

# Software Engineering

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(slide can be found in this secure domain)

# Function-Oriented Software Design



# Contents...

- Introduction to software design
- Goodness of a design
- Functional Independence
- Cohesion and Coupling
- Function-oriented design vs. Object-oriented design
- Summary

# Introduction

- Function-oriented design techniques are very popular:
  - ✓ Currently in use in many software development organizations.
- Function-oriented design techniques:
  - ✓ Start with the functional requirements specified in the SRS document.
- During the design process:
- High-level functions are successively decomposed:
  - ✓ Into more detailed functions.
  - ✓ Finally the detailed functions are mapped to a module structure.

# Introduction

- Successive decomposition of high-level functions:
  - ✓ Into more detailed functions.
  - ✓ Technically known as top-down decomposition.
- SA/SD methodology:
  - ✓ has essential features of several important function-oriented design methodologies:
    - ❑ If you need to use any specific design methodology later on,
    - ❑ You can do so easily with small additional effort.

# SA/SD (Structured Analysis/ Structured Design)

- SA/SD technique draws heavily from the following methodologies:
  - ✓ Constantine and Yourdon's methodology
  - ✓ Hatley and Pirbhai's methodology
  - ✓ Gane and Sarson's methodology
  - ✓ DeMarco and Yourdon's methodology
- SA/SD technique can be used to perform
  - ✓ high-level design.

# Overview of SA/SD Methodology

- SA/SD methodology consists of two distinct activities:
  - ✓ Structured Analysis (SA)
  - ✓ Structured Design (SD)
- During structured analysis:
  - ✓ functional decomposition takes place.
- During structured design:
  - ✓ module structure is formalized.



# Functional Decomposition

- Each function is analyzed:
  - ✓ Hierarchically decomposed into more detailed functions.
  - ✓ Simultaneous decomposition of high-level data
    - Into more detailed data.

# Structured Analysis

- Transforms a textual problem description into a graphic model.
  - ✓ Done using data flow diagrams (DFDs).
  - ✓ DFDs graphically represent the results of structured analysis.

# Structured Design

- All the functions represented in the DFD:
  - ✓ Mapped to a module structure.
- The module structure:
  - ✓ Also called as the software architecture:

# Detailed Design

- Software architecture:
  - ✓ Refined through detailed design.
  - ✓ Detailed design can be directly implemented:
    - Using a conventional programming language.

# Structured Analysis vs. Structured Design

- Purpose of structured analysis:
  - ✓ Capture the detailed structure of the system as the user views it.
- Purpose of structured design:
  - ✓ Arrive at a form that is suitable for implementation in some programming language.

# Structured Analysis vs. Structured Design

- The results of structured analysis can be easily understood even by ordinary customers:
  - ✓ Does not require computer knowledge.
  - ✓ Directly represents customer's perception of the problem.
  - ✓ Uses customer's terminology for naming different functions and data.
- The results of structured analysis can be reviewed by customers:
  - ✓ To check whether it captures all their requirements.

# Structured Analysis

- Based on principles of:
  - ✓ Top-down decomposition approach.
  - ✓ Divide and conquer principle:
    - ❑ Each function is considered individually (i.e. isolated from other functions).
    - ❑ Decompose functions totally disregarding what happens in other functions.
  - ✓ Graphical representation of results using
    - ❑ Data flow diagrams (or bubble charts).

# Data Flow Diagrams

- DFD is an elegant modelling technique:
  - ✓ Useful not only to represent the results of structured analysis.
  - ✓ Applicable to other areas also:
    - e.g. for showing the flow of documents or items in an organization,
- DFD technique is very popular:
  - ✓ It is powerful and yet simple to understand and use.



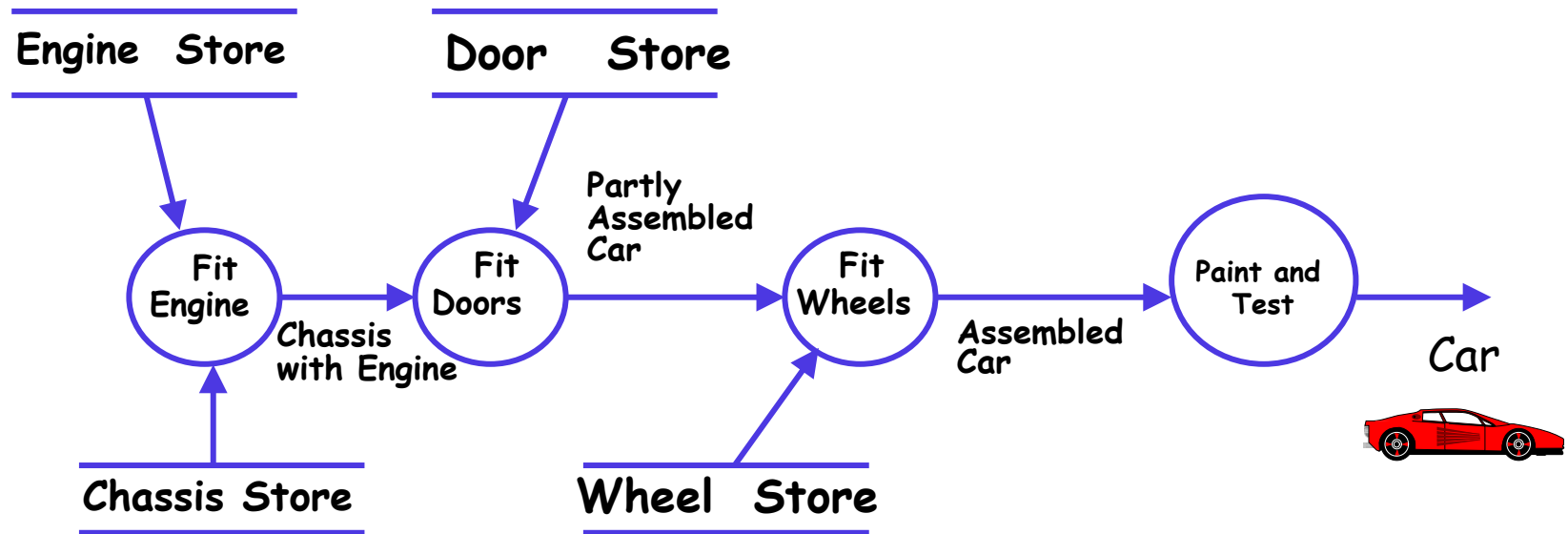
# Data Flow Diagrams

- DFD is a hierarchical graphical model:
  - ✓ Shows the different functions (or processes) of the system and
  - ✓ Data interchange among the processes.

# DFD Concepts

- It is useful to consider each function as a processing station:
  - ✓ Each function consumes some input data.
  - ✓ Produces some output data.

