

CH1. System Analysis and Design with UML

School of Computer Science
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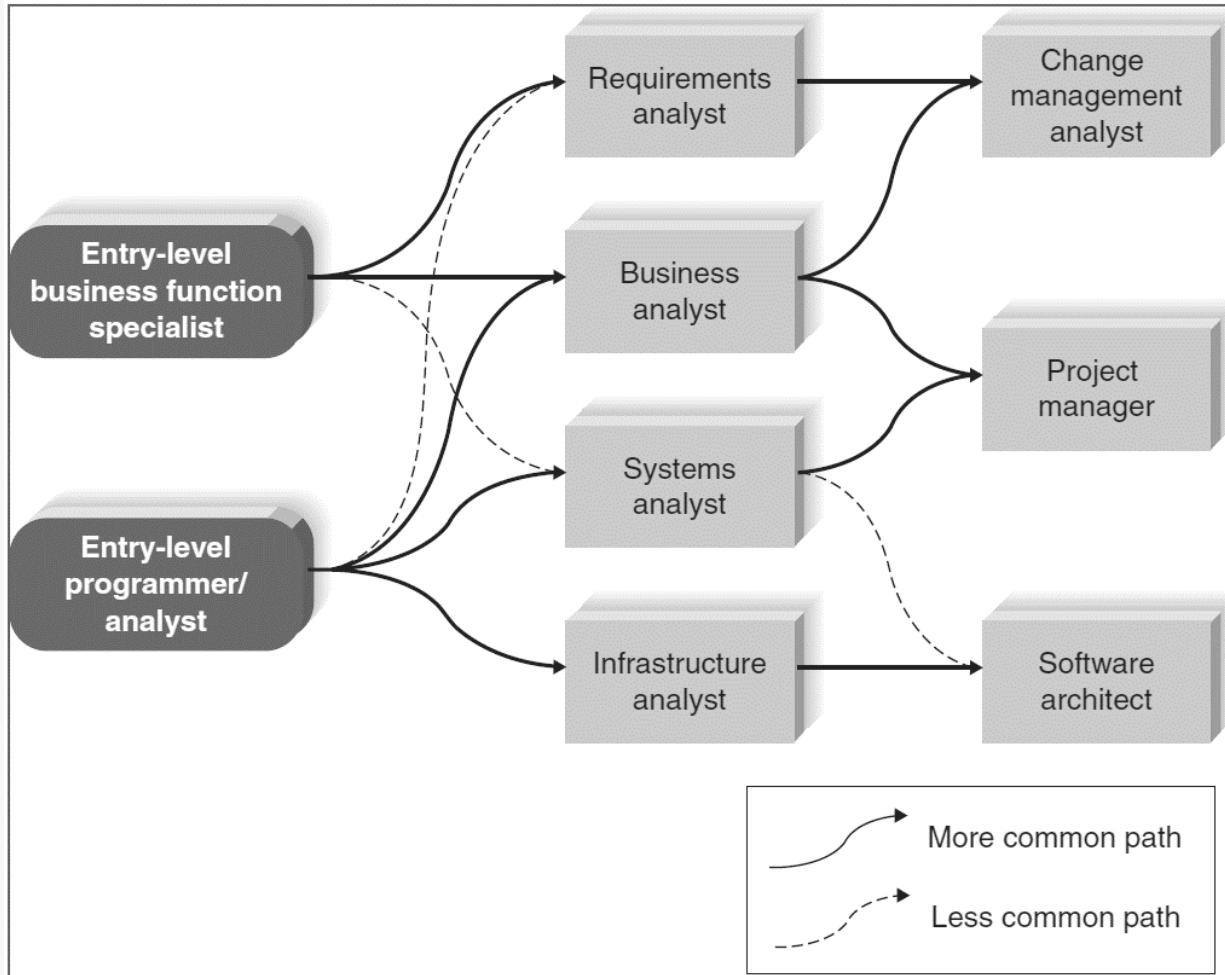
Objectives

- ❖ What is software development?
- ❖ Understand the fundamental system development cycle
- ❖ Understand software development methodologies



Career paths for system development

❖ What we can be in the future?



(source: Dennis, Alan, Barbara Haley Wixom, and Roberta M. Roth. *Systems analysis and design*. John Wiley & Sons.)

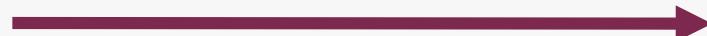
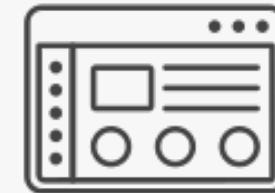


What is software development?

Requirements



Final System



Requirements = Final System

Software Development is Continuous Modeling Activities

What is Modeling?

