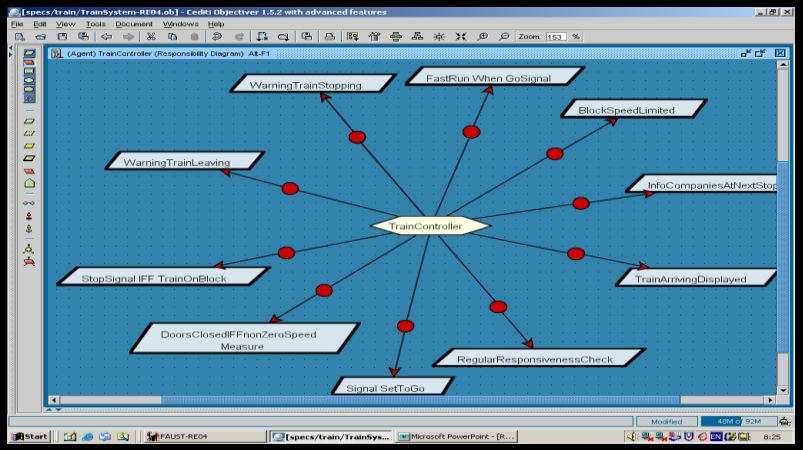
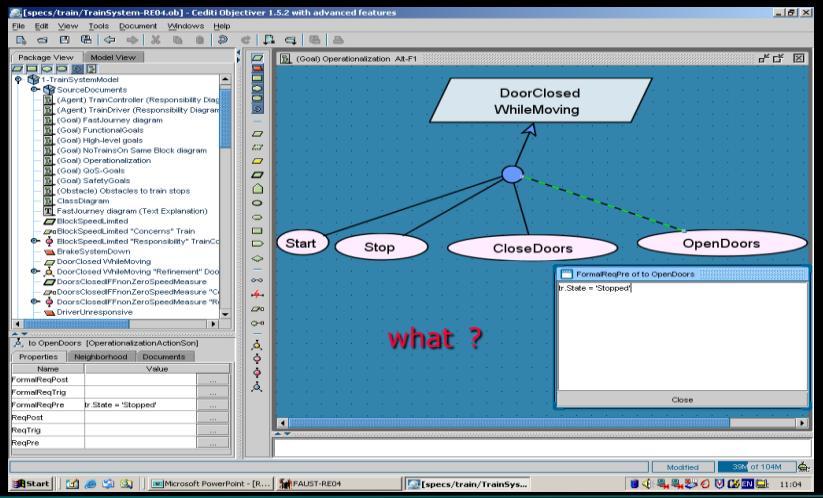
Building models for RE – Chapter 13

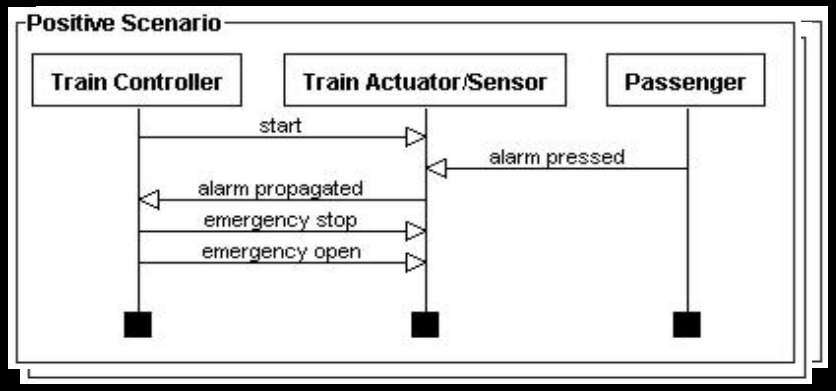
Chap.11: Agents & responsibilities



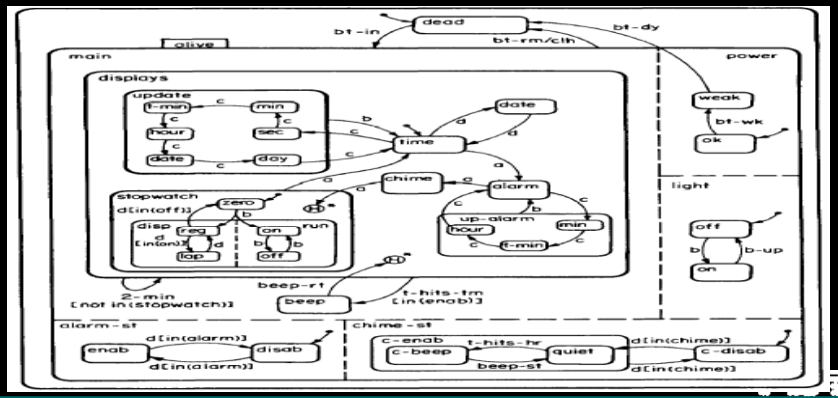
Chap.12: Operations



Chap.13: Behaviors - Scenarios



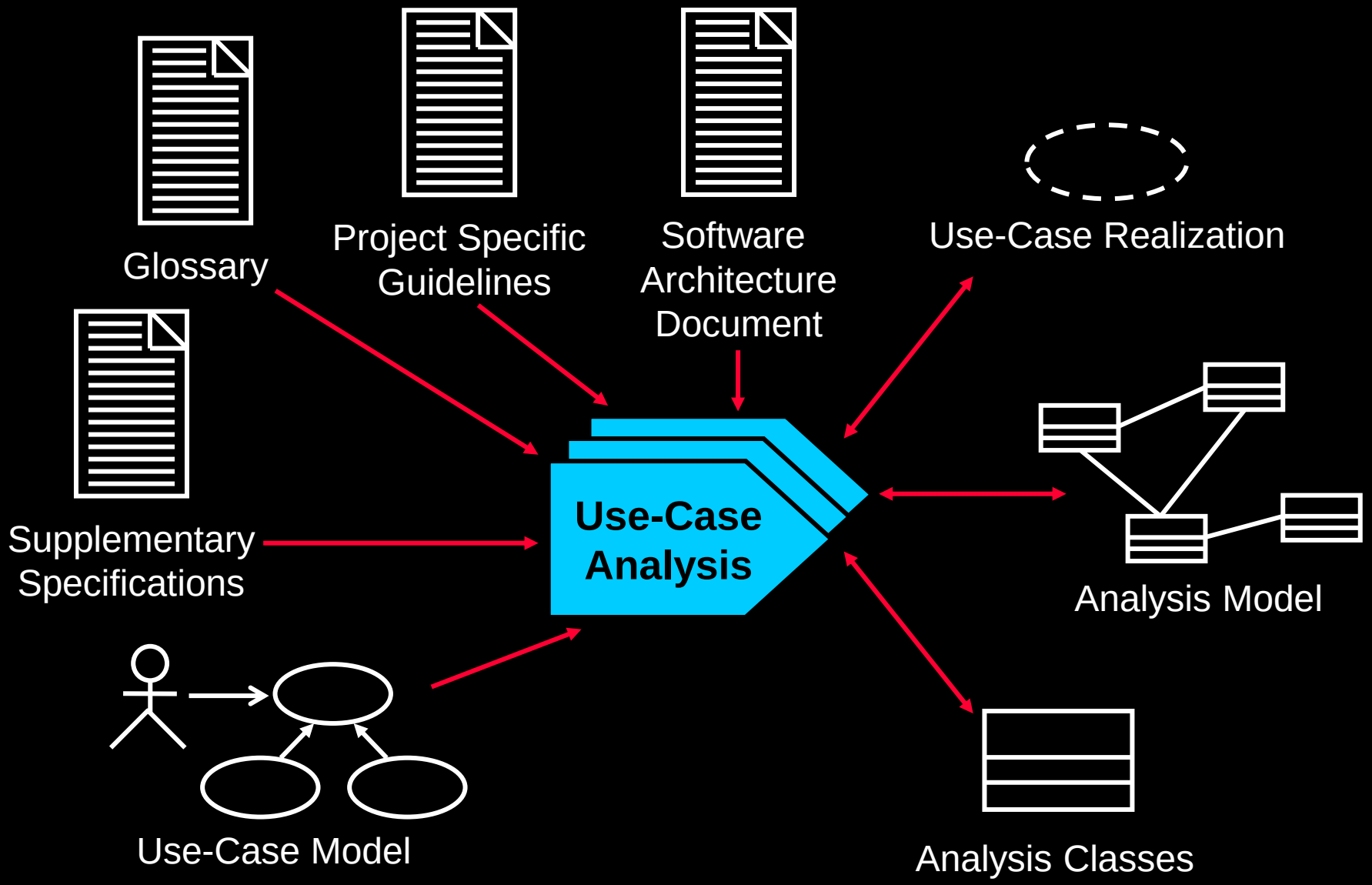
Chap.13: Behaviors - State machines



How to build Sequence Diagram - Steps

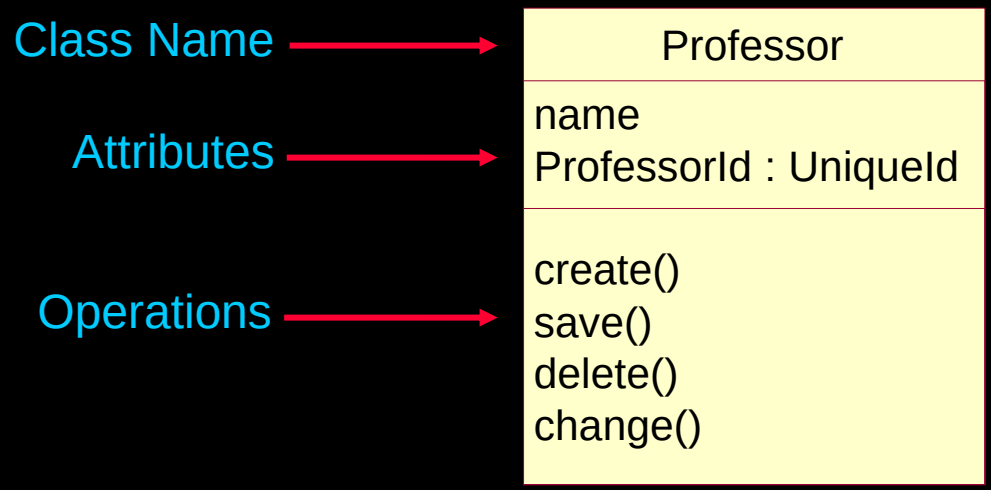
1. Use case analysis based on specification of use case
   - Determine analysis class
   - Determine behavior for every object
2. Draw sequence

