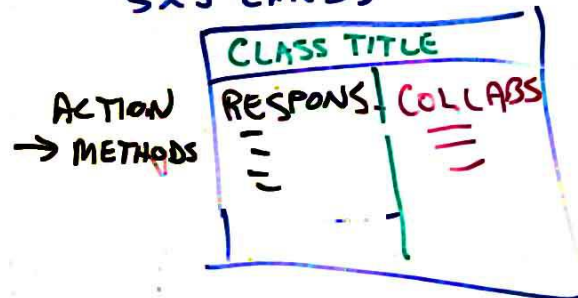
MODELING/ARCH/ANALYSIS
 § 10.4 CRC CARDS (USE CASES)
 DATA/REQTS IN UCs

CLASS (AGENT/OBJECT)

RESPONSIBILITY
 (AGENT ACTIONS)

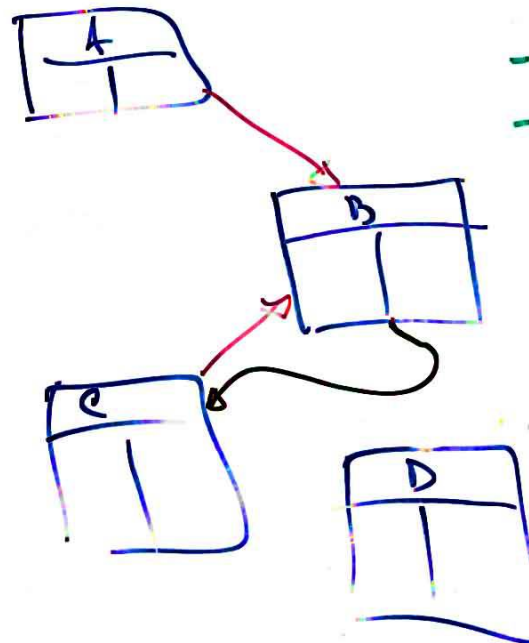
COLLABORATORS
 (OTHER AGENTS, HELPERS)

3x5 CARDS



3 KINDS OF CRC
 CLASSES/AGENTS

- ENTITY
 ↳ LONG-LIVED AGENTS.
- CONTROLLER
 ↳ MGRS OTHERS
- BOUNDARY
 ↳ TALKS TO OUTSIDERS



(START STATE)

Acc

3 KINDS OF CRC CLASSES/AGENTS

- ENTITY
↳ LONG-LIVED AGENTS.
- CONTROLLER
↳ MGRS OTHERS
- BOUNDARY
↳ TALKS TO OUTSIDERS

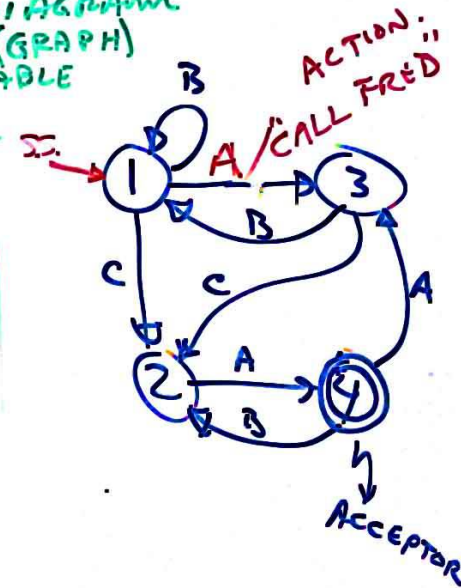
{ 11.3 UML FSM's.