# Data Flow Model of a Car Assembly Unit



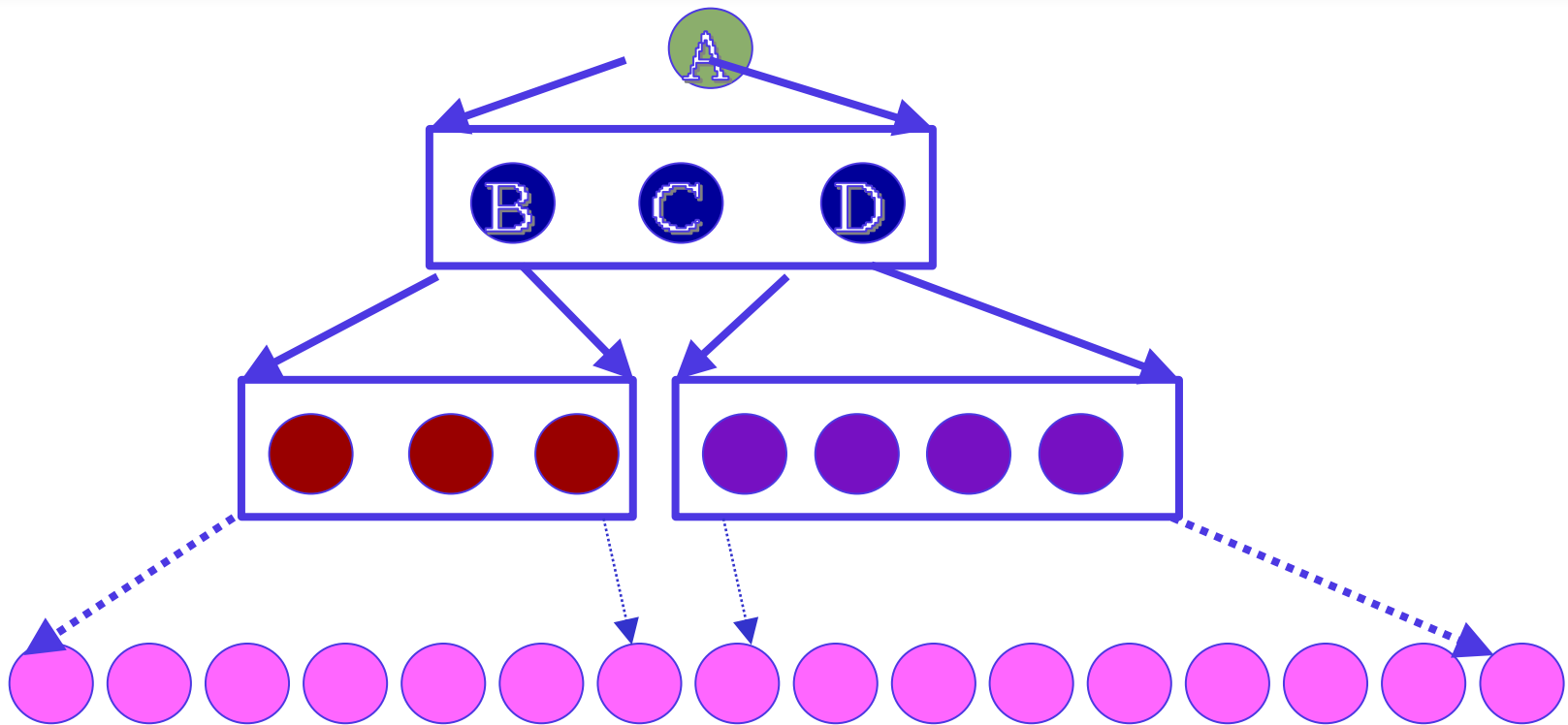
# Data Flow Diagrams (DFDs)

- A DFD model:
  - ✓ Uses limited types of symbols.
  - ✓ Simple set of rules
  - ✓ Easy to understand:
    - It is a hierarchical model.

# Hierarchical Model

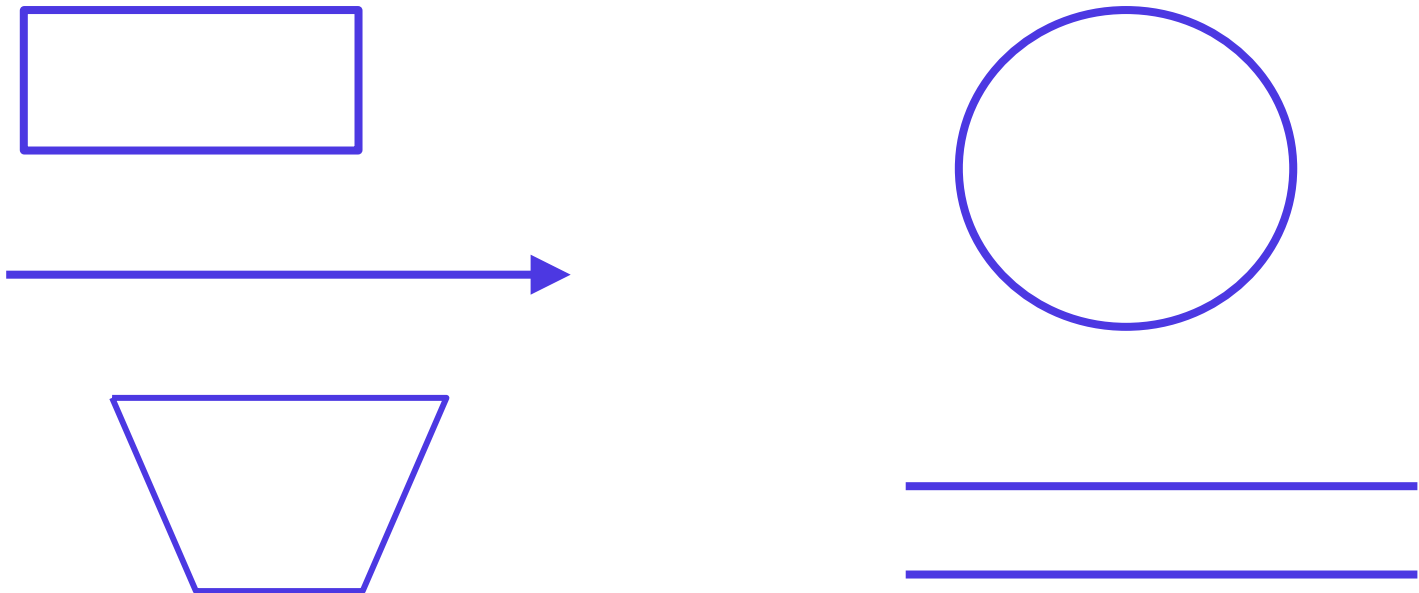
- Human mind can easily understand any hierarchical model:
  - ✓ In a hierarchical model:
    - ❑ We start with a very simple and abstract model of a system,
    - ❑ Details are slowly introduced through the hierarchies.

# Hierarchical Model



# Data Flow Diagrams (DFDs)

- Primitive Symbols Used for Constructing DFDs:



# External Entity Symbol

- Represented by a rectangle
- External entities are real physical entities:
  - ✓ input data to the system or
  - ✓ consume data produced by the system.
  - ✓ Sometimes external entities are called terminator, source, or sink.

