Software Modeling

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Contents



- Modeling Concepts.
- Business Model.
- Requirements Model.
- Data Model.

Contents

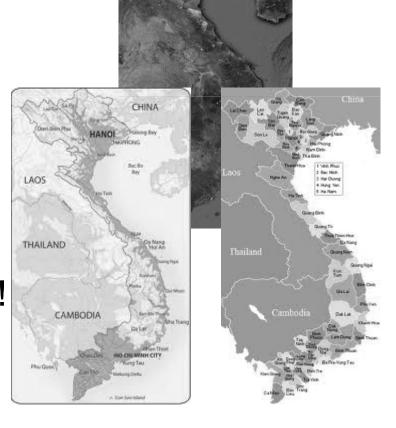


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View concept:

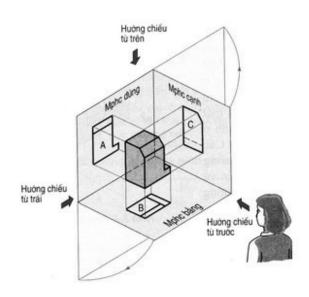
- General description problem:
 - Describe in reality.
 - > No details.
 - > No focus on particular feature.
- View description:
 - > Simulation of reality.
 - > Describe one aspect.
 - Focus on detail & feature.
- → More efficient on complex thing!





Software model:

- A view description of software system.
- Describe one aspect.
- Focus on one particular feature.
- Software modeling: describe based on models.
- Analysis models vs. Design models.
- Model Driven Development.





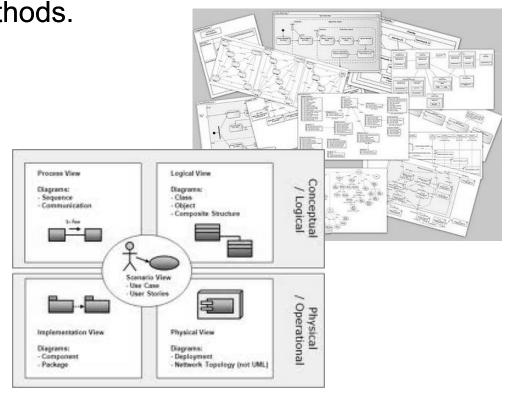
Modeling language:

- Natural language: free but wordy.
- Formal language:
 - > Psedo-code, equations: constraint but precise.
 - > Diagram + specifications.



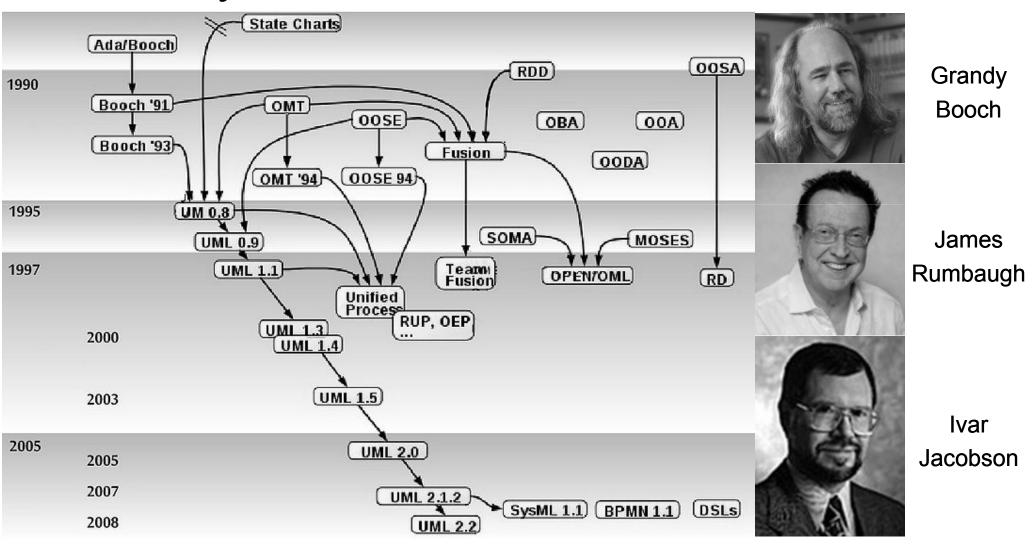
Modeling language:

- UML (Unified Modelling Language):
 - > Semi-formal language: diagram + specifications.
 - > Standard for software modeling.
 - Use object oriented methods.
 - > 4+1 views, 9 diagrams:
 - > Use Case View.
 - Process View
 - Logical View.
 - > Physical View.
 - > Deployment View.