Use-Case Analysis Overview

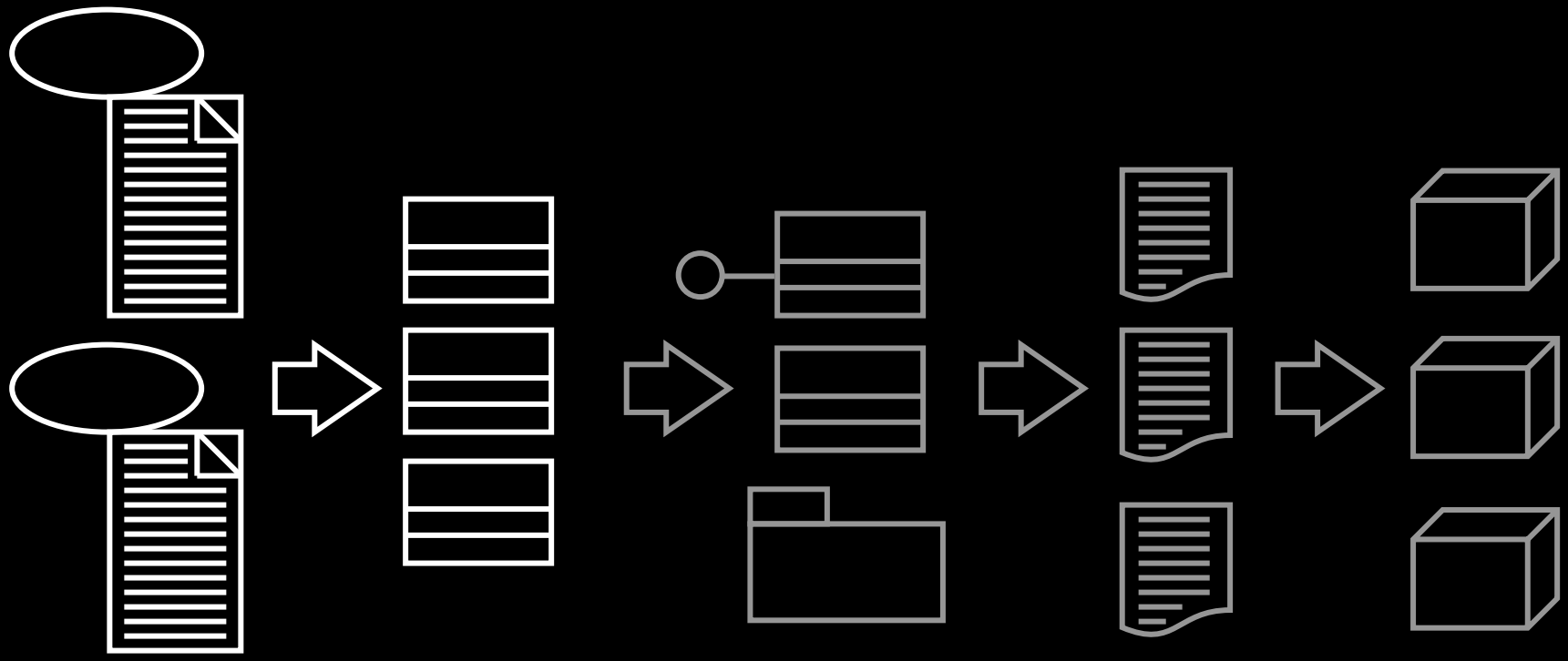


Review: Class

- An abstraction
- Describes a group of objects with common:
  - Properties (attributes)
  - Behavior (operations)
  - Relationships
  - Semantics



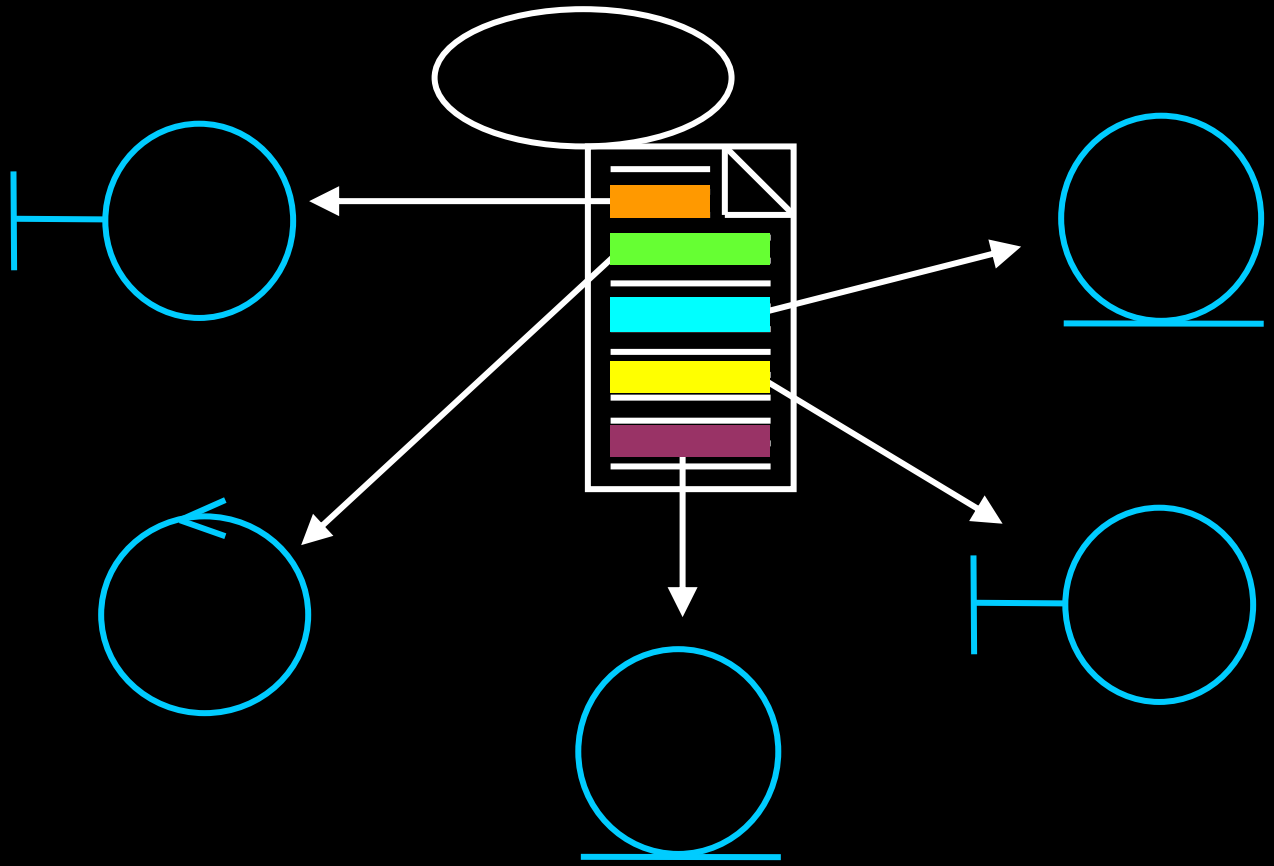
Analysis Classes: A First Step Toward Executables



