# Chapter 8
# Analysis Modeling, Part 1/2

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# Overview of Ch 8. Building the Analysis Model

- Today: ch 8.1- ch 8.6
  - 8.1 Requirement Analysis
  - 8.2 Analysis Modeling Approaches
  - 8.3 Data Modeling Concepts
  - 8.4 Object-Oriented Analysis
  - 8.5 Scenario-based modeling
- Next class: ch 8.7- ch 8.8
  - 8.6 Flow-oriented modeling
  - 8.7 Class-based modeling
  - 8.8 Creating a behavioral model

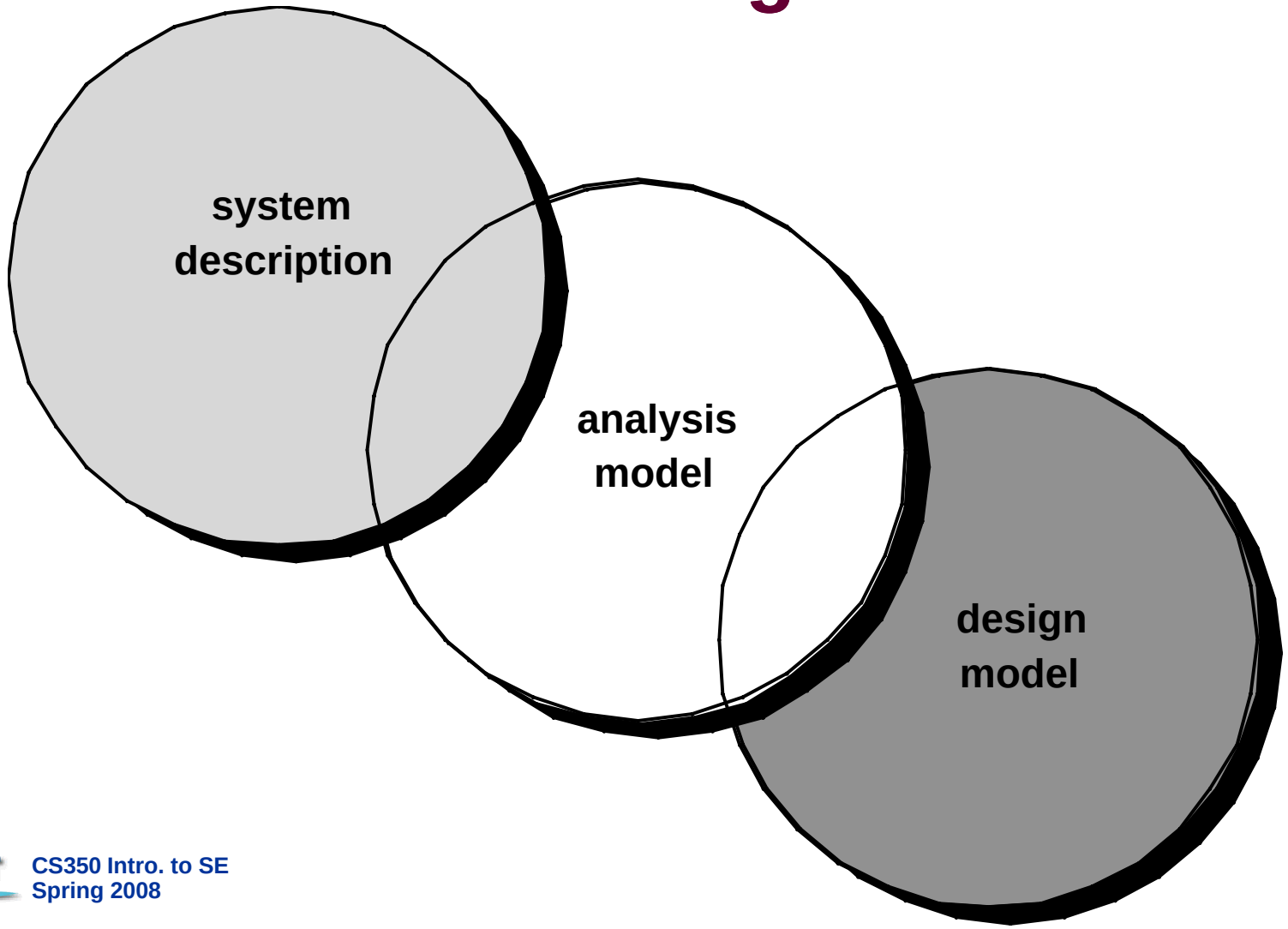
# Requirements Analysis

- At a technical level, SE begins with a building an analysis model of a target system
- Requirements analysis
  - specifies software's operational characteristics
  - indicates software's interface with other system elements
  - establishes constraints that software must meet
- Objectives
  1. To describe what the customer requires
  2. Establish a basis for the creation of a SW design
  3. To define a set of requirements that can be validated once the software is built