Histrory of UML:



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Applications:

- Describe business terms & process.
- Clarify business problem.
- → Suitable for business projects.

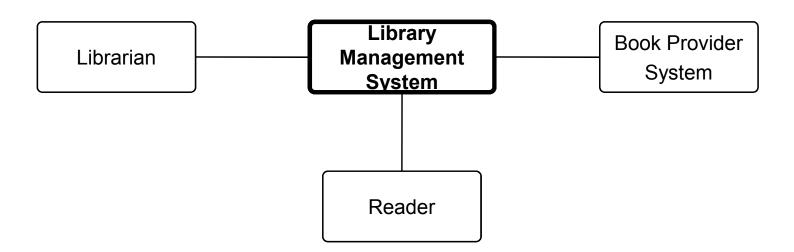
Diagrams:

- Context diagram.
- Activity diagram.
- State-chart diagram.



Context diagram:

- Software vs. Externals.
- Describe outside factors interact with software.
- Usage:
 - > Indentify software stakeholders.





Activity diagram:

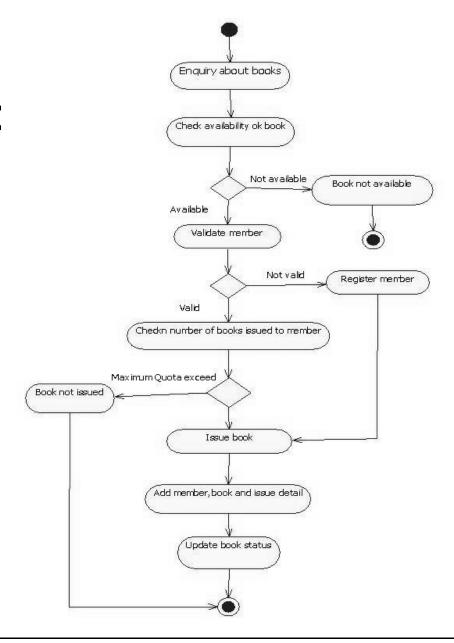
- Describe activities in workflow.
- Usage:
 - Describe business process.
 - > Explain algorithm.

■ Notations:

Notation	Description	
Tên hoạt động	-An activity or work.	
Tên dữ liêu	Tên dữ liêu -Input or output data.	
\Diamond	-ConditionBranching.	



Activity diagram "Borrow books in library":





State-chart diagram:

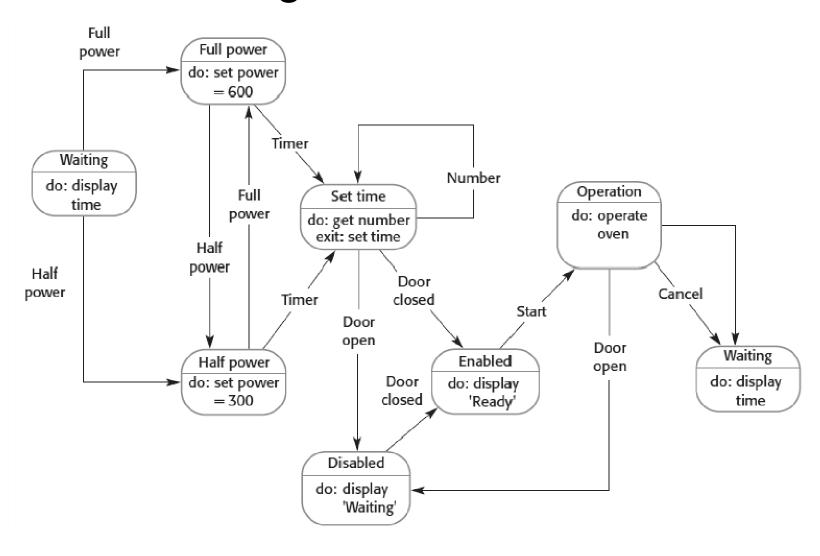
- Describe states & changes of states of thing.
- Usage:
 - Tracking states and transitions of:
 - > Controlling device object.
 - > Business data.

■ Notations:

Notation	Mô tả	
Tên trạng thái	-A state.	
	-Transition of state.	



State-chart diagram "Microwave oven":



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Applications:

- Analyze requirements.
 - Identify stakeholders.
 - > List user requirements.
 - Describe system requirements.

Diagrams:

- Use Case diagram:
 - Based on Use Case Analysis.
 - > List stakeholders & user requirements (actors & use case).
- Sequenece diagram:
 - Describe system requirements (screenplay).