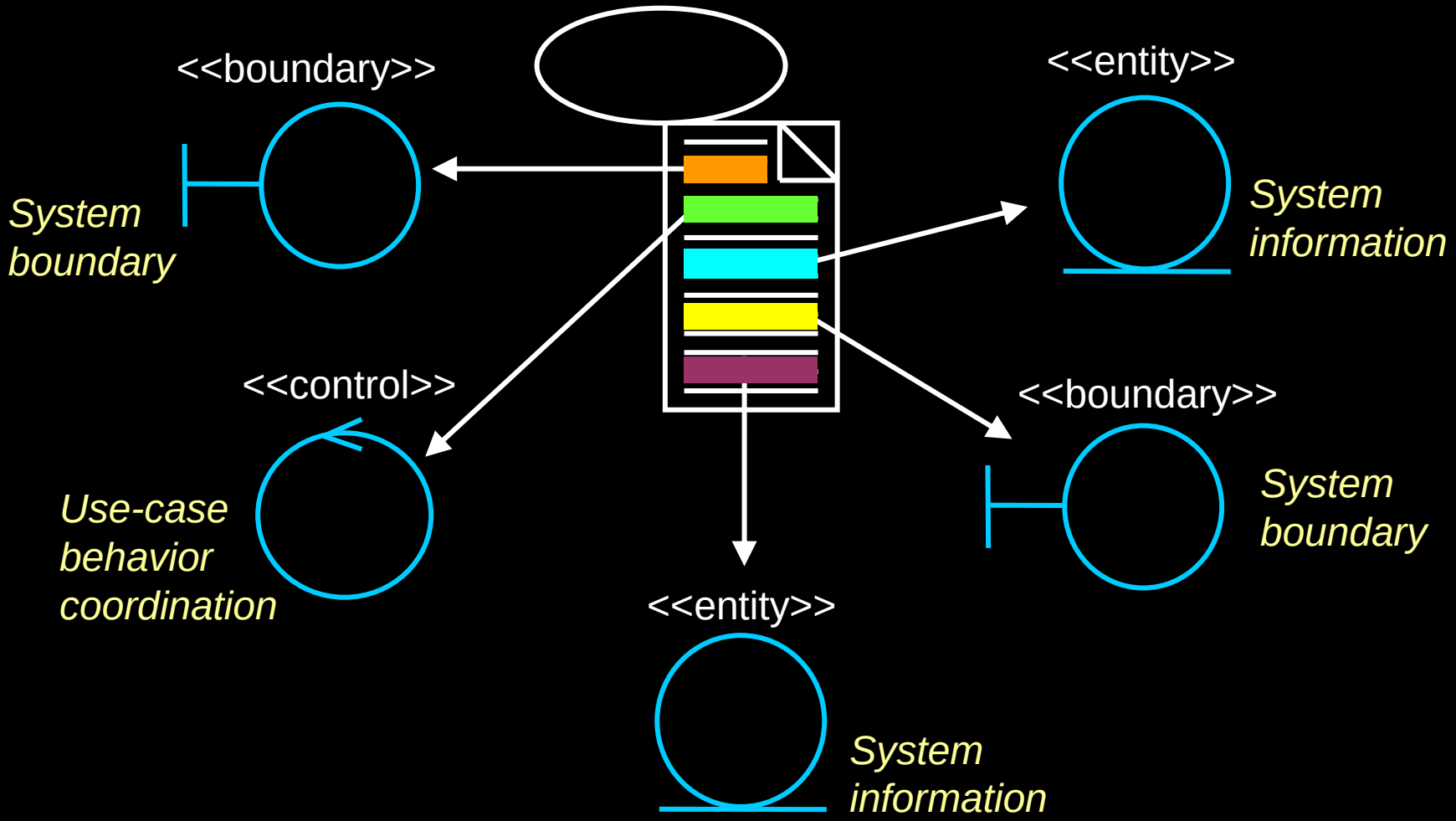
Use-Case Analysis

Find Classes from Use-Case Behavior

- The complete behavior of a use case has to be distributed to analysis classes

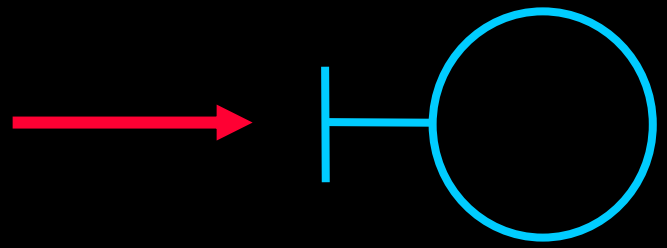


What Is an Analysis Class?



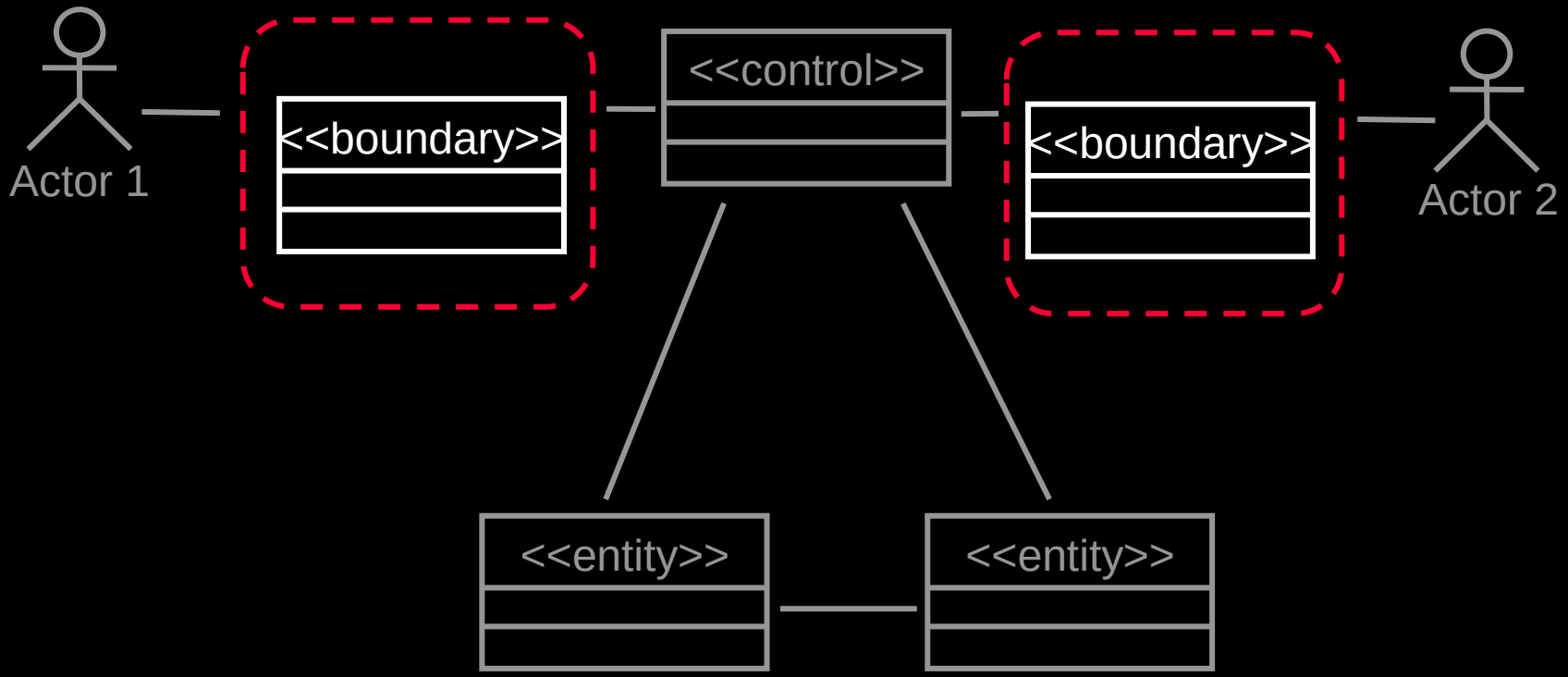
What Is a Boundary Class?

- Intermediates between the interface and something outside the system
- Several Types
  - User interface classes
  - System interface classes
  - Device interface classes
- *One boundary class per actor/use-case pair*

Analysis class stereotype 

Environment dependent.

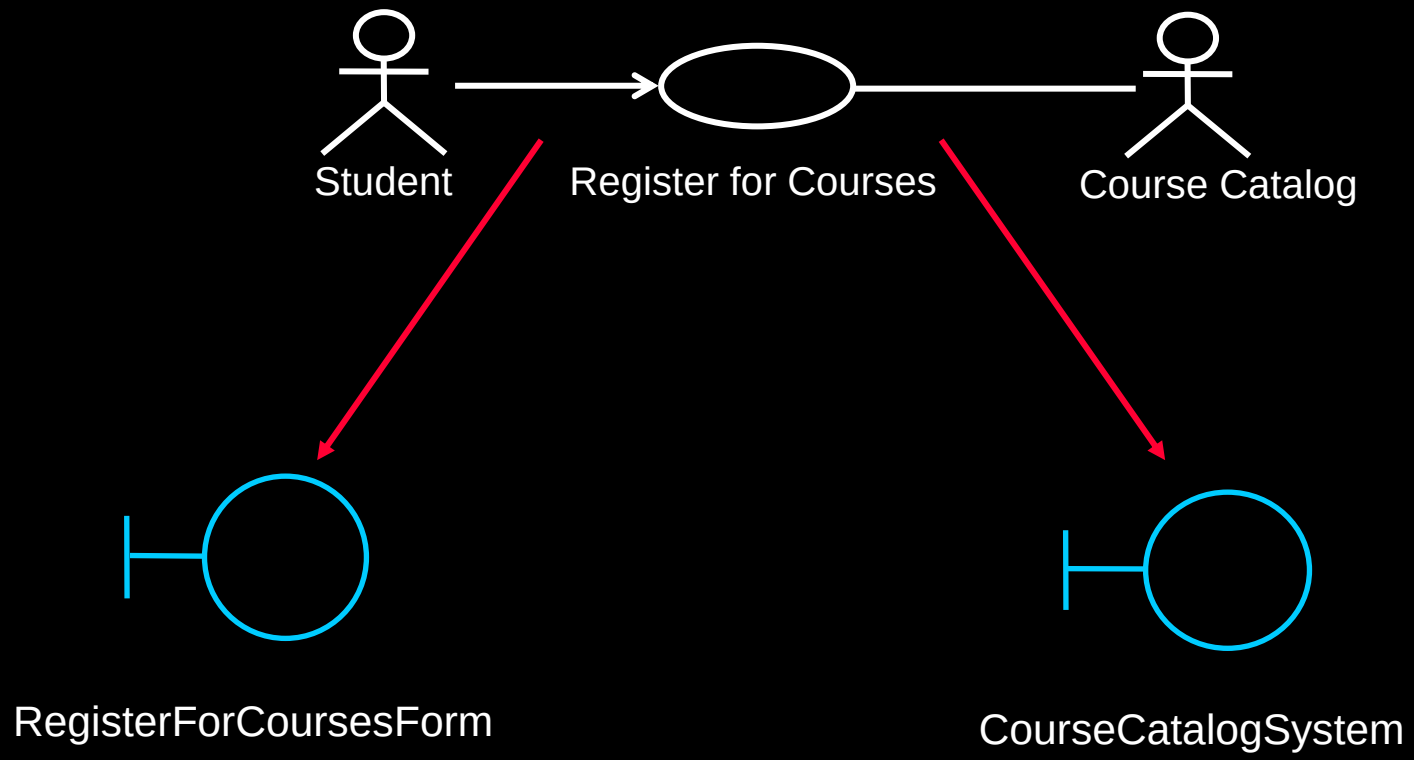
The Role of a Boundary Class



Model interaction between the system and its environment.