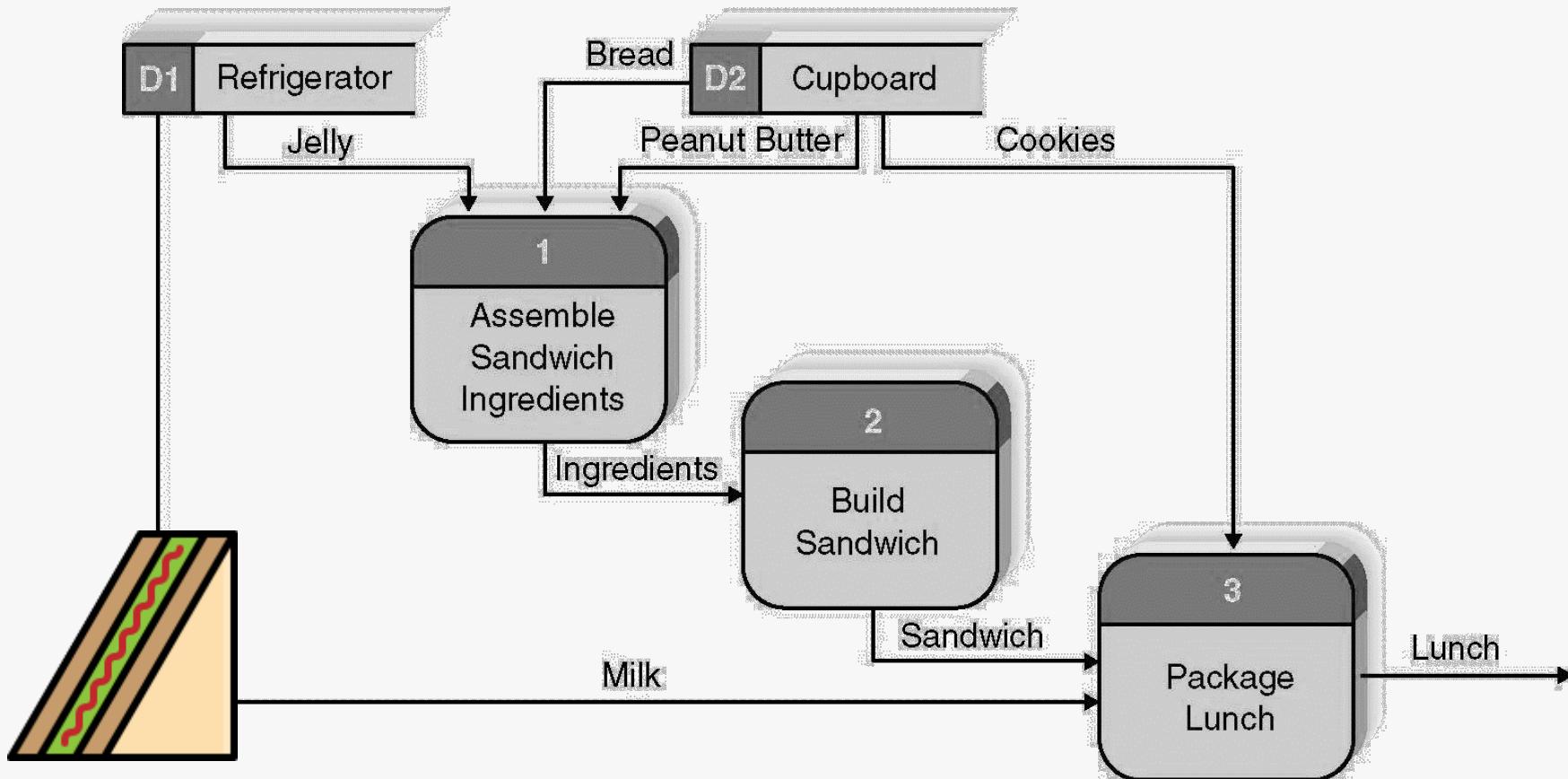
- ❖ What is Modeling ?
- ❖ What is Disciplined Approach for Modeling ?



Development Process

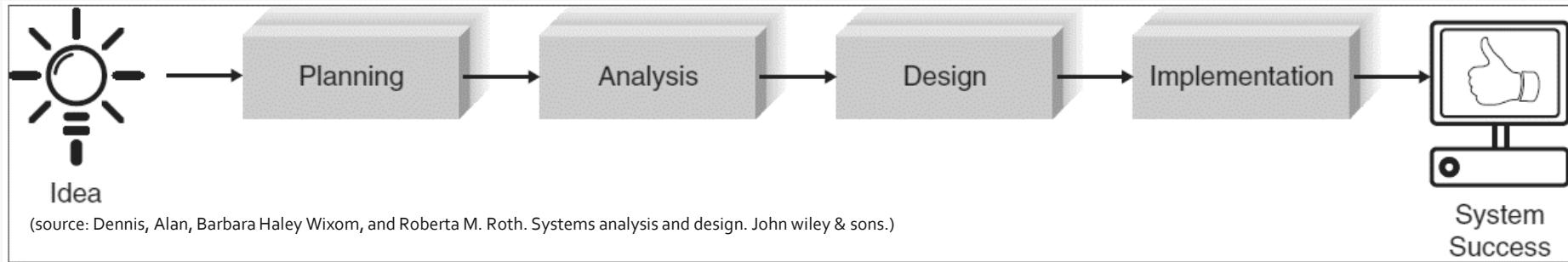
❖ Process?

- 1). A 'simple' process for making lunch



Development Process

❖ Software Development Life Cycle – SDLC



Planning

Why an information system should be built ?
How the project team will go about building it ?

Analysis

What the system will do to support the user's needs ?

Design

How the system will operate in terms of the hardware, software, and network infrastructure ?

Implementation

System is actually built using programming language and its platform.