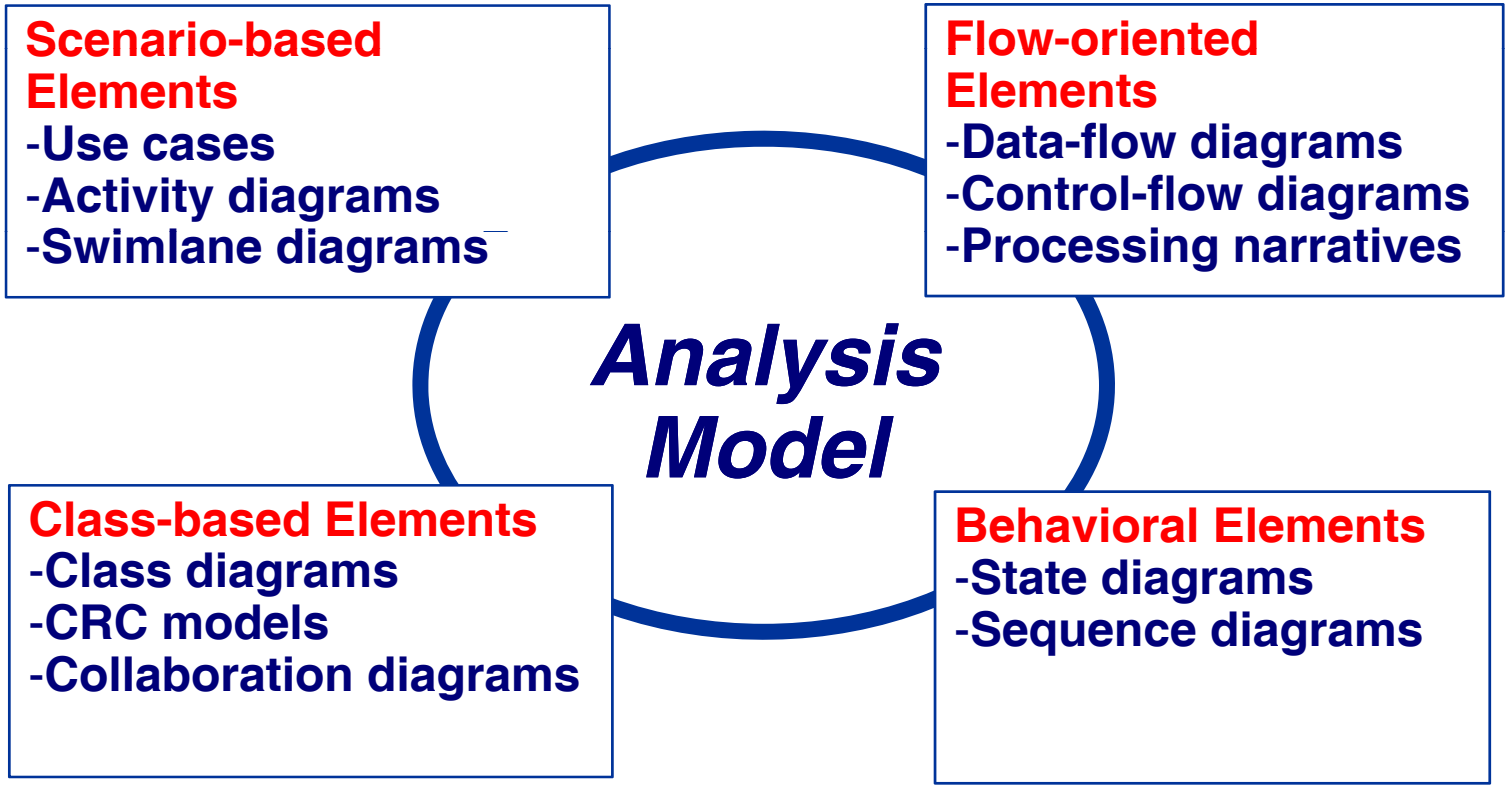
# Requirements Analysis

- Requirements analysis allows the software engineer to:
  - elaborate on basic requirements established during earlier requirement engineering tasks
    - see Ch 7. “Requirements Engineering”
  - build models that depict
    - user scenarios
    - functional activities
    - problem classes and their relationships
    - system and class behavior
    - the flow of data as it is transformed.

# A Bridge



# Elements of the Analysis Model



# Rules of Thumb

1. The model should focus on requirements that are visible within the problem or business domain.
   - The level of abstraction should be relatively high.
2. Each element of the analysis model should
   - add to an overall understanding of software requirements
   - provide insight into the
     - information domain
     - function of the system
     - behavior of the system
3. Delay consideration of infrastructure and other non-functional models until design.
4. Minimize coupling throughout the system.
5. Be certain that the analysis model provides value to all stakeholders.
6. Keep the model as simple as it can be.

# Domain Analysis

Software domain analysis is the identification, analysis, and specification of common requirements from a specific application domain, typically for reuse on multiple projects within that application domain . . . [Object-oriented domain analysis is] the identification, analysis, and specification of common, reusable capabilities within a specific application domain, in terms of common objects, classes, subassemblies, and frameworks . . .