Example: Finding Boundary Classes

- One boundary class per actor/use case pair



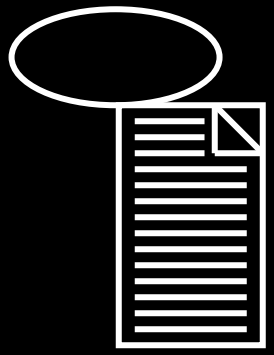
Guidelines: Boundary Class

- User Interface Classes
  - Concentrate on what information is presented to the user
  - Do NOT concentrate on the UI details
- System and Device Interface Classes
  - Concentrate on what protocols must be defined
  - Do NOT concentrate on how the protocols will be implemented

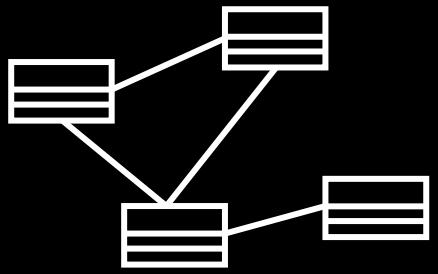
Concentrate on the responsibilities, not the details!

What Is an Entity Class?

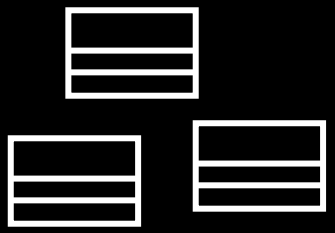
- Key abstractions of the system



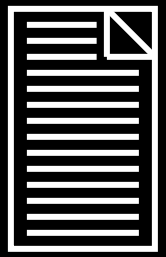
Use Case



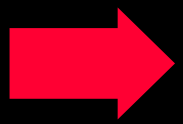
Business-Domain Model

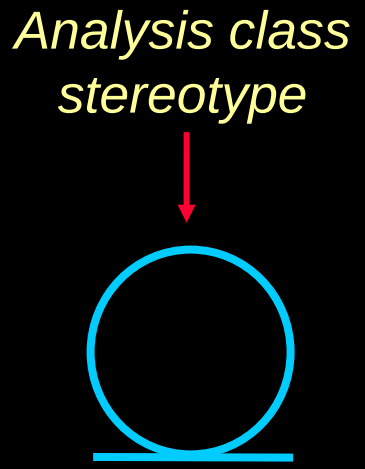


Architectural Analysis Abstractions



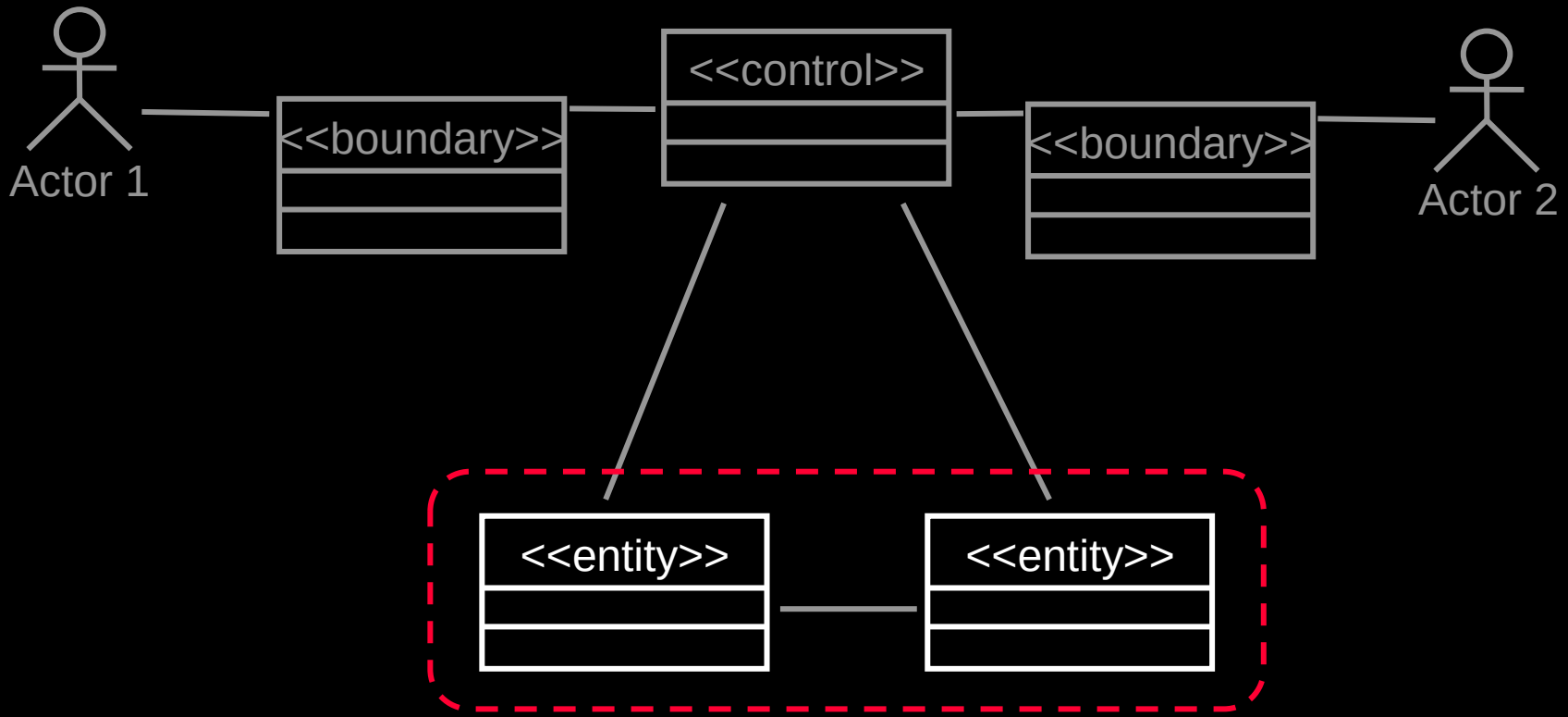
Glossary





Environment independent.

The Role of an Entity Class



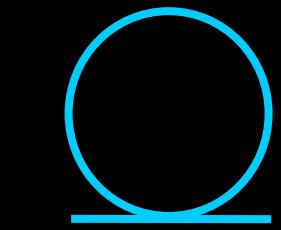
Store and manage information in the system.

Example: Finding Entity Classes

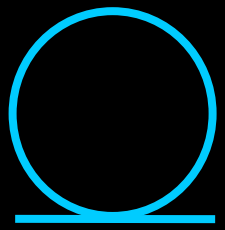
- Use use-case flow of events as input
- Key abstractions of the use case
- Traditional, filtering nouns approach
  - Underline noun clauses in the use-case flow of events
  - Remove redundant candidates
  - Remove vague candidates
  - Remove actors (out of scope)
  - Remove implementation constructs
  - Remove attributes (save for later)
  - Remove operations

Example: Candidate Entity Classes

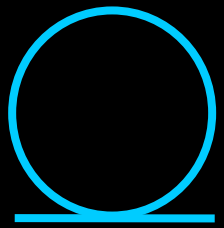
- Register for Courses (Create Schedule)