Activities in Each Phase

Planning Phase

- Identifying business value
- Analyze feasibility
- Develop work plan
- Staff the project
- Control and direct project

Analysis Phase

- Requirements gathering
- Analysis: Brain storming
- Process modeling
- Data modeling

Design Phase

- Architectural design
- Interface design
- Database and file design
- Program design

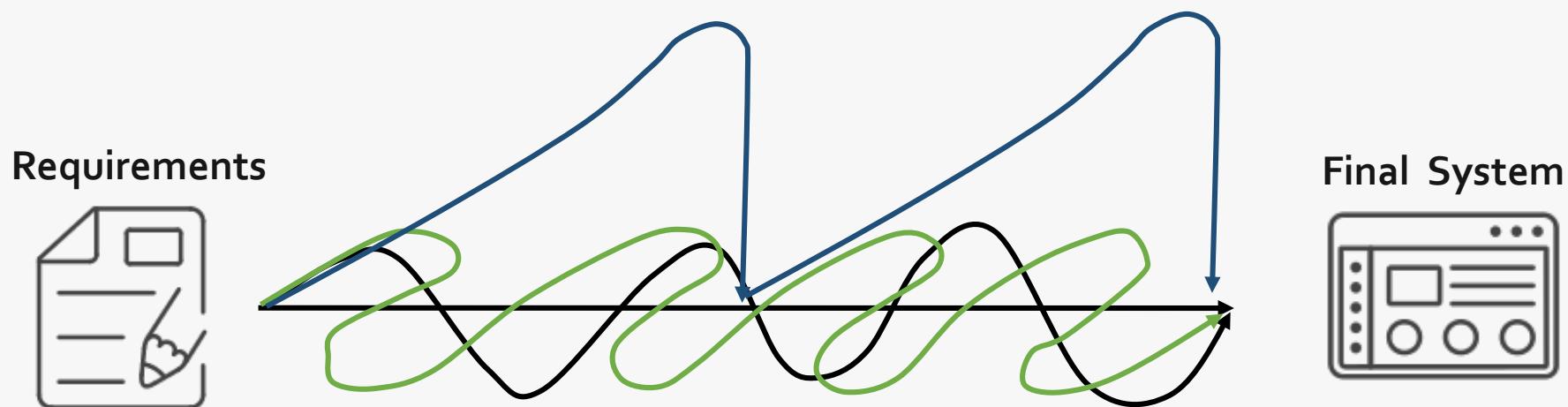
Implementation Phase

- Construction
- Installation



Software Development Process

- ❖ Software Development is Continuous Modeling
- ❖ How to perform those activities ?



Software Process Models (1)

❖ Structured Development

- Projects move methodically from one to the next step
- Generally, a step is finished before the next one begins
- Representative models
 - Waterfall model
 - V-model
 - Parallel development model