**Librarian**



# Function Symbol

- A function such as “search-book” is represented using a circle:
  - ✓ This symbol is called a process or bubble or transform.
  - ✓ Bubbles are annotated with corresponding function names.
  - ✓ Functions represent some activity:
    - ❑ Function names should be verbs.



# Data Flow Symbol

- A directed arc or line.
  - ✓ Represents data flow in the direction of the arrow.
  - ✓ Data flow symbols are annotated with names of data they carry.



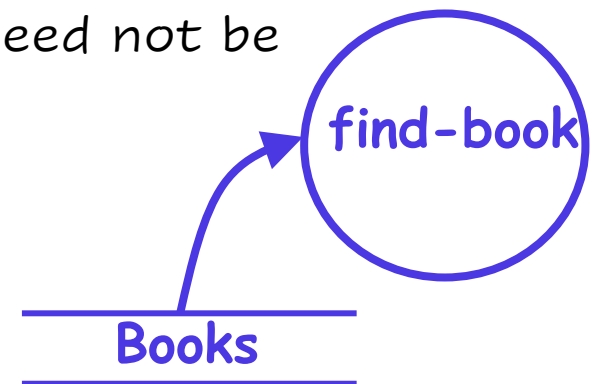
# Data Store Symbol

- Represents a logical file:
  - ✓ A logical file can be:
    - ❑ a data structure
    - ❑ a physical file on disk.
  - ✓ Each data store is connected to a process:
    - ❑ By means of a data flow symbol.

book-details

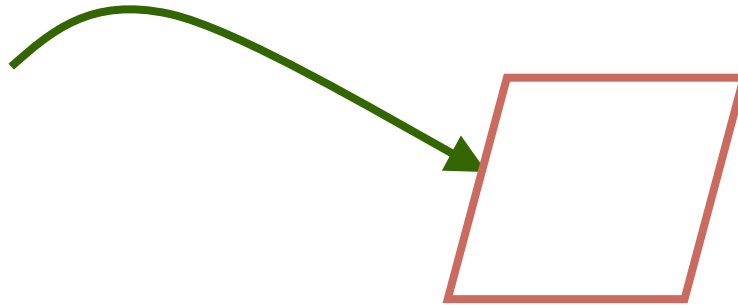
# Data Store Symbol

- Direction of data flow arrow:
  - ✓ Shows whether data is being read from or written into it.
- An arrow into or out of a data store:
  - ✓ Implicitly represents the entire data of the data store
  - ✓ Arrows connecting to a data store need not be annotated with any data name.



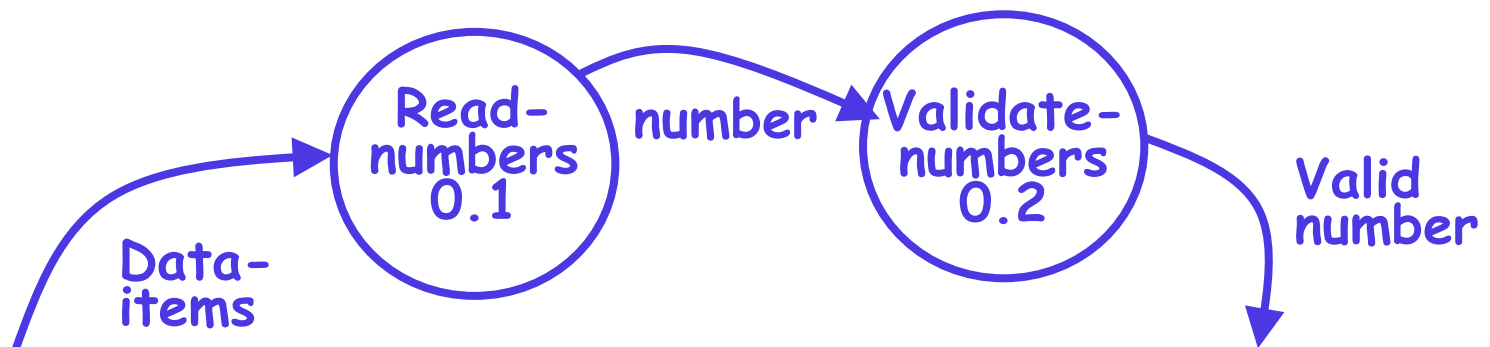
# Output Symbol

- Output produced by the system



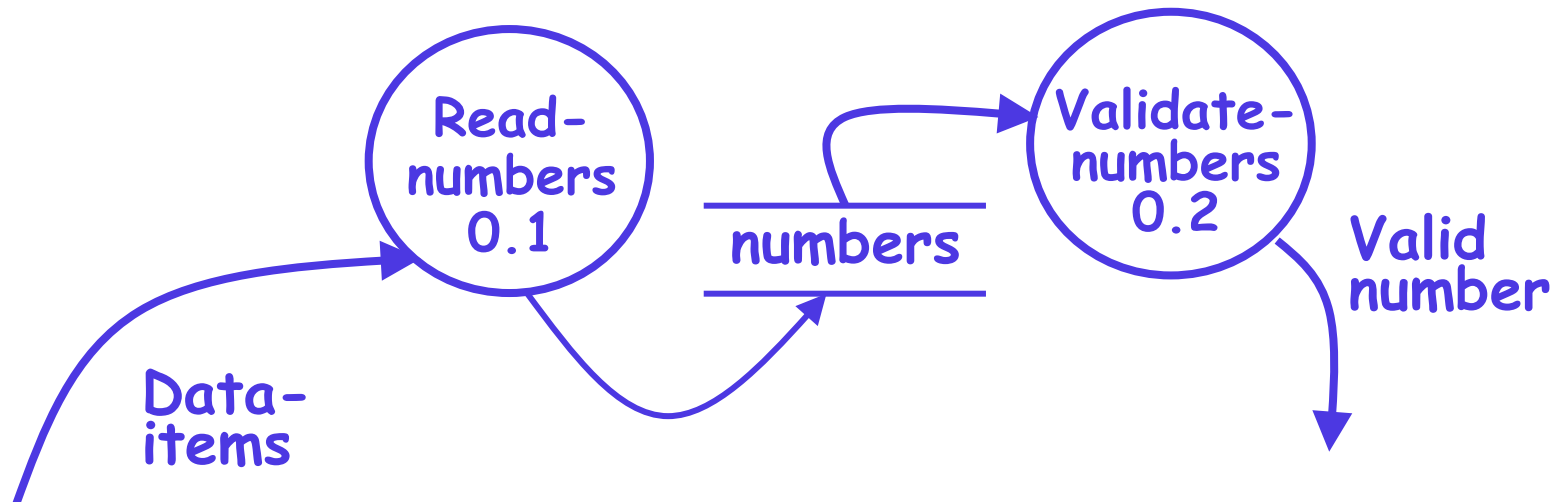
# Synchronous Operation

- If two bubbles are directly connected by a data flow arrow:
  - ✓ They are synchronous



# Asynchronous Operation

- If two bubbles are connected via a data store:
  - ✓ They are not synchronous.