FINITE STATE MACHINE
(DFA, DETERMINISTIC
FINITE AUTOMATON)

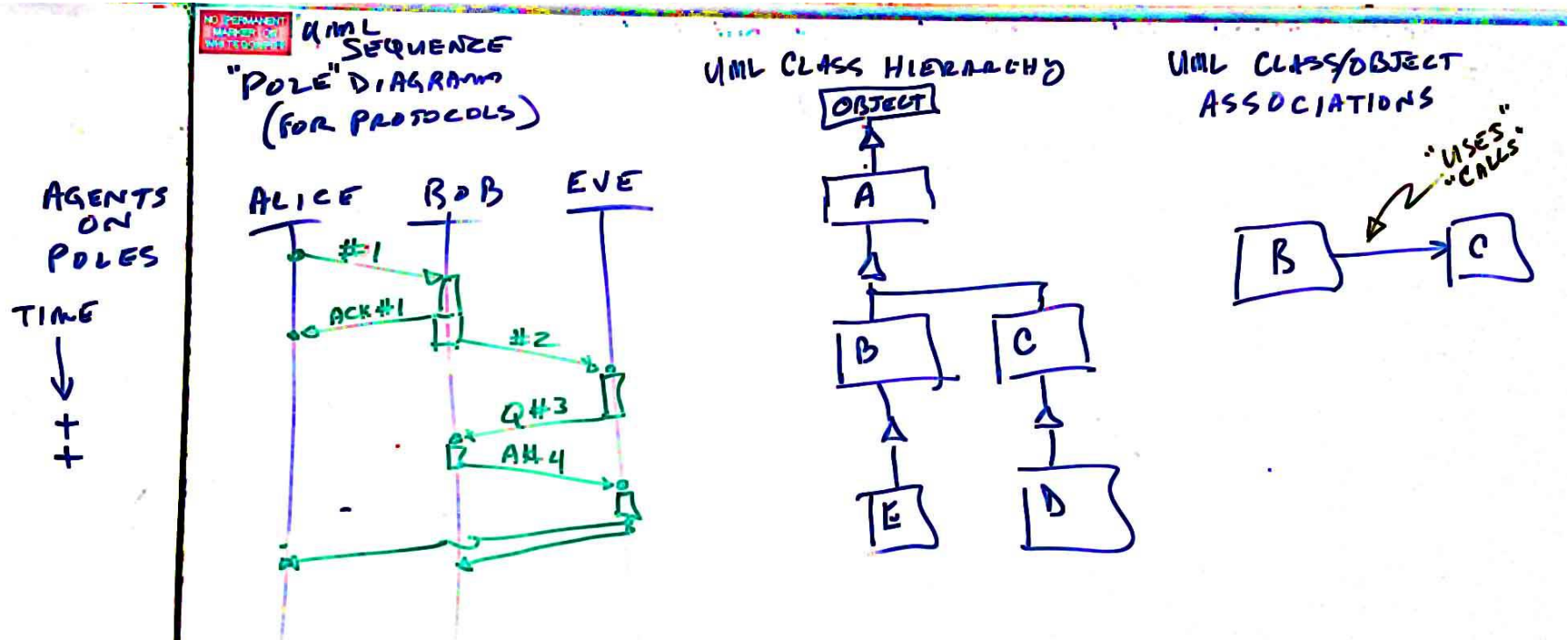
STATE
TRANSITION DIAGRAM
(GRAPH)
TABLE

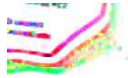
STATE TRANSITION TABLE

STATE	INPUTS/EVENTS	A	B	C
1 (START STATE)	3	1	2	
2	4	-	-	
3	-	1	2	
4 (ACCEPTOR)	3	2	-	



AGENT ON POLES
TIME
↓
+
+





PROJECT #1
USER DOES IT
THIS WAY

ACTIONS (PA TASK)

ERIC,
REID'S
BOOK
MVP
STARTUPS

- ARTIFACT ID
- ROLLING
WEIGHTED
SUM,
MODULO m.
- GET USER
CMD + ARGS.
- GIVE USER
A RESPONSE

NAME COPIED
FILE WITH
CPL ART-ID.

- COPY HIER PATH
FILE TO
TOP-LEVEL
REPO FOLDER
 - WALK SOURCE
PROJECT TREE,
"TOUCH" EACH FILE.
 - MANAGE HTML → NODE/EXPRESS
"INFRASTRUCTURE"
 - JS "GURU"
- RECORD PATH/HIER
FOR EACH FILE IN
TREE + ART-ID.
- ↓
- ADD "RECORD"
TO MANIFEST
FILE.