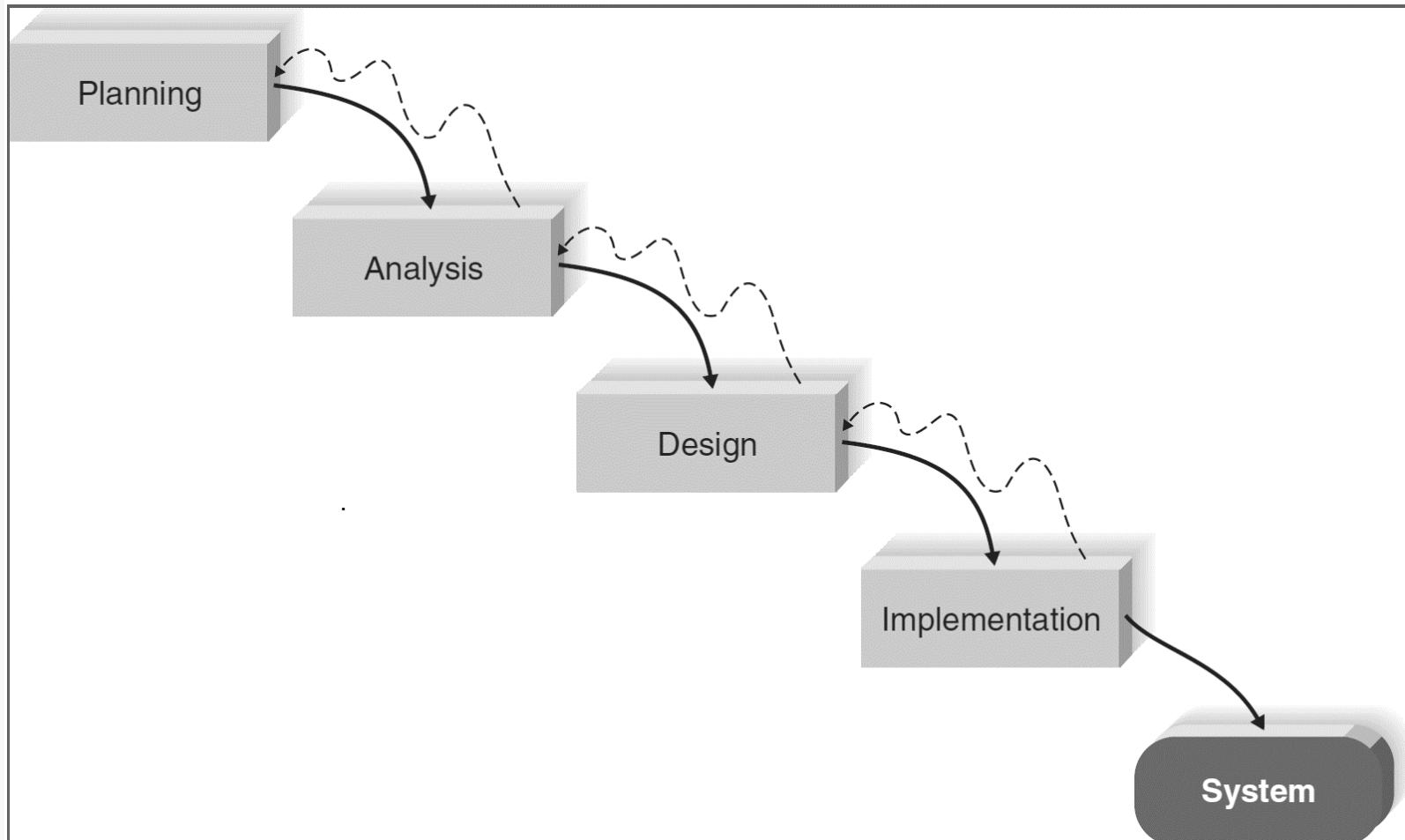
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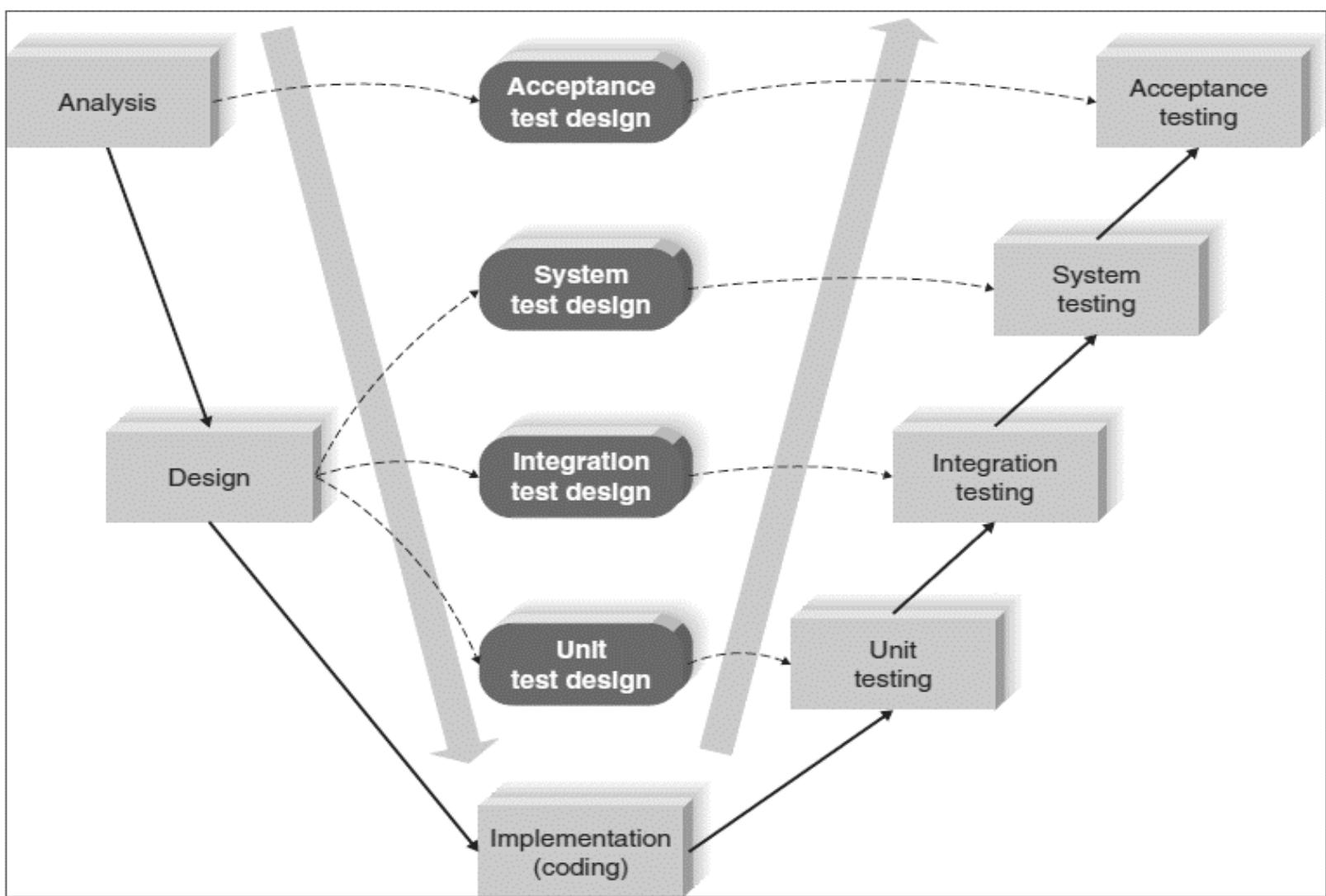
: Waterfall model



(source: Dennis, Alan, Barbara Haley Wixom, and Roberta M. Roth. Systems analysis and design. John Wiley & Sons.)



