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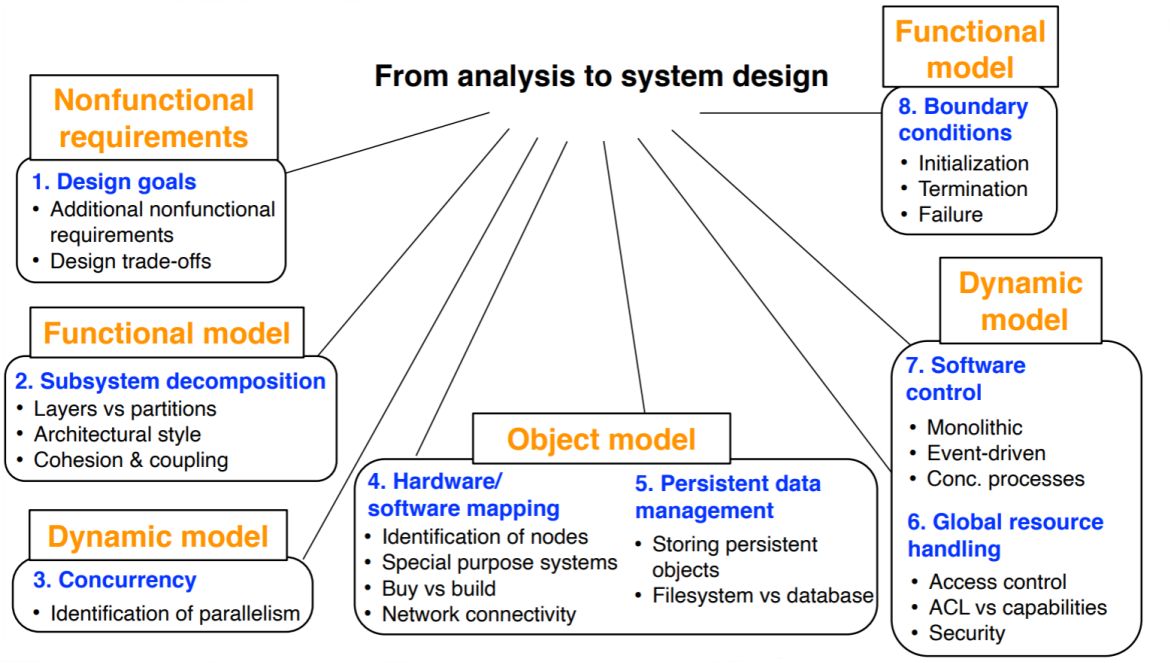
EIST Important Stuff

UML/Models

System Design



Main influence of requirements analysis artifacts to system design

Requirements analysis	System Design
Nonfunctional Requirements	1. Design Goals
Functional model	2. Subsystem decomposition 8. Boundary Conditions
Object model	4. Hardware/software mapping 5. Persistent data management
Dynamic model	3. Concurrency 6. Global resource handling 7. Software control

Clues for design Patterns

Pattern	Text

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Composite Pattern	*complex structure* *must have variable depth and width*
Strategy Pattern	*must provide a policy independent from the mechanism* *must allow to change algorithms at runtime*
Proxy Pattern	*must be location transparent*
Observer Pattern (MVC)	*states must synchronized* *many systems must be notified*
Adapter Pattern	*must interface with an existing object*
Bridge Pattern	*must interface to several systems, some of them to be developed in the future* *an early prototype must be demonstrated* *must provide backward compatibility*
Façade Pattern	*must interface to existing set if objects* *must interface to existing API* *must interface to existing service*