# Yourdon's vs. Gane Sarson Notations

- The notations that we would be following are closer to the Yourdon's notations
- You may sometimes find notations in books that are slightly different
- For example, the data store may look like a box with one end closed

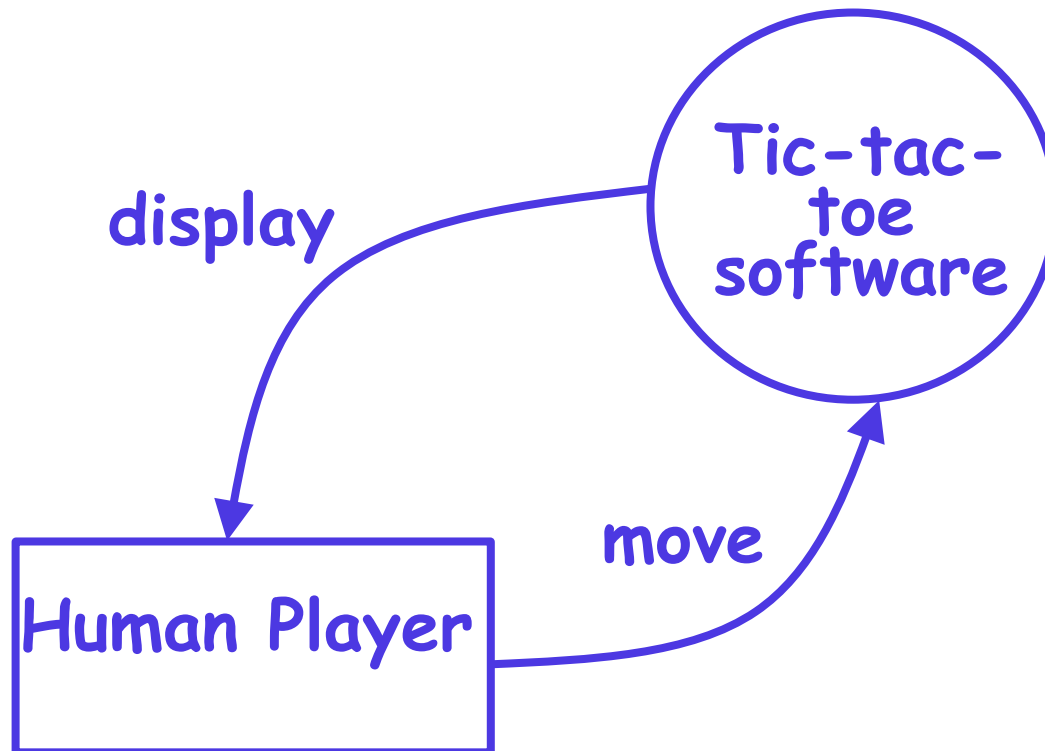




# How is Structured Analysis Performed?

- Initially represent the software at the most abstract level:
  - ✓ Called the context diagram.
  - ✓ The entire system is represented as a single bubble,
  - ✓ This bubble is labelled according to the main function of the system.

# Tic-tac-toe: Context Diagram



# Context Diagram

- A context diagram shows:
  - ✓ Data input to the system,
  - ✓ Output data generated by the system,
  - ✓ External entities.

# Context Diagram

- Context diagram captures:
  - ✓ Various entities external to the system and interacting with it.
  - ✓ Data flow occurring between the system and the external entities.
- The context diagram is also called as the level 0 DFD.

# Context Diagram

- Establishes the context of the system, i.e.
  - ✓ Represents:
    - ❑ Data sources
    - ❑ Data sinks.

# Level 1 DFD

- Examine the SRS document:
  - ✓ Represent each high-level function as a bubble.
  - ✓ Represent data input to every high-level function.
  - ✓ Represent data output from every high-level function.

# Higher Level DFDs

- Each high-level function is separately decomposed into subfunctions:
  - ✓ Identify the subfunctions of the function
  - ✓ Identify the data input to each subfunction
  - ✓ Identify the data output from each subfunction
- These are represented as DFDs.

# Decomposition

- Decomposition of a bubble:
  - ✓ Also called factoring or exploding.
- Each bubble is decomposed to
  - ✓ Between 3 to 7 bubbles.
- Too few bubbles make decomposition superfluous:
  - ✓ If a bubble is decomposed to just one or two bubbles:
    - ❑ Then this decomposition is redundant.



# Decomposition

- Too many bubbles:
  - ✓ More than 7 bubbles at any level of a DFD.
  - ✓ Make the DFD model hard to understand.

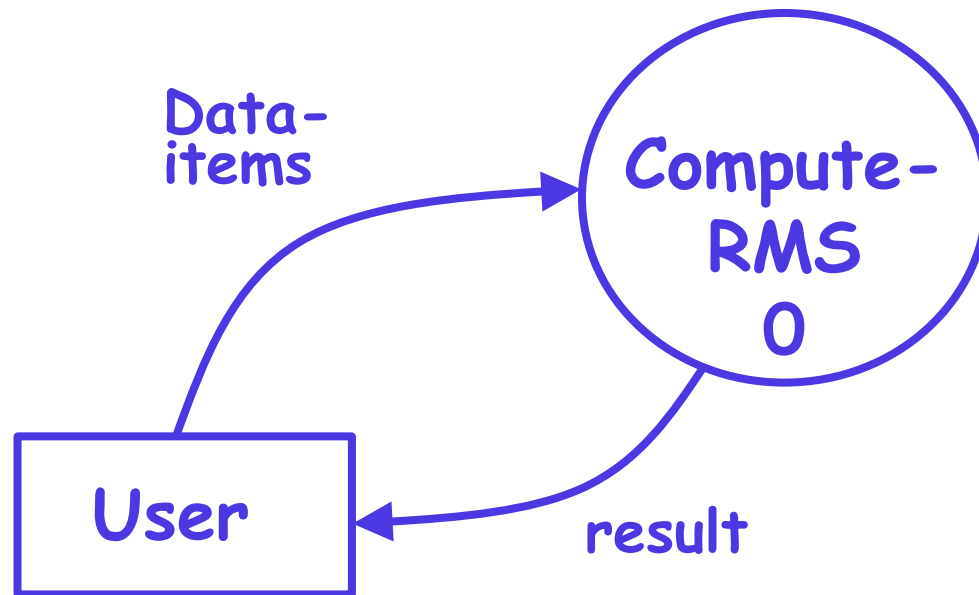
# Decompose How Long?

- Decomposition of a bubble should be carried on until:
  - ✓ A level at which the function of the bubble can be described using a simple algorithm.

# Example 1: RMS Calculating Software

- Consider a software called RMS calculating software:
  - ✓ Reads three integers in the range of -1000 and +1000
  - ✓ Finds out the root mean square (rms) of the three input numbers
  - ✓ Displays the result.
- The context diagram is simple to develop:
  - ✓ The system accepts 3 integers from the user
  - ✓ Returns the result to him.