: V-model



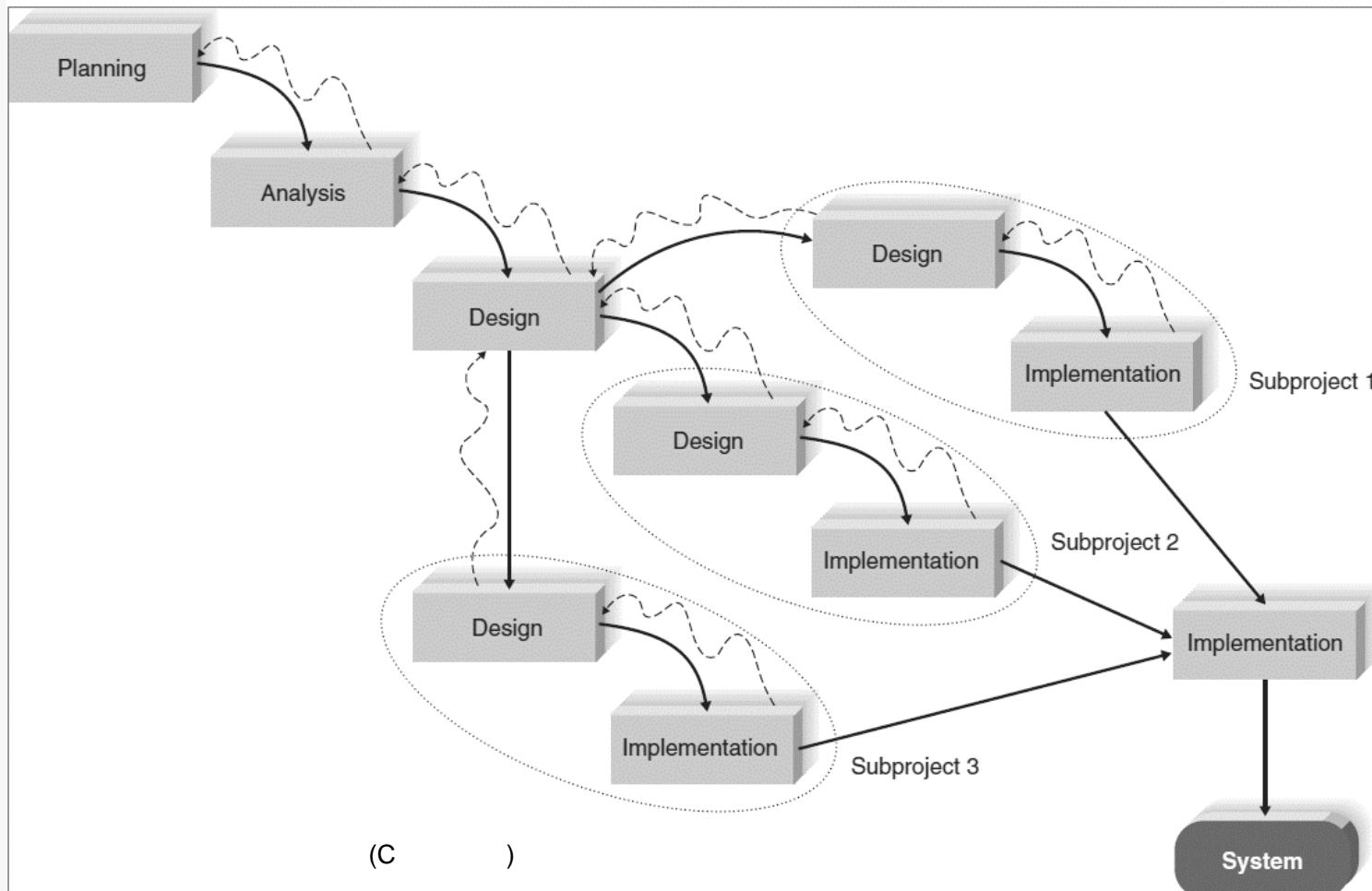
(source: Dennis, Alan, Barbara Haley Wixom, and Roberta M. Roth. Systems analysis and design. John Wiley & Sons.)



: Parallel Development Model

Waterfall model

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(source: Dennis, Alan, Barbara Haley Wixom, and Roberta M. Roth. Systems analysis and design. John wiley & sons.)



Software Process Models (2)

❖ Rapid Application Development

- Critical elements

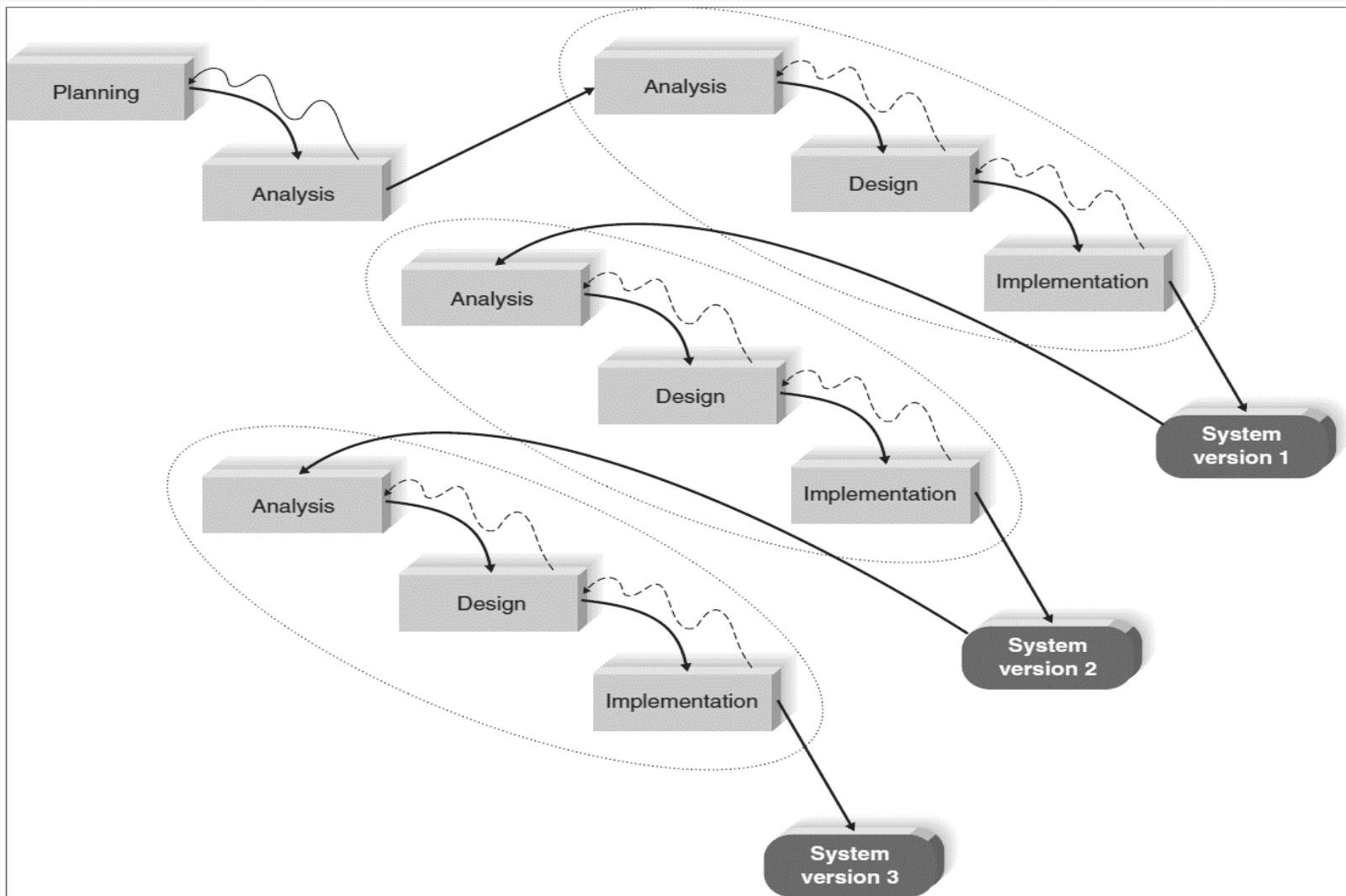
- CASE tools Computer Added Software Engineering
- JAD sessions Joint Application Design
- Fourth generation / visualization programming languages
- Code generators