CourseOffering



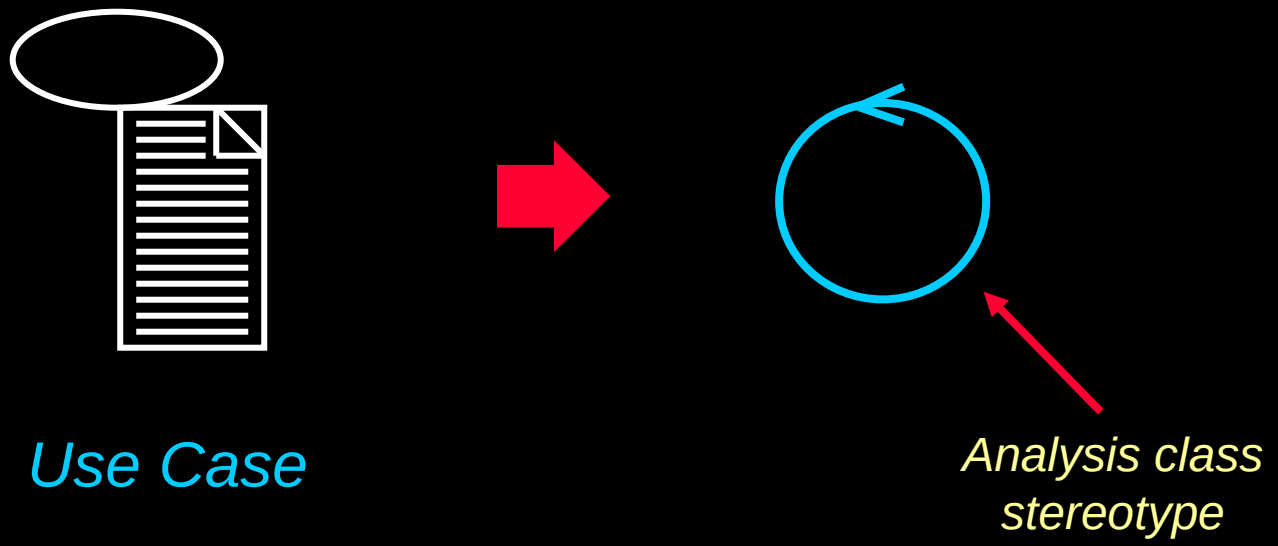
Schedule



Student

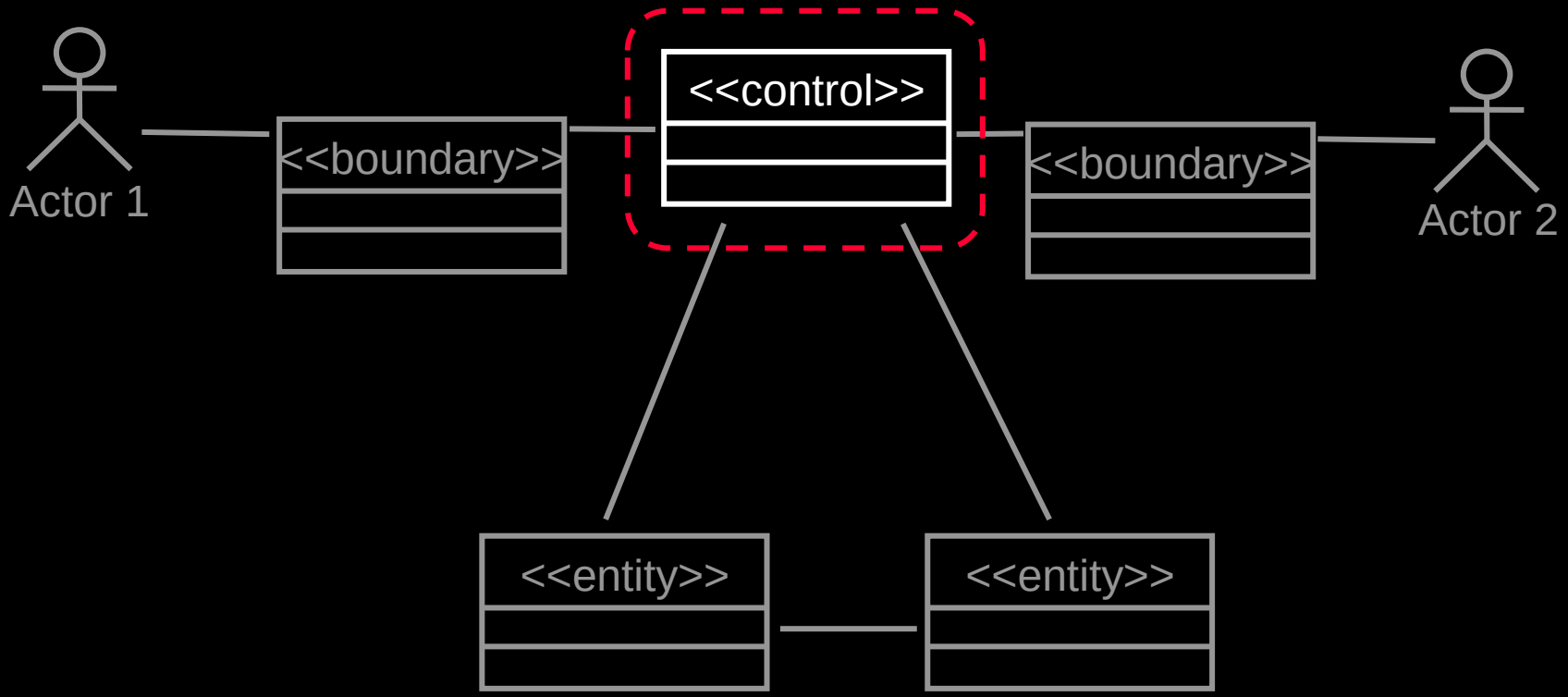
What Is a Control Class?

- Use-case behavior coordinator
  - More complex use cases generally require one or more control cases



Use-case dependent. Environment independent.

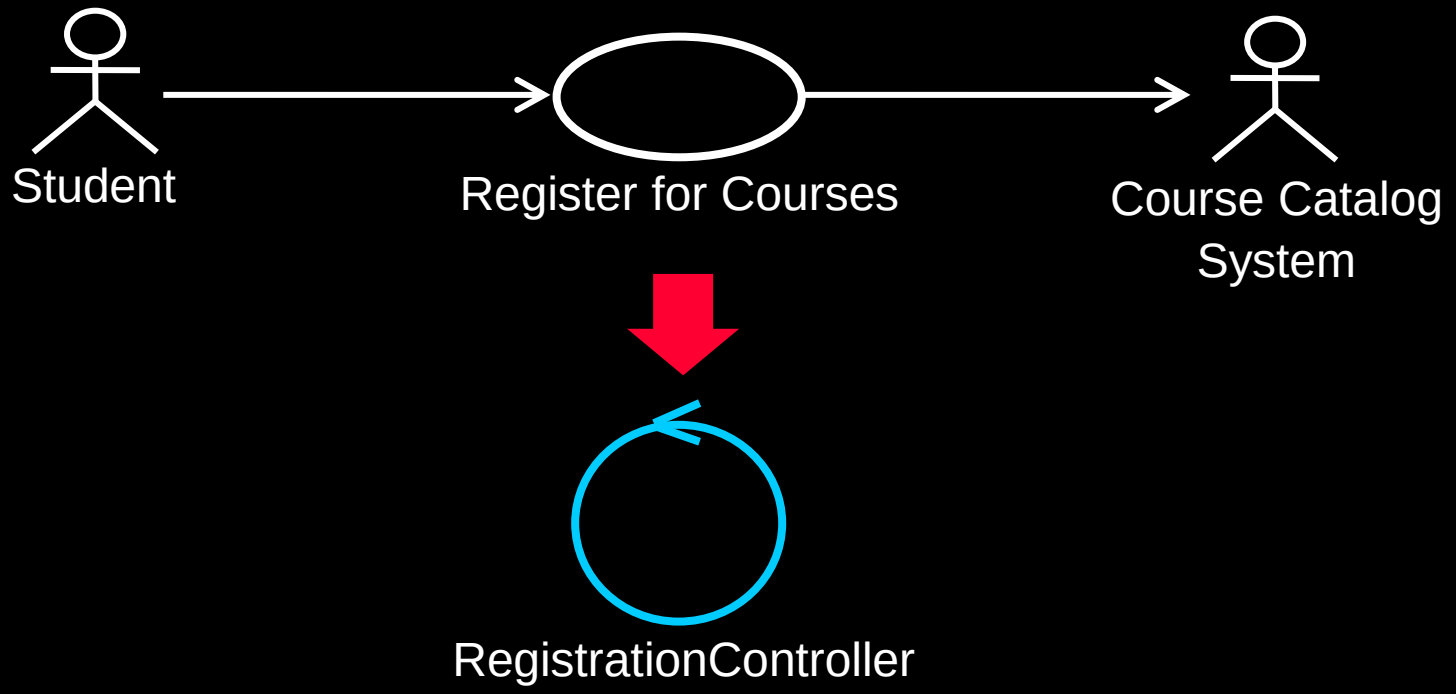
The Role of a Control Class



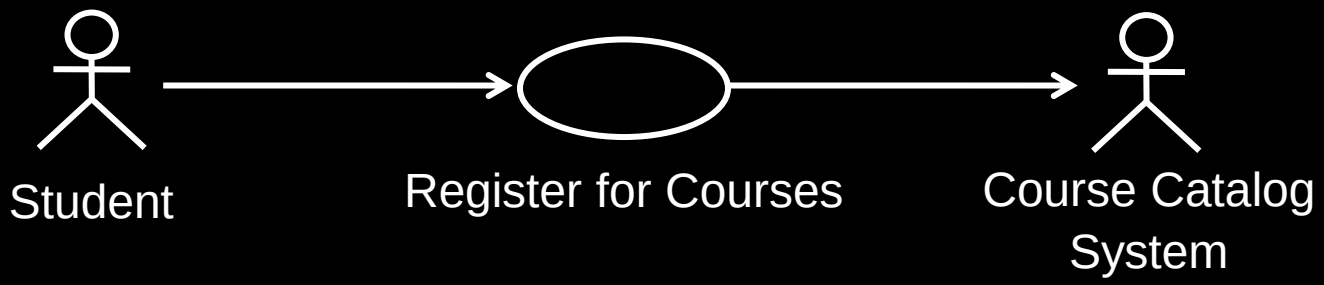
Coordinate the use-case behavior.

Example: Finding Control Classes

- In general, identify one control class per use case.
  - As analysis continues, a complex use case's control class may evolve into more than one class