# Example 1: RMS Calculating Software

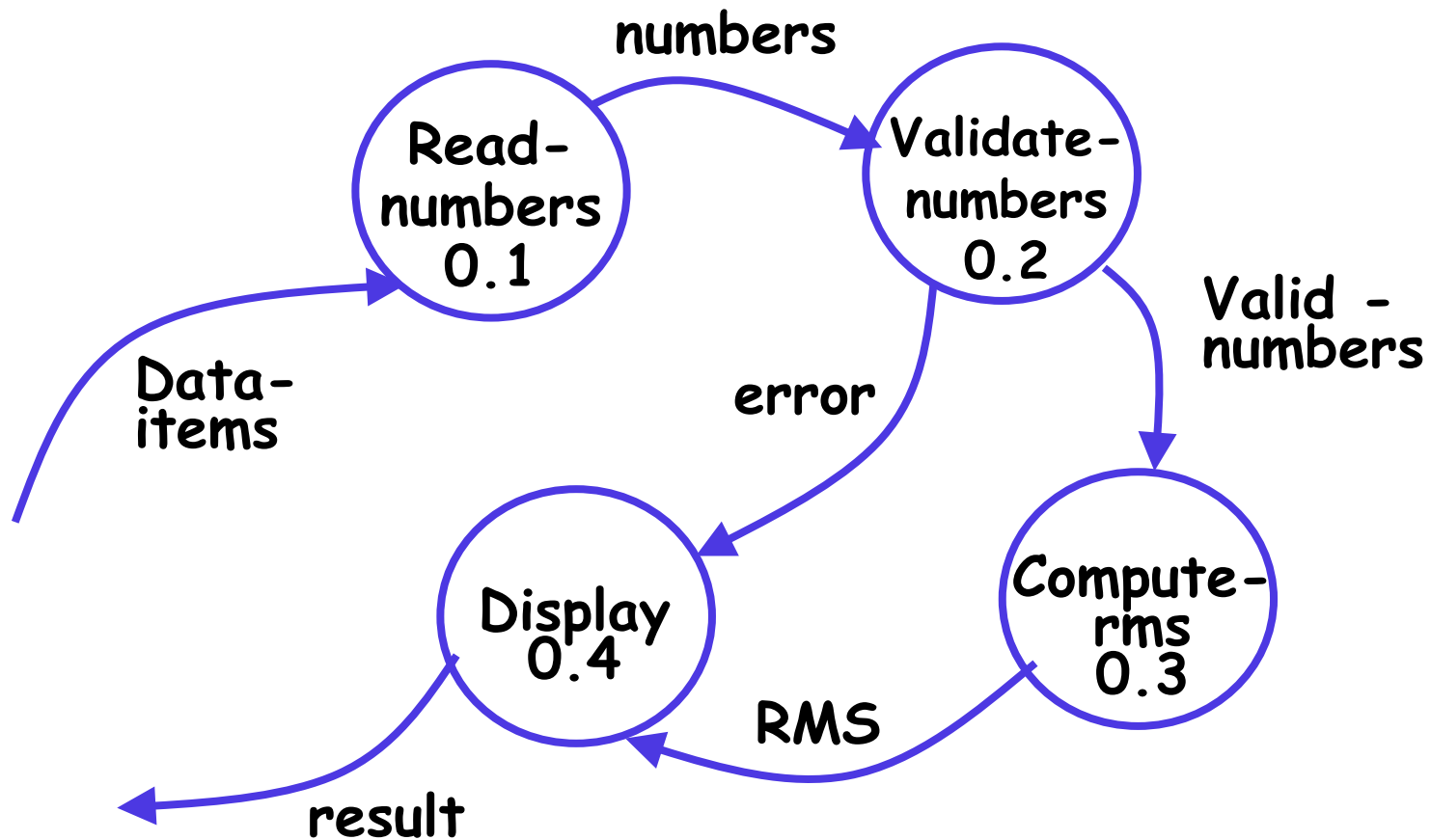


Context Diagram

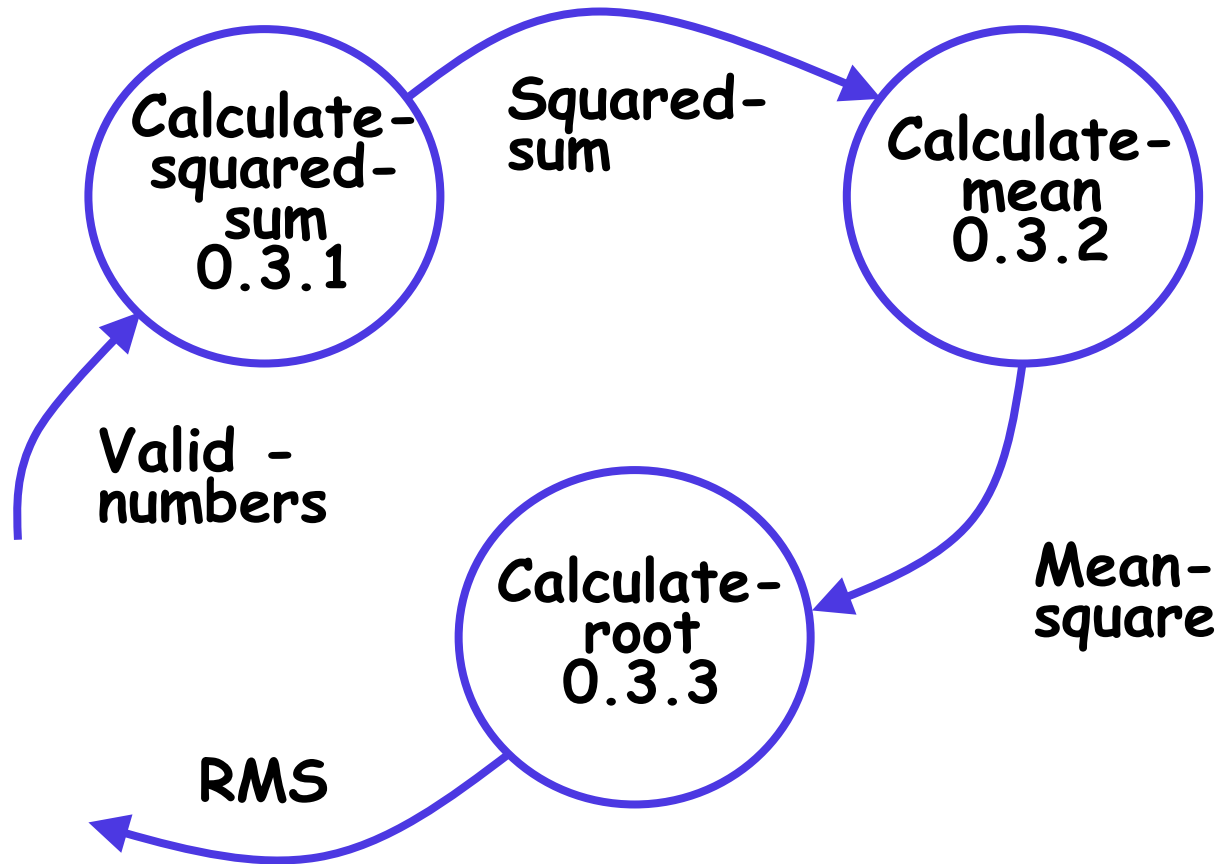
# Example 1: RMS Calculating Software

- From a cursory analysis of the problem description:
  - ✓ We can see that the system needs to perform several things.
- Accept input numbers from the user:
  - ✓ Validate the numbers,
  - ✓ Calculate the root mean square of the input numbers
  - ✓ Display the result.