- Representative models

- Incremental development model(Phased development)
 - : a series of versions
- Prototyping
 - : system prototyping
- Throwaway prototyping
 - : design prototyping



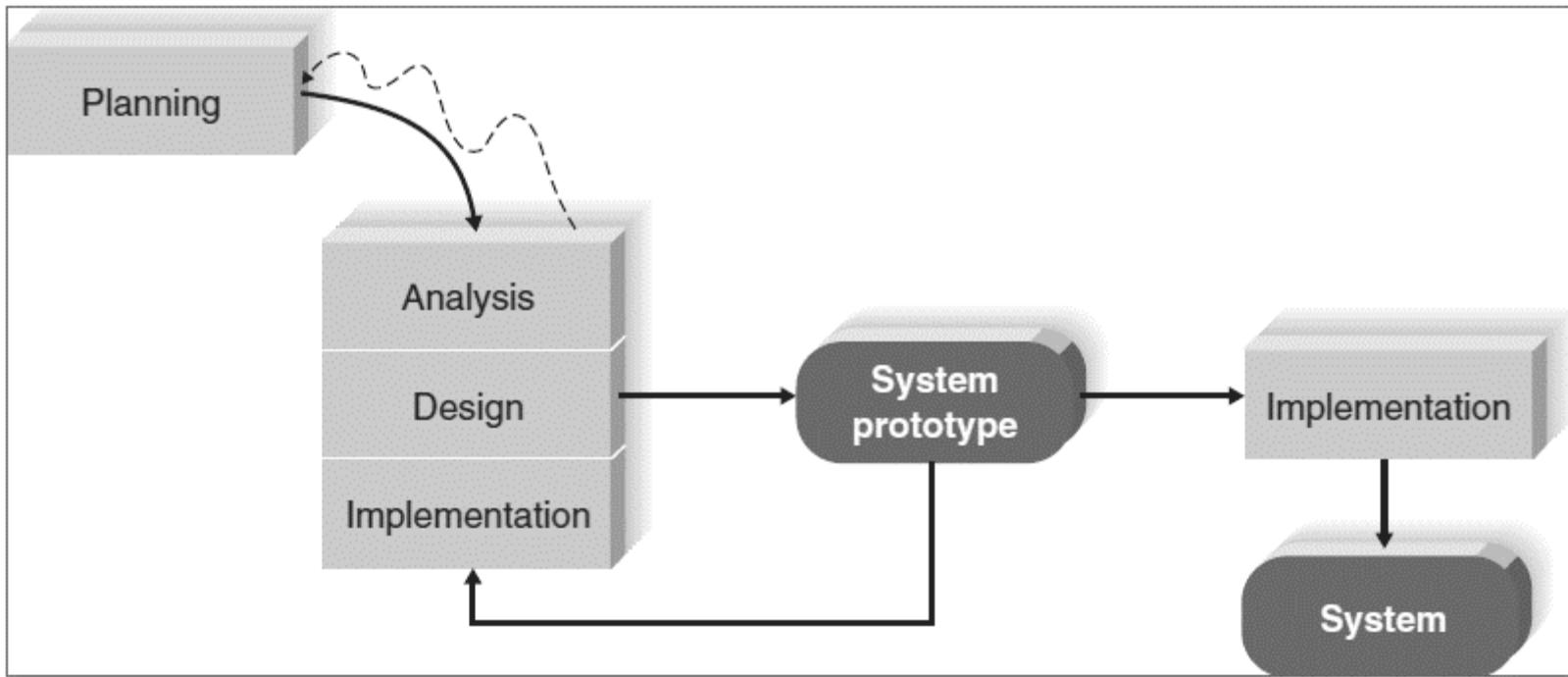
: Phased Model (iterative development)



(source: Dennis, Alan, Barbara Haley Wixom, and Roberta M. Roth. Systems analysis and design. John Wiley & Sons.)

