HACETTEPE UNIVERSITY DEPARTMENT OF COMPUTER ENGINEERING

Student Name : Metin **Surname :** DEMİR

Student ID : 21526902 **Department :** Computer Engineering

READİNG ASSIGNMENT 2

Subject: The Blind Men and the Elephant: Views of Scenario-Based System Design

Advisors: Dr. Ayça Tarhan , Dr. Tuğba Erdoğan , Pelin Canbay , Burcu Yalçıner, Nebi Yılmaz

The Blind Men and the Elephant: Views of Scenario-Based System Design

Six men touch a different part of a elephant and no one understand it is a elephant, All tell about different things.We used The story to understand as a metaphor for the different views of scenario-based systems design.

Scenarios in System Design

A scenario; It is a definition that includes general information about actors, actors, and assumptions about their environment, their aims or objectives, and sequences of actions and events.Scenarios are expressed in various media and shapes.Have four communities to using scenario-based approaches :strategic planning, human-computer interaction, requirements engineering, and object-oriented analysis/design.

Strategic Planning

Discussion of scenario new in computer history but planning and management have long history.Thinking About the Unthinkable, writing about scenario by Kahn and have 5 advantages scenario a aid of thinking. First advantages is analist of scenario.It can view a problem before it faces to us. Meaning fixed a problem even you did not face.Second one is view details and changale state. Scenario interaction of all things about people for example social ,military. Also illustrate certain principles or questions.At last Scenario allow us think about crisis and find a solution. For example , Royal Dutch/Shell Group build scenario to prepare for the 1973 oil crisis, So let them planning for crisis.

Human-Computer Interaction

Human-Computer interaction is based on how to created system design with scenario.Use scripts to describe the use of systems and predict more useful computer systems and analyze usage of system.Developer of the software think like a user and it created a building software about the scenario .

Requirements Engineering

Aim of requirements Engineering is find what user need and how can them can use the software to easy way. Scenario allow us to find requirements.The requirement Engineering divided two part first one is formal scenario analysis. That is created a scenario then try to find requirements. Other one is e inquiry-based requirement analysis this asking question technic.

Potts and he's friends developed the Inquiry Cycle Model of requirement analysis. The model have three part. This part is discussion, documentation and evolution.

Object-Oriented Analysis/Design

Object-oriented analysis/design define a model and this model have a hierarchies.There are three typical scenario-based approaches: First one is Jacobson's use-case approach.Main idea this approach is how a user uses a system.System described by black-box and Actors represent everything that needs to exchange information with the system.Second one is responsibility-driven approaches by Wirfs-Brock.In there aim define object and what they do,interactions of this object. The last one is Koskimies and his friends automated support for modeling object-oriented model. They follow meaning of Object-oriented system and used this model.

Relationship of the Four Communities

The relationship of the four communities can discussed about their structure and model type. Four different communities use life cycle different each others.Strategic planning and human-computer interaction think develop process is complex.When we get all this communities we see software engineering occured.