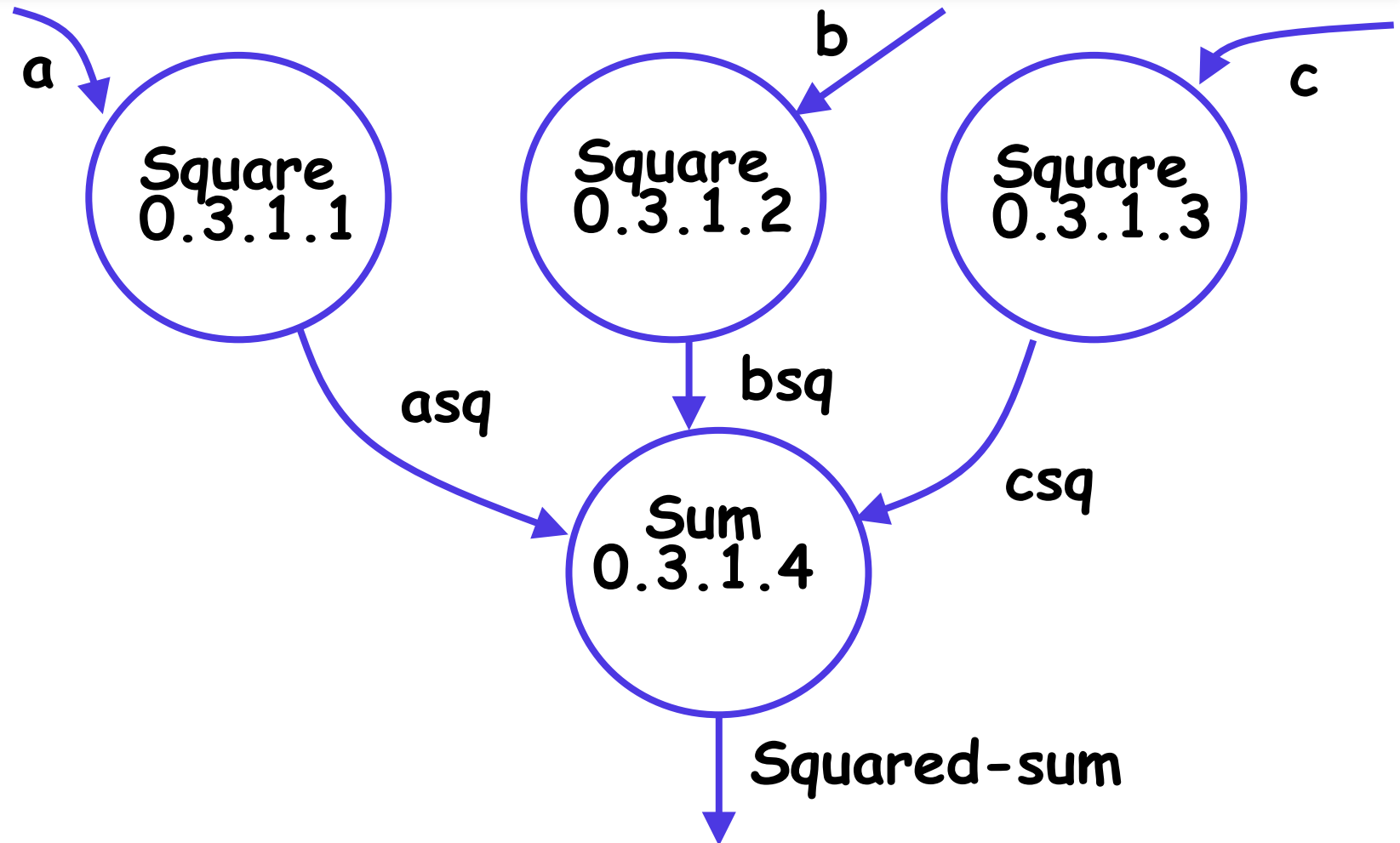
# Example 1: RMS Calculating Software



# Example 1: RMS Calculating Software



# Example 1: RMS Calculating Software





# Example 1: RMS Calculating Software

- Decomposition is never carried on up to basic instruction level:
  - ✓ A bubble is not decomposed any further:
    - If it can be represented by a simple set of instructions.

# Data Dictionary

- A DFD is always accompanied by a data dictionary.
- A data dictionary lists all data items appearing in a DFD:
  - ✓ Definition of all composite data items in terms of their component data items.
  - ✓ All data names along with the purpose of the data items.
- For example, a data dictionary entry may be:
  - ✓  $\text{grossPay} = \text{regularPay} + \text{overtimePay}$

# Importance of Data Dictionary

- Provides all engineers in a project with standard terminology for all data:
  - ✓ A consistent vocabulary for data is very important
  - ✓ Different engineers tend to use different terms to refer to the same data,
    - ❑ Causes unnecessary confusion.

# Importance of Data Dictionary

- Data dictionary provides the definition of different data:
  - ✓ In terms of their component elements.
- For large systems,
  - ✓ The data dictionary grows rapidly in size and complexity.
  - ✓ Typical projects can have thousands of data dictionary entries.
  - ✓ It is extremely difficult to maintain such a dictionary manually.

# Data Dictionary

- CASE (Computer Aided Software Engineering) tools come handy:
  - ✓ CASE tools capture the data items appearing in a DFD automatically to generate the data dictionary.
- CASE tools support queries:
  - ✓ About definition and usage of data items.
- For example, queries may be made to find:
  - ✓ Which data item affects which processes,
  - ✓ A process affects which data items,
  - ✓ The definition and usage of specific data items, etc.
- Query handling is facilitated:
  - ✓ If data dictionary is stored in a relational database management system (RDBMS).

# Data Definition

- Composite data are defined in terms of primitive data items using following operators:
- $+$ : denotes composition of data items, e.g.
  - ✓  $a+b$  represents data  $a$  and  $b$ .
- $[,,,]$ : represents selection,
  - ✓ i.e. any one of the data items listed inside the square bracket can occur.
  - ✓ For example,  $[a,b]$  represents either  $a$  occurs or  $b$  occurs.

# Data Definition

- ( ): contents inside the bracket represent optional data
  - ✓ which may or may not appear.
  - ✓  $a+(b)$  represents either  $a$  or  $a+b$  occurs.
- {}: represents iterative data definition,
  - ✓ e.g.  $\{\text{name}\}5$  represents five name data.