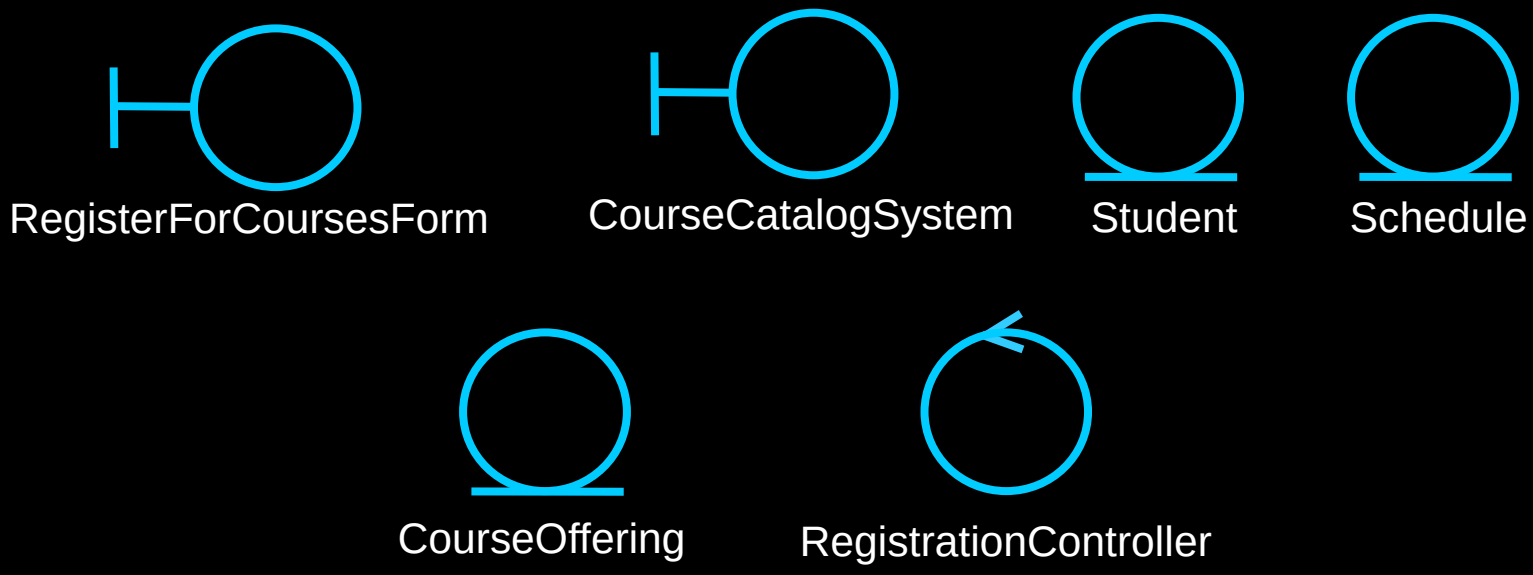


Example: Summary: Analysis Classes

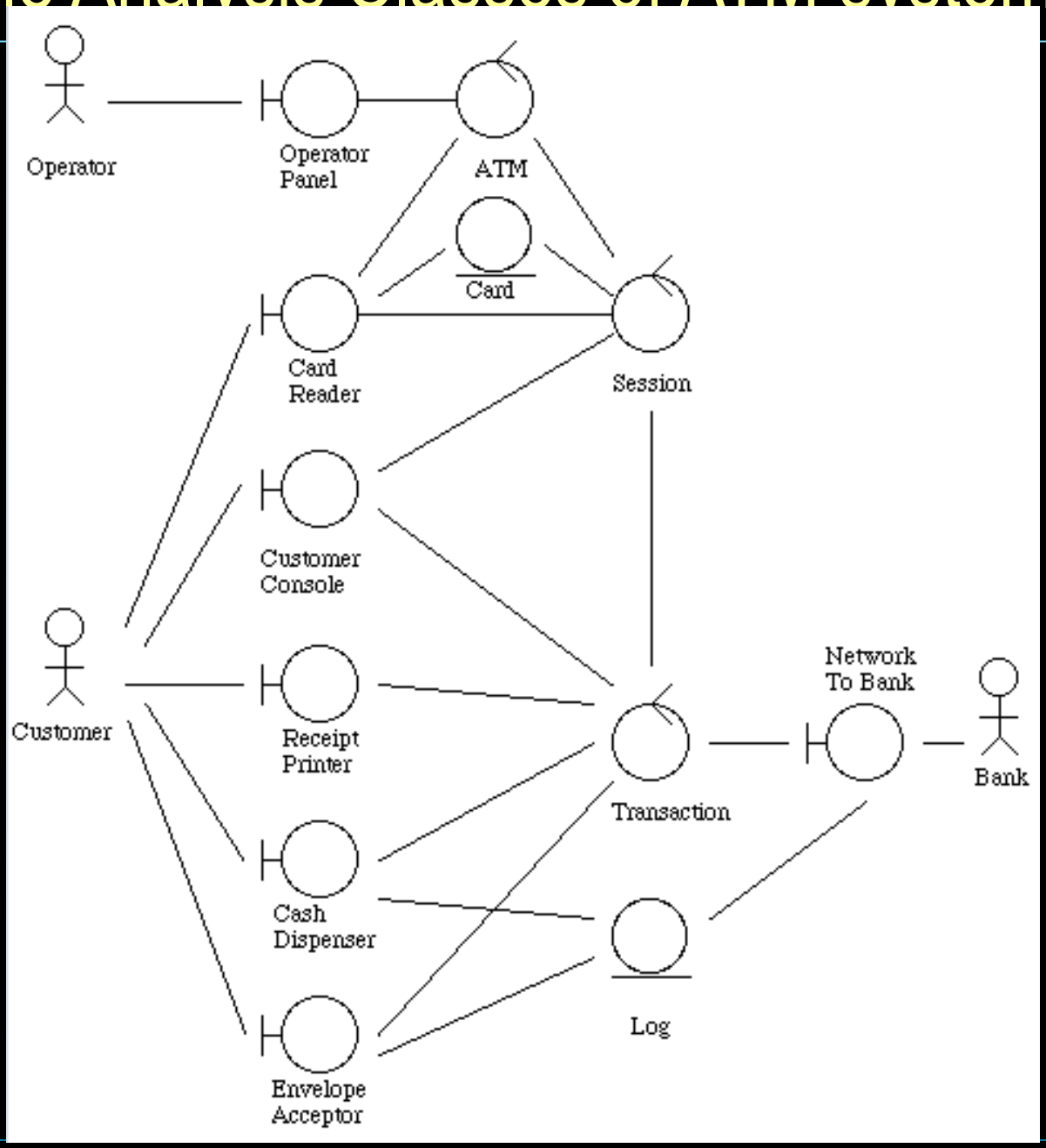


Use-Case Model

Design Model



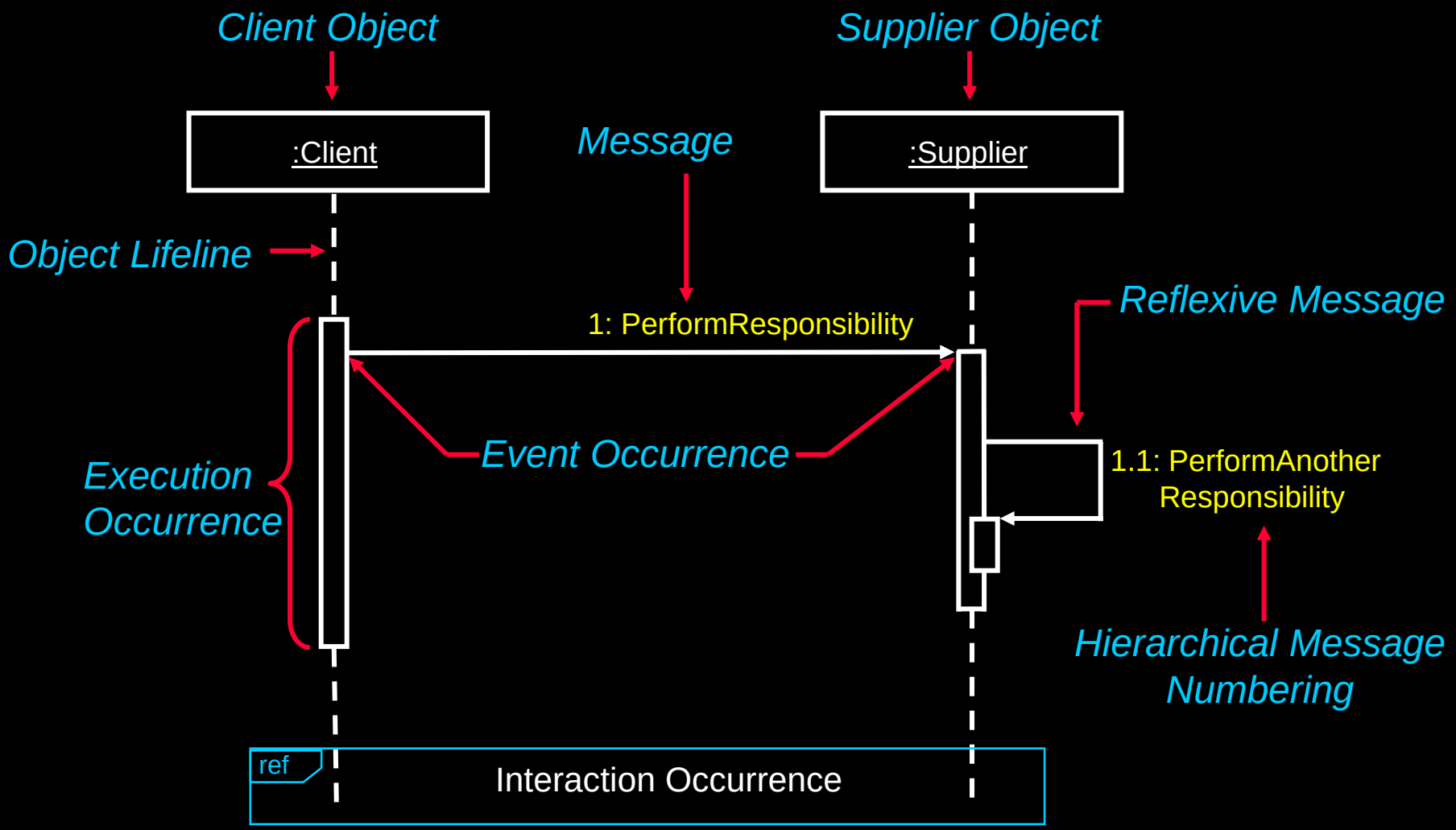
Example Analysis Classes of ATM system- withdraw