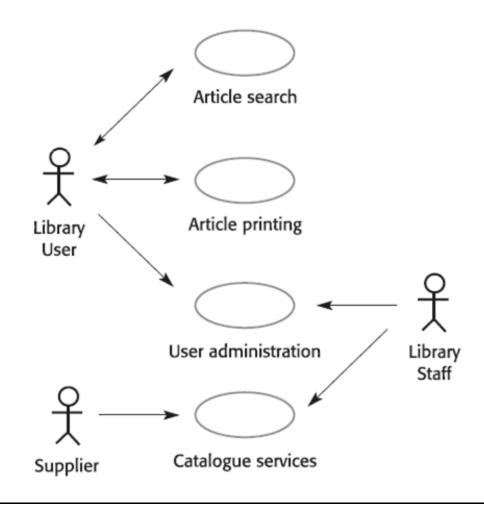
■ Sơ đồ Use Case:

■ Notations:

Notations	Meaning	Mô tả
Tên diễn viên	Actor	-System stakeholdersStay outside the systemUse/interact the system.
Chức năng	Use Case	-Features, functional requirementsScene: actor vs system.
	Interaction	-Relationship of actors and scenes.
Usecase Specifications	Screenplay Descriptions	-Screenplay for scenarios in each scene.



- Use Case diagram:
 - Example: Library Management System.





Use Case specification "Article Search":

Use Case	Article Search	
Brief Descriptions	Chức năng này bắt đầu khi độc giả muốn tìm sách trong thư viện dựa vào tên sách, tên tác giả, hoặc nhà xuất bản.	
Main Flow	 Hệ thống đề nghị cung cấp một trong số các thông tin tra cứu (tên sách, tác giả, nhà xuất bản). Độc giả cung cấp các thông tin cần thiết. Độc giả ra lệnh tìm sách. Hệ thống thực hiện tìm kiếm sách theo thông tin độc giả cung cấp. Hệ thống đưa ra những quyền sách tìm được. 	
Alternative Flows	3a. Thông tin tra cứu không hợp lệ 1. Hệ thống thông báo những thông tin nào không hợp lệ. 2. Hệ thống đề nghị cung cấp lại thông tin. 4a. Không tìm thấy sách 1. Hệ thống thông báo không tìm thấy sách theo thông tin cung cấp. 2. Hệ thống đề nghị cung cấp lại thông tin.	
Pre-conditions	Độc giả phải đăng nhập thành công vào hệ thống	
Special Requirements	-Giao diện tra cứu phải dễ dùng với độc giả lần đầu tiên sử dụng. -Thời gian phản hồi tra cứu không quá 1 phút.	



Sequence diagram:

- Describe interactions.
- In chronological order.
- Usage: Use Case specification (screenplay).
- Notations:

Notation	Meaning	Description
Tên diễn viên :Tên đối tương	Actor	-Analysis phase: user & related systemsDesign phase: objects.
	Interaction	-Analysis phase: interactions & actionsDesign phase: programming functions.

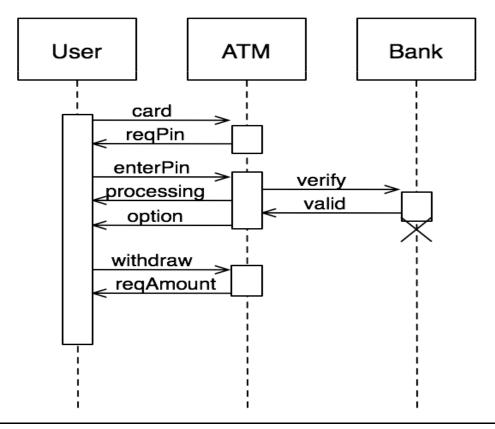


Sequence diagram:

■ Example 1: ATM System.

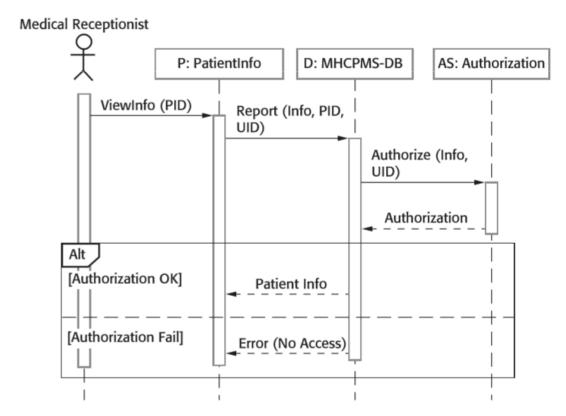
> Use Case: Withdraw Money.

> Main-flow: successful.





- Sequence diagram:
 - Example 2: Hospital Management System.
 - Use Case: Login.
 - > Main & Alternative flows: successful & failed.