# Data Definition

- `{name}*` represents
  - ✓ zero or more instances of name data.
- `=` represents equivalence,
  - ✓ e.g. `a=b+c` means that `a` represents `b` and `c`.
- `* *:` Anything appearing within `* *` is considered as comment.



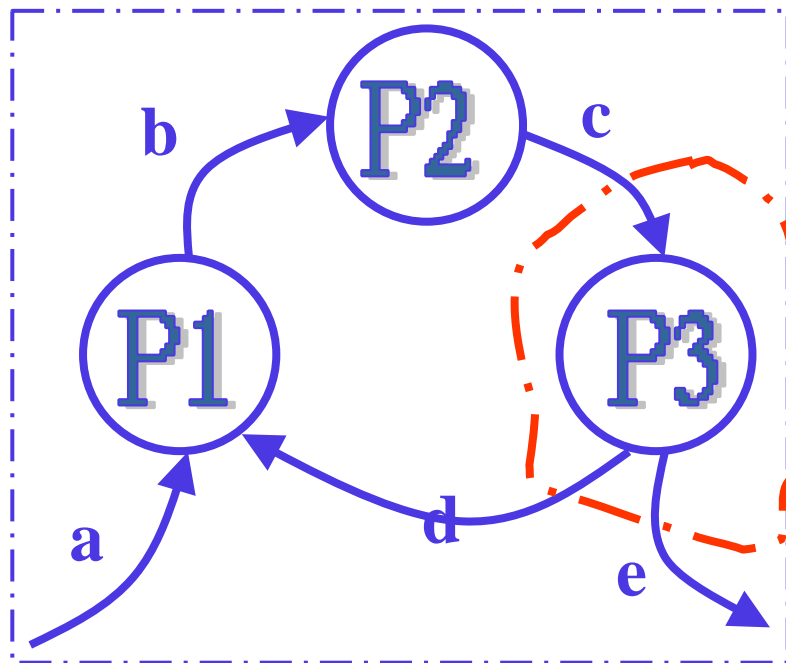
# Data Dictionary for RMS Software

- numbers=valid-numbers=a+b+c
- a:integer                      \* input number \*
- b:integer                      \* input number \*
- c:integer                      \* input number \*
- asq:integer
- bsq:integer
- csq:integer
- squared-sum: integer
- Result=[RMS,error]
- RMS: integer                      \* root mean square value\*
- error:string                      \* error message\*

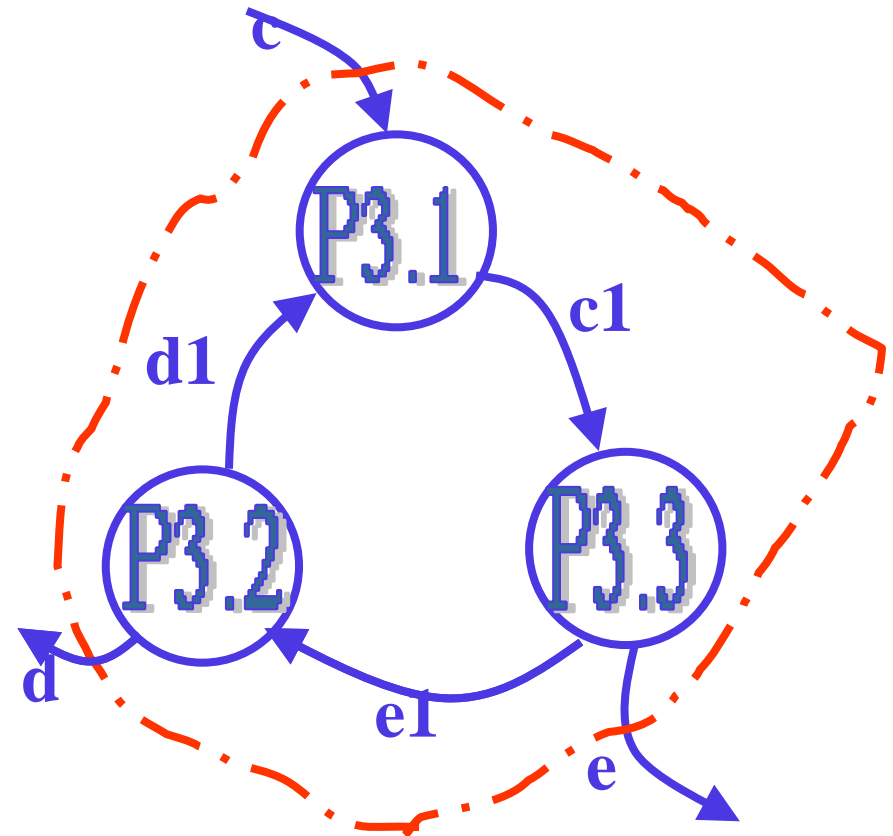
# Balancing a DFD

- Data flowing into or out of a bubble:
  - ✓ Must match the data flows at the next level of DFD.
- In the level 1 of the DFD,
  - ✓ Data item c flows into the bubble P3 and the data item d and e flow out.
- In the next level, bubble P3 is decomposed.
  - ✓ The decomposition is balanced as data item c flows into the level 2 diagram and d and e flow out.

# Balancing a DFD



**Level 1**



**Level 2**

# Numbering of Bubbles

- Number the bubbles in a DFD:
  - ✓ Numbers help in uniquely identifying any bubble from its bubble number.
- The bubble at context level:
  - ✓ Assigned number 0.
- Bubbles at level 1:
  - ✓ Numbered 0.1, 0.2, 0.3, etc
- When a bubble numbered  $x$  is decomposed,
  - ✓ Its children bubble are numbered  $x.1$ ,  $x.2$ ,  $x.3$ , etc.