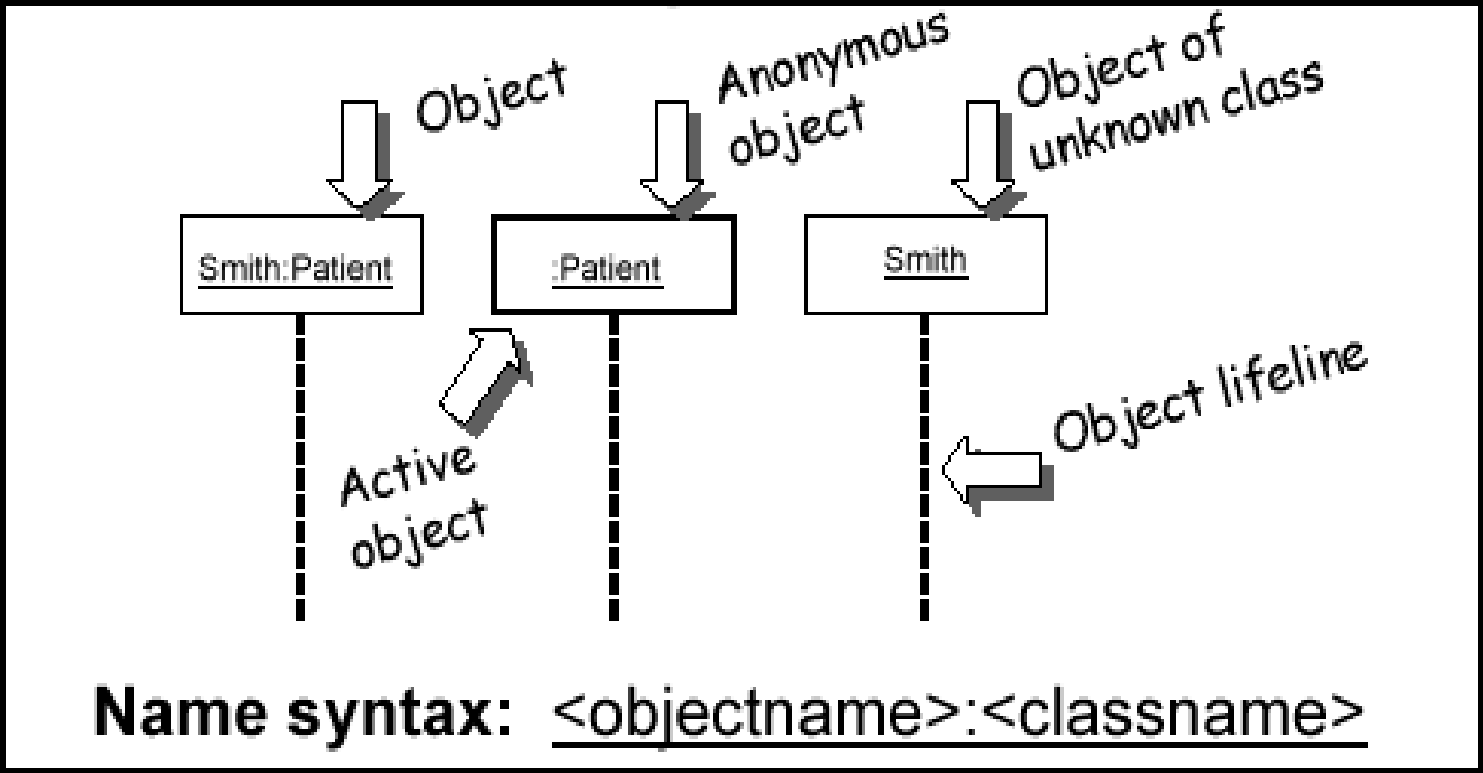


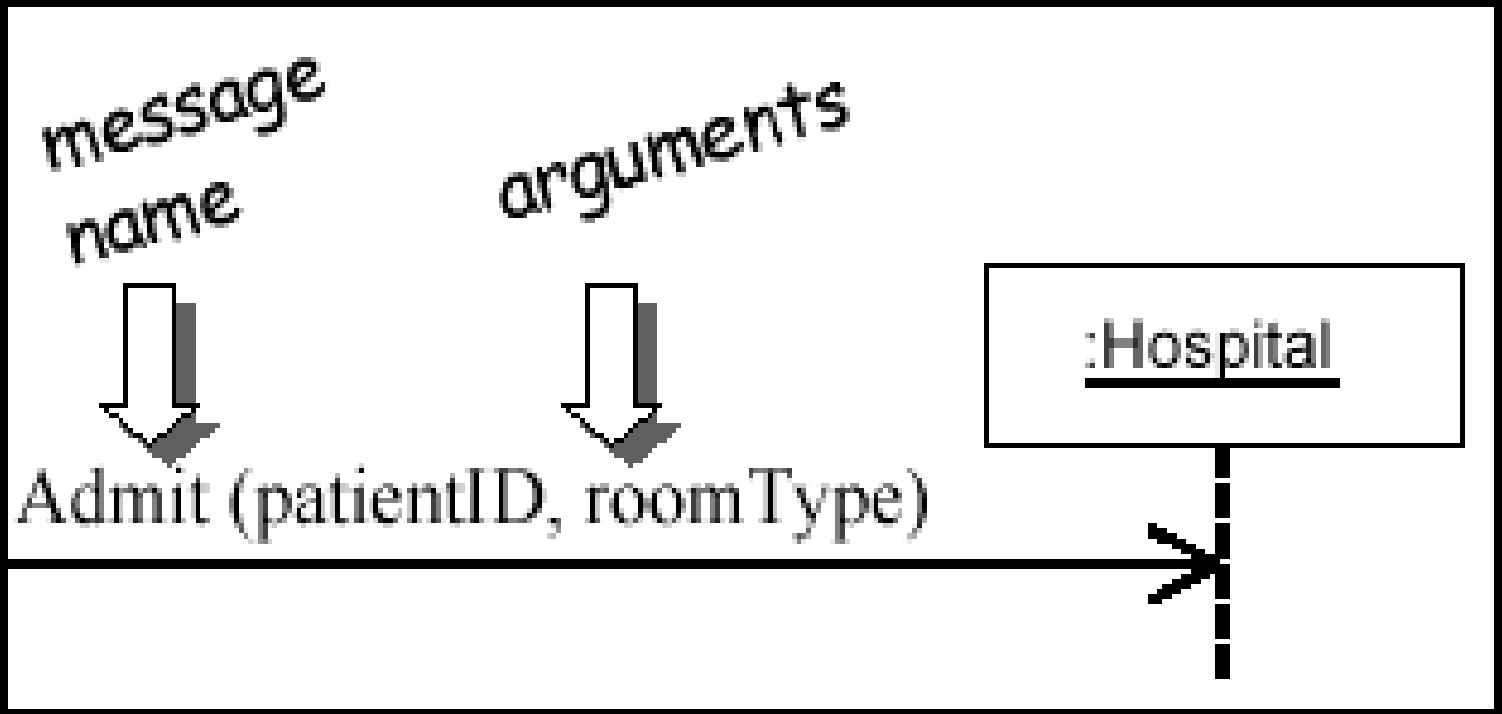
Use-Case Analysis Steps

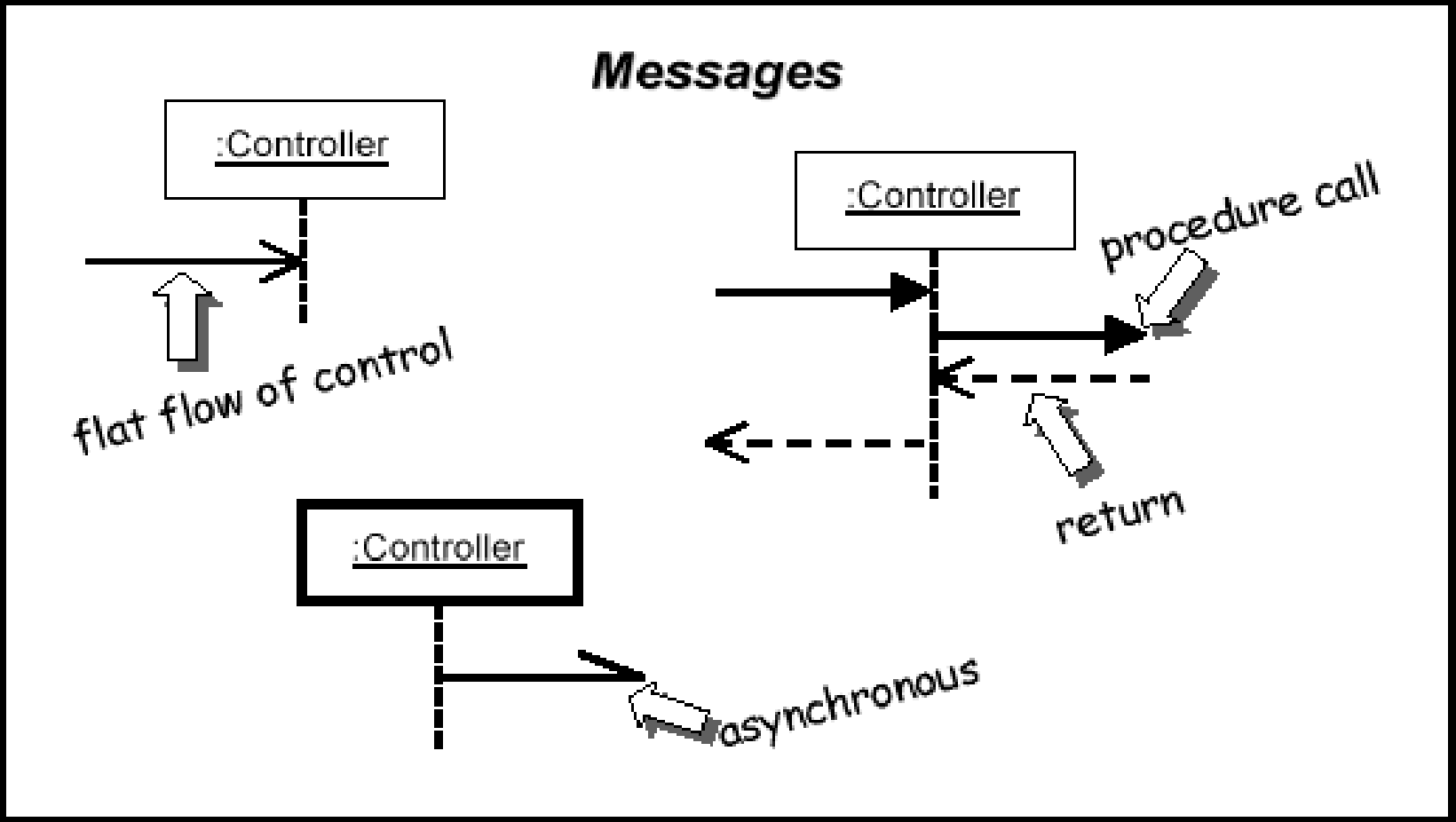
- Supplement the Use-Case Descriptions
- For each Use-Case Realization
  - Find Classes from Use-Case Behavior
  - ★ Distribute Use-Case Behavior to Classes
- For each resulting analysis class
  - Describe Responsibilities
  - Describe Attributes and Associations
  - Qualify Analysis Mechanisms
- Unify Analysis Classes
- Checkpoints