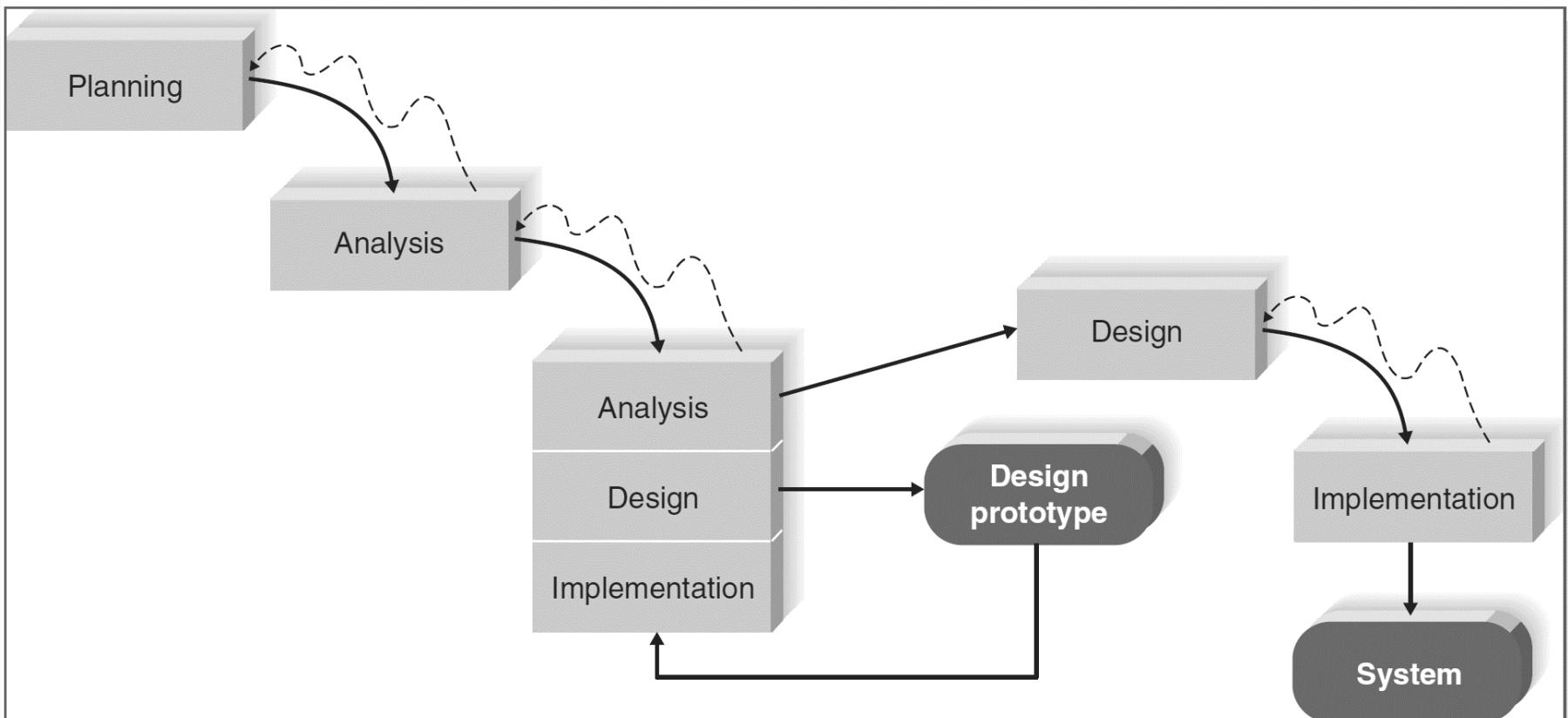


: Prototyping-based Model



(source: Dennis, Alan, Barbara Haley Wixom, and Roberta M. Roth. Systems analysis and design. John wiley & sons.)

: Throwaway Prototyping Model

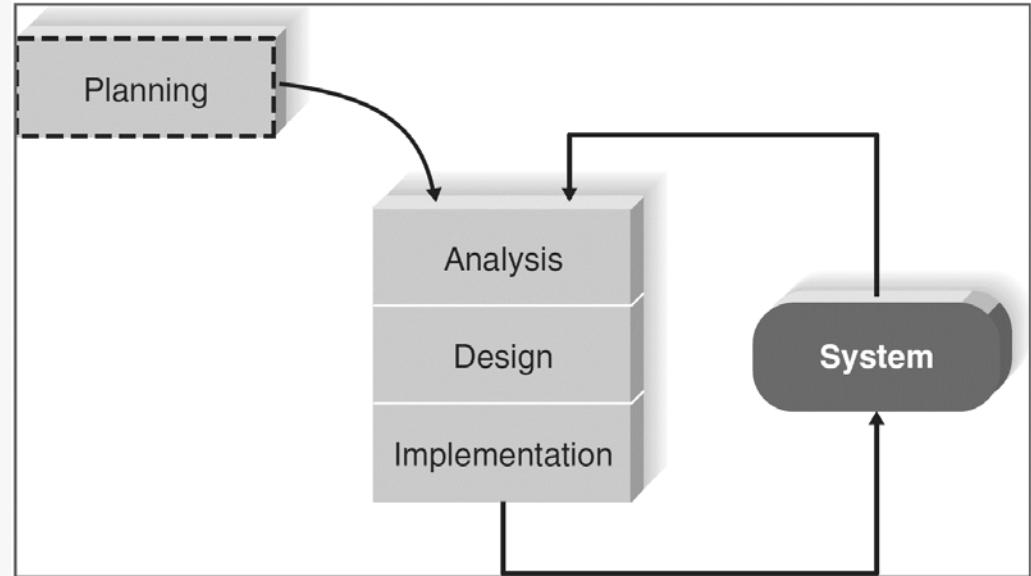


(source: Dennis, Alan, Barbara Haley Wixom, and Roberta M. Roth. Systems analysis and design. John wiley & sons.)

Software Process Models (3)

❖ Agile Development

- Still popularizing today
- Simple, iterative development approach
- Representative models
 - Extreme programming approach
 - Scrum approach



(source: Dennis, Alan, Barbara Haley Wixom, and Roberta M. Roth. Systems analysis and design. John Wiley & Sons.)