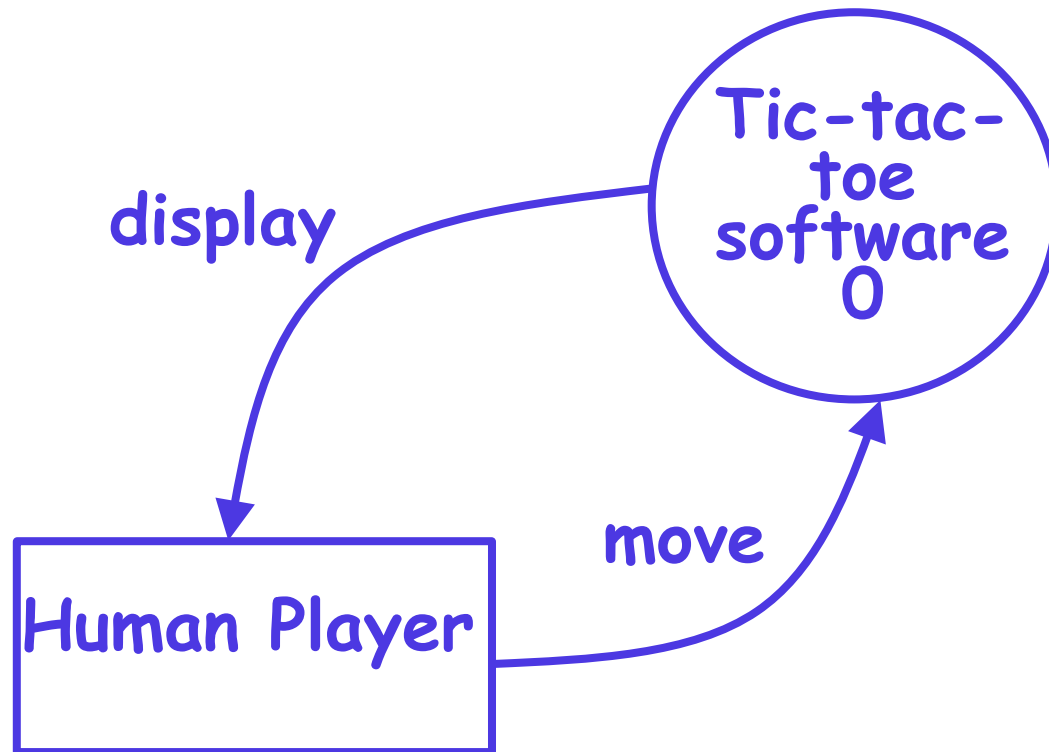
## Example 2: Tic-Tac-Toe Computer Game

- A human player and the computer make alternate moves on a 3 X 3 square.
- A move consists of marking a previously unmarked square.
- The user inputs a number between 1 and 9 to mark a square
- Whoever is first to place three consecutive marks along a straight line (i.e., along a row, column, or diagonal) on the square wins.

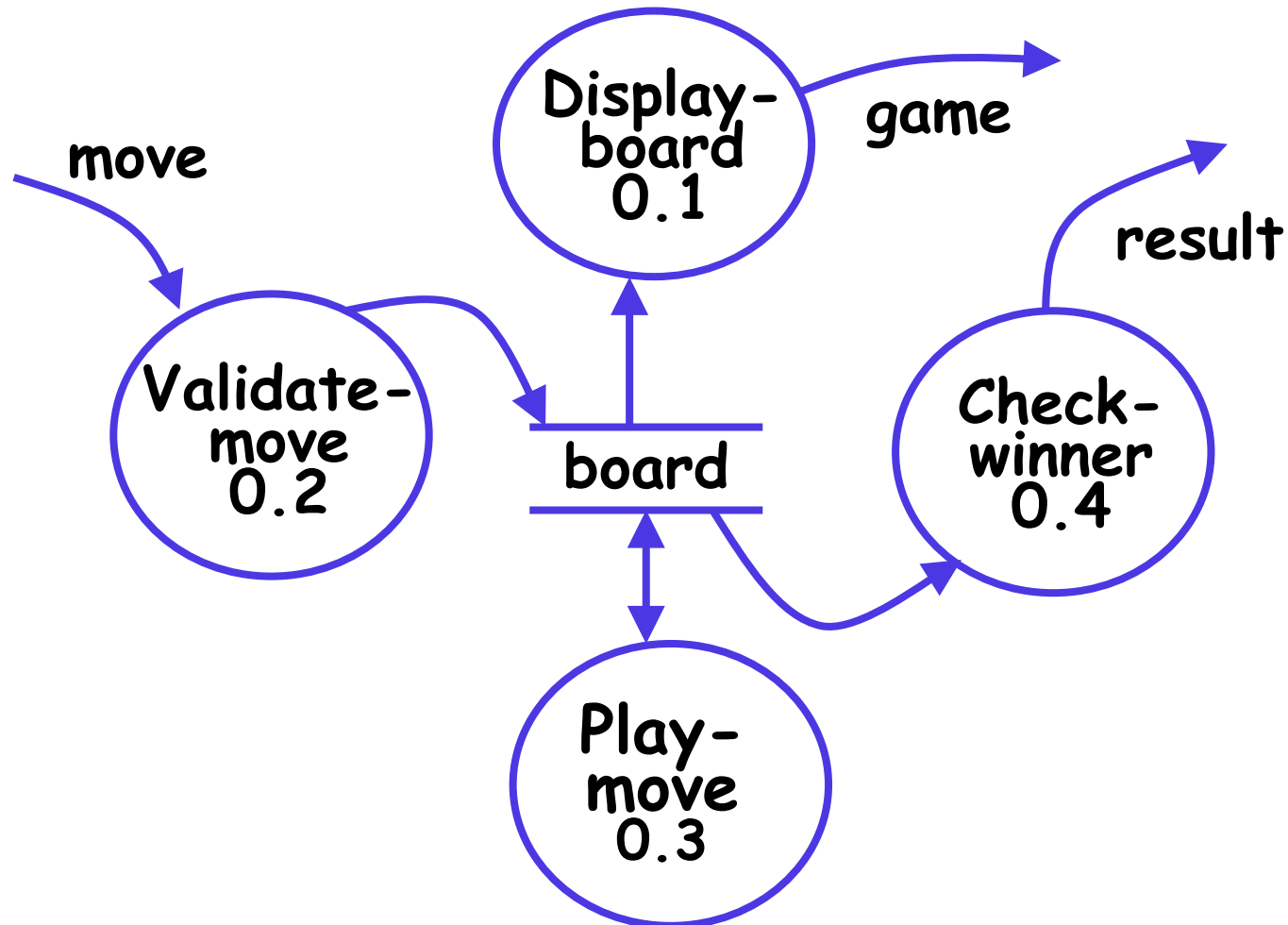
## Example 2: Tic-Tac-Toe Computer Game

- As soon as either of the human player or the computer wins,
  - ✓ A message announcing 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



# Level 1 DFD





# Data Dictionary

- `Display=game + result`
- `move = integer`
- `board = {integer}9`
- `game = {integer}9`
- `result=string`

# Summary (CONT.)

- We discussed a sample function-oriented software design methodology:
  - ✓ Structured Analysis/Structured Design(SA/SD)
  - ✓ Incorporates features from some important design methodologies.
- SA/SD consists of two parts:
  - ✓ Structured analysis
  - ✓ Structured design.

# Summary (CONT.)

- The goal of structured analysis:
  - ✓ functional decomposition of the system.
- Results of structured analysis:
  - ✓ represented using Data Flow Diagrams (DFDs).
- We examined why any hierarchical model is easy to understand.
  - ✓ Number 7 is called the magic number.

# Summary (CONT.)

- During structured design,
  - ✓ The DFD representation is transformed to a structure chart representation.
- DFDs are very popular:
  - ✓ Because it is a very simple technique.
- A DFD model:
  - ✓ Difficult to implement using a programming language:
  - ✓ Structure chart representation can be easily implemented using a programming language.

# Summary (CONT.)

- We discussed structured analysis of two small examples:
  - ✓ RMS calculating software
  - ✓ Tic-tac-toe computer game software
- Several CASE tools are available:
  - ✓ Support structured analysis and design.
  - ✓ Maintain the data dictionary,
  - ✓ Check whether DFDs are balanced or not.