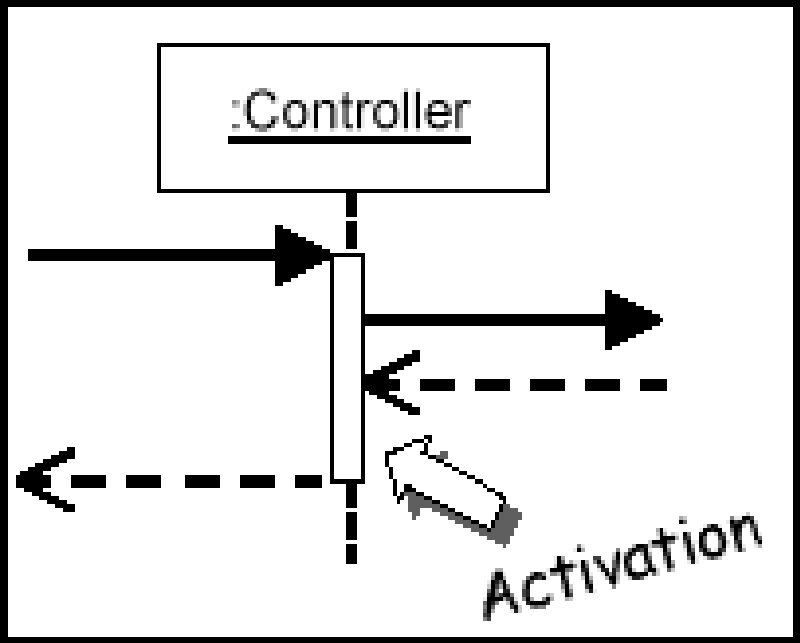
The Anatomy of Sequence Diagrams

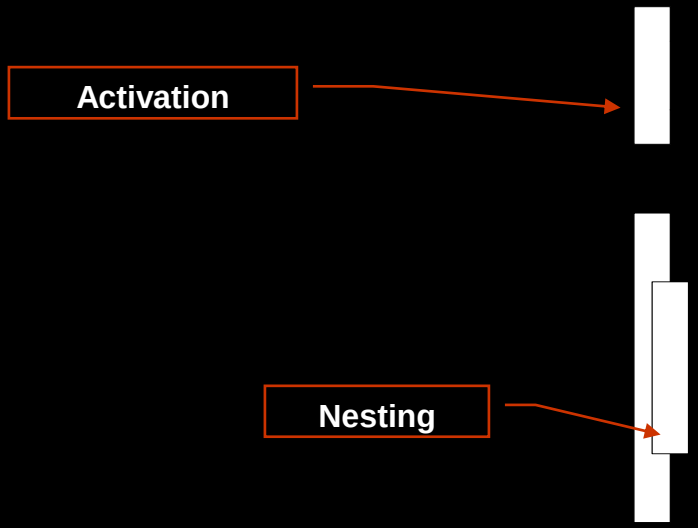



Object
Anonymous object
Object of unknown class
Smith:Patient
:Patient
Smith
Active object
Object lifeline
Name syntax: <objectname>:<classname>

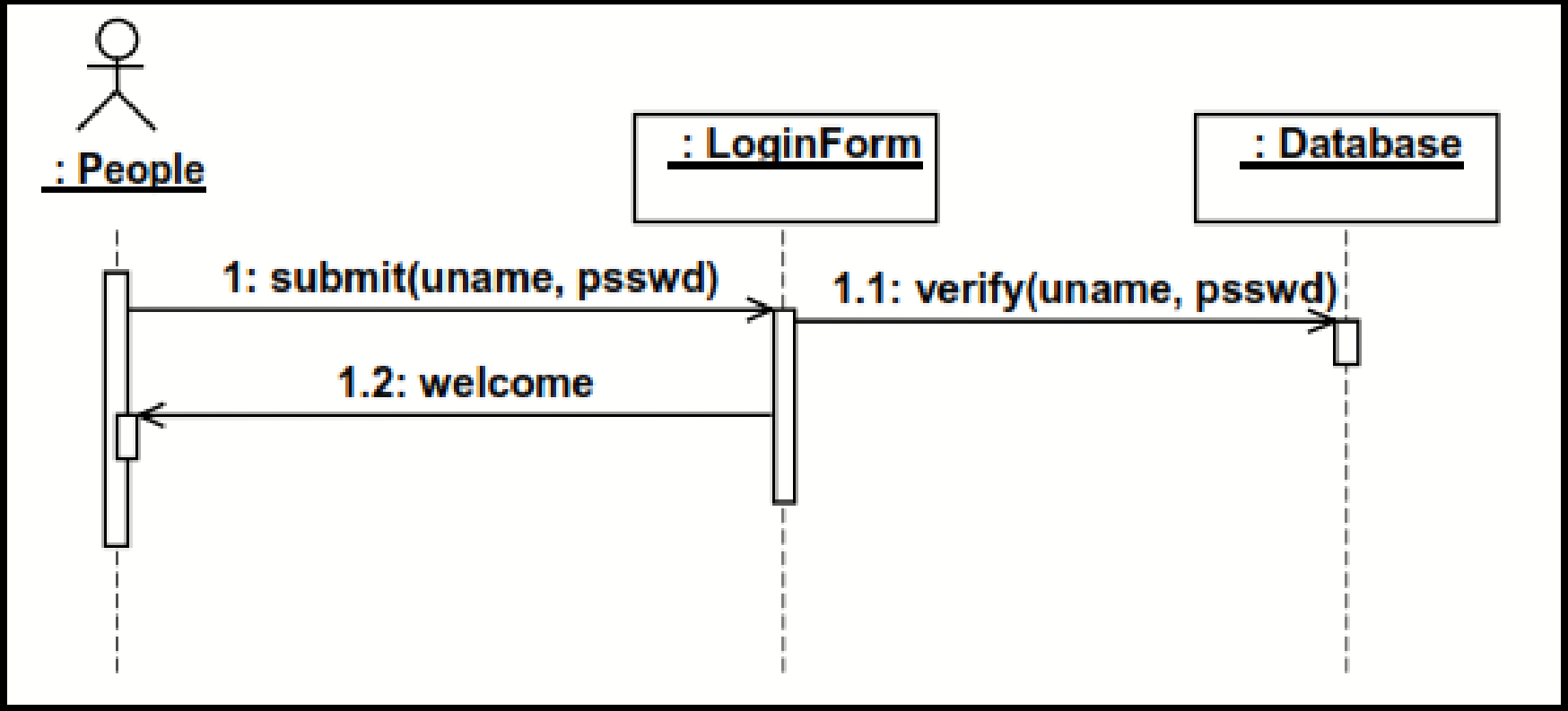

message name
arguments
:Hospital
Admit (patientID, roomType)


Messages
:Controller
flat flow of control
:Controller
procedure call
return
:Controller
asynchronous

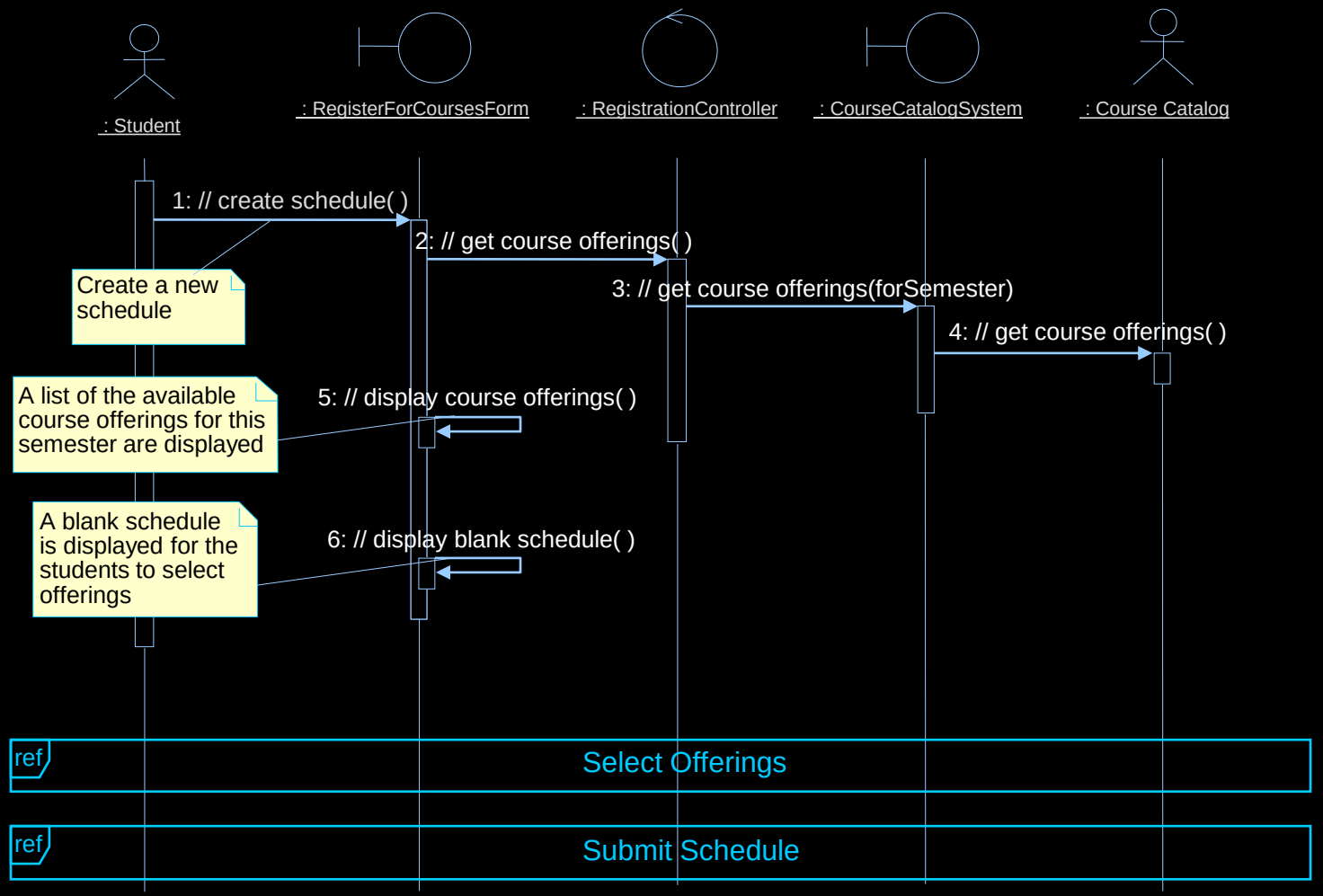

:Controller
Activation


Activation
Nesting

- Login sequence



Example: Sequence Diagram



Transaction Sequence Diagram