Criteria for Selecting a Process Model – (1)

- ❖ May be exist some variations

Usefulness in Developing Systems	Waterfall	Parallel	V-Model
With unclear user requirements	Poor	Poor	Poor
With unfamiliar technology	Poor	Poor	Poor
That are complex	Good	Good	Good
That are reliable	Good	Good	Excellent
With short time schedule	Poor	Good	Poor
With schedule visibility	Poor	Poor	Poor



Criteria for Selecting a Process Model – (2)

Usefulness in Developing Systems	Iterative	System Prototyping	Throwaway Prototyping	Excellent
				Agile Development
With unclear user requirements	Good	Excellent	Excellent	Excellent
With unfamiliar technology	Good	Poor	Excellent	Poor
That are complex	Good	Poor	Excellent	Poor
That are reliable	Good	Poor	Excellent	Good
With short time schedule	Excellent	Excellent	Poor	Excellent
With schedule visibility	Excellent	Excellent	Poor	Good



Software Development Methodology

❖ Methodology

- Formalized techniques to implementing the SDLC/Process models
- Describes “How to develop”

❖ Representative Methodology

- Structured Analysis and Structured Design(SASD)
- Information Engineering
- Object-Oriented Analysis and Design
- Component-Based Software Development
- Product-Line Engineering
- In future ?



Software Development Methodologies

❖ Structured Analysis and Structured Design (SASD)

- Process-centered; Data flow diagram, Structure chart, etc

❖ Information Engineering

- Data-centered; Entity-relationship diagram, Process decomposition diagram, CRUD matrix, etc

❖ Object-Oriented Analysis and Design

- Object-oriented; Class diagram, Sequence diagram, etc

❖ Component-Based Software Development

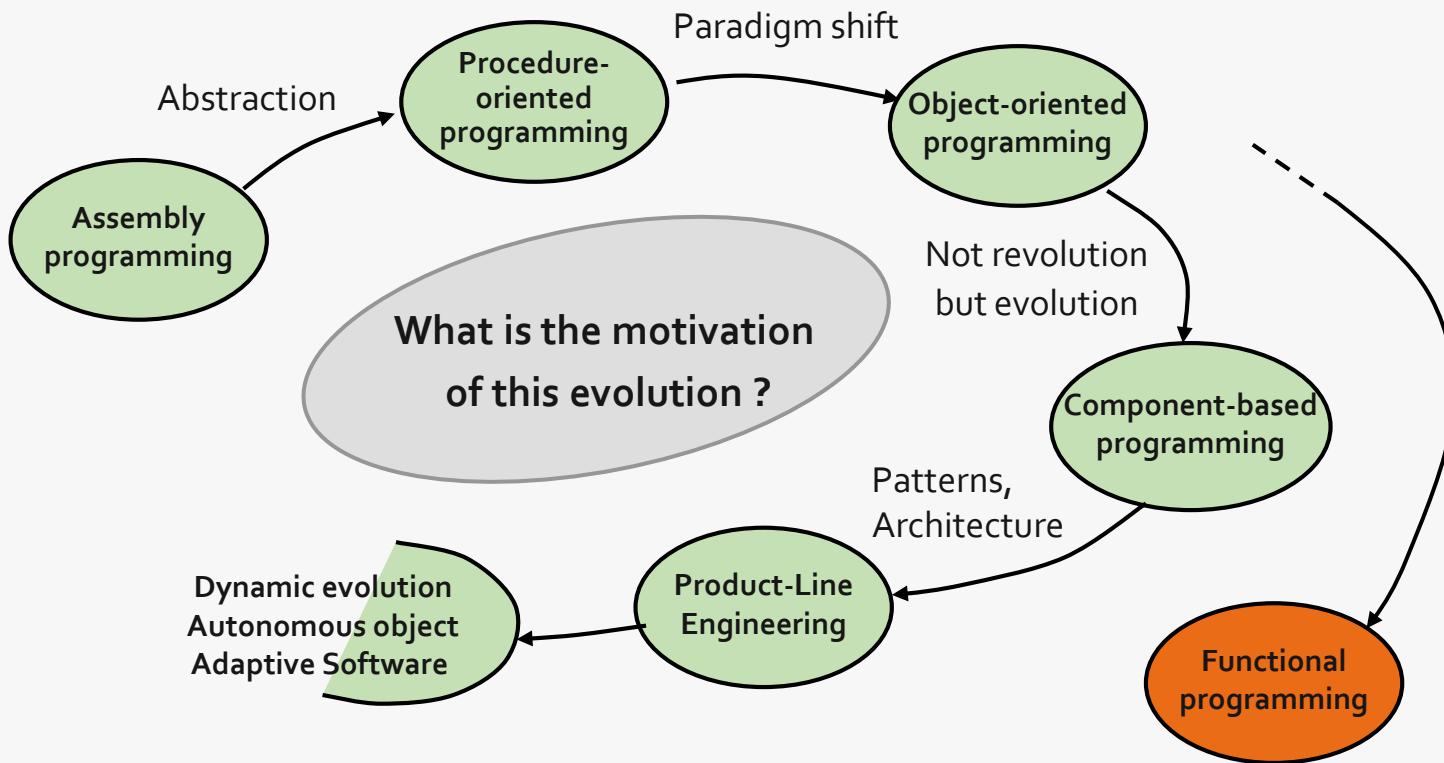
- Object-oriented; Component diagram, Reusable components, etc

❖ Product-Line Engineering

- Object-oriented; Software architecture, Reusable components, etc



Evolution of Software



Summary and Discussion

- ❖ Software Development Process vs Methodology
- ❖ What are the deliverables in software development phases ?