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Applications:

- A static picture of system.
- Describe storage data units.
- Identify business/domain objects.

Diagrams:

- ER diagram.
- Class diagram.



Entity Relationship Diagram (ERD):

- Peter Chen, 1976.
- Notations:

Notation	Meaning	Description
Tên thực thể	Entity	-Business object. -Data unit.
Tên thuộc tính	Attribute	-Entity informationData property.
Tên quan hè	Relationship	-Relation between entity.



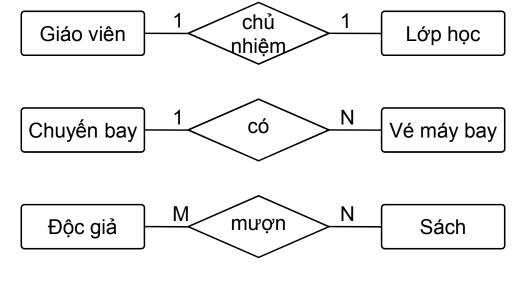
■ ER Diagram:

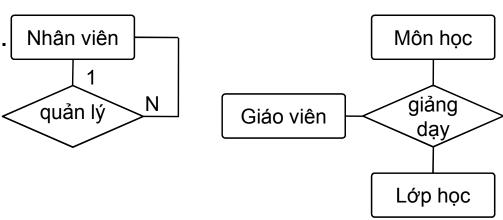
■ Relationship:

- > 1 − 1.
- > 1 N.
- > M N.

■ N-nary:

- > Unary relationship.
- Binary relationship.
- Multiple relationship.



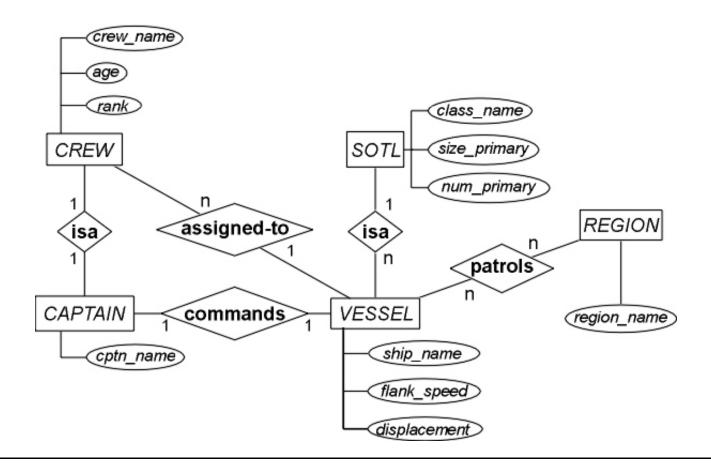




■ ER Diagram:

■ Example: Shipping Management System.

Figure 1: Entity-Relationship Diagram Example





■ Class diagram:

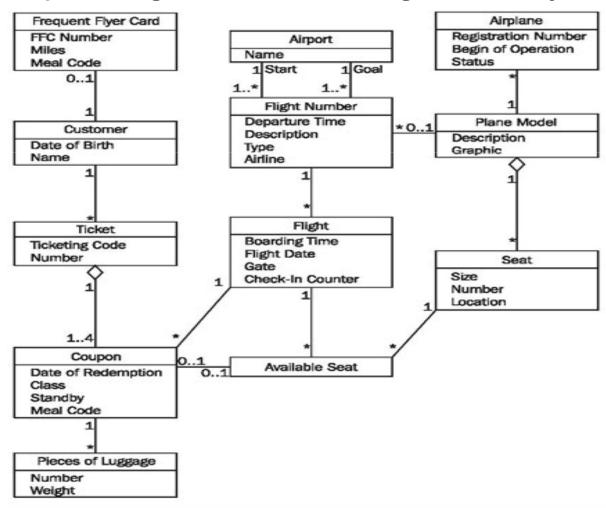
■ Notations:

Notation	Meaning	Description
Tên thực thể Danh sách thuộc tính Danh sách hành động	Entity/Object	-Business objectData unit.
	Relationship	-Relationship between objects.
<u> </u>	Multiplicity	
	IS-A Relationship	
\rightarrow	HAS-A Relationship	



Class diagram:

■ Example: Flight Ticket Management System.



Practice



Software Modeling:

- Project "Online Bookstore".
- Tasks:
 - > Business Model:
 - > Context diagram for whole system.
 - > Activity diagram for "Customer buy books" process.
 - State-chart diagram for "Order" object.
 - > Requirements Model:
 - Use Case diagram for whole system.
 - > Sequence diagram for use case "Check-out Order".
 - Data Model:
 - > ER diagram for whole system.