# CS 255 Model Application Short Paper

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## Process Model Application

[How would you apply a process model to a design for the DriverPass scenario? Remember, you do **not** need to create diagrams for this paper.] A process model is a visual representation of the flow of work and tasks that are required to accomplish specific goals. The components often used in process models are arrows and connectors to represent the relationship each step has to each other. Using process models can help the team come up with ways to improve existing methods and allows the chance to visualize the final product before starting. For the DriverPass scenario, the process model I would choose to use is a waterfall method. Normally I would prefer an agile approach because of flexibility and adaptability. But with this project, the team is working within a 5-month time window and has very specific requirements that need to be added to the system. This method provides simplicity and a structured workflow that will be easy to follow. This can be applied to the design by having incrementing steps that have to be completed each week. A Gannt chart can be used to structure the weeks and what developments need to be finished in that time frame and which teams will be working on it.

## Object Model Application

Object models are a more in-depth visualization of the elements that need to be created for the system and how they work together to achieve the end goal. For the DriverPass scenario I would start by creating a UML diagram that list all of the classes that are needed to make the application work. The classes represent a blueprint on how the actual product itself will flow. Then within those classes, attributes and functions will be listed so the developers have a guideline to follow when creating each object.

## Process and Object Model Comparison

I believe that creating a process model is important for all team members to be able to see what time frame they are working with and when they need to collaborate with other members to get things done. Process models look more at the business side of the task at hand that is easily translatable to team members, such as the client, who might not know much about creating new software. Object models are necessary for the developers and testers. The diagrams used for object modeling really showcase how the final product should work and what elements are required in each class to get there. They are used to translate the ideas of the client into a format that can be used as a guideline to create code. However, object models can be confusing if the person looking at the diagram doesn’t have an understanding on how software development work.