***Donald Firesmith***

- Define the domain to be investigated.
- Collect a representative sample of applications in the domain.
- Analyze each application in the sample.
- Develop an analysis model for the objects.

# Data Modeling

- Analysis modeling often begins with data modeling
  - Examines data objects independently of processing
  - Focuses attention on the data domain
  - Indicates how data objects relate to one another
- Relationship among data objects can be expressed in UML very well

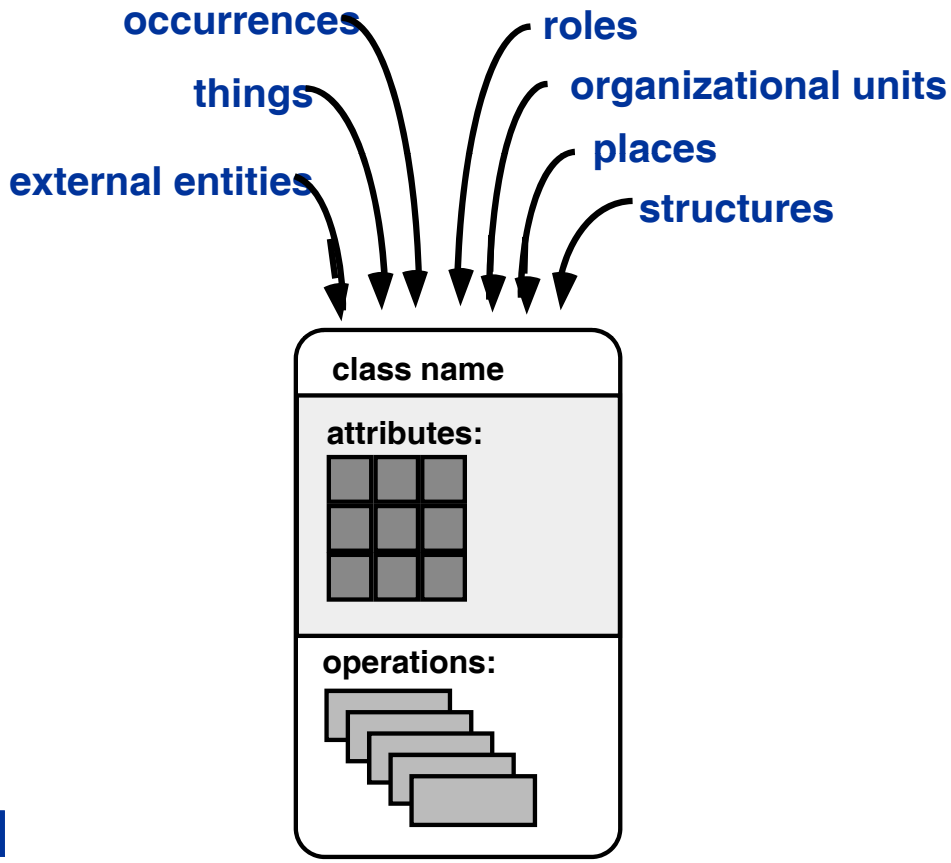
- Typical data objects
  - External entities
    - printer, user, sensor
  - Things
    - reports, displays, signals
  - Occurrences or events
    - interrupt, alarm
  - Roles
    - manager, engineer, salesperson
  - Organizational units
    - division, team
  - Places
    - manufacturing floor
  - Structures
    - employee record

# Object-Oriented Concepts

- Must be understood to apply class-based elements of the analysis model
- Key concepts:
  - Classes and objects
  - Attributes and operations
  - Encapsulation and instantiation
  - Inheritance

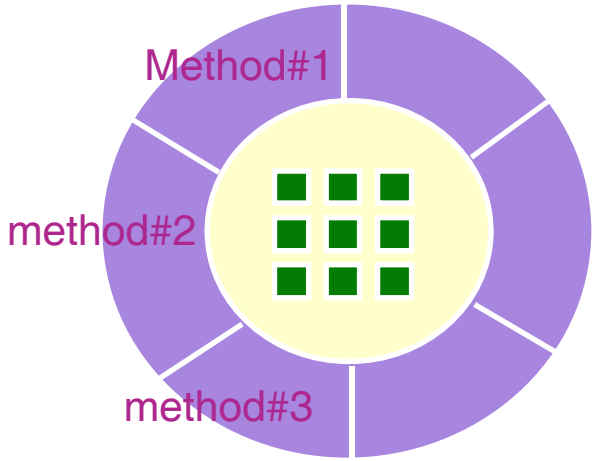
# Classes

- Object-oriented thinking begins with the definition of a class, often defined as:
  - template
  - generalized description
  - “blueprint” ... describing a collection of similar items
- A superclass establishes a hierarchy of classes
- Once a class of items is defined, a specific instance of the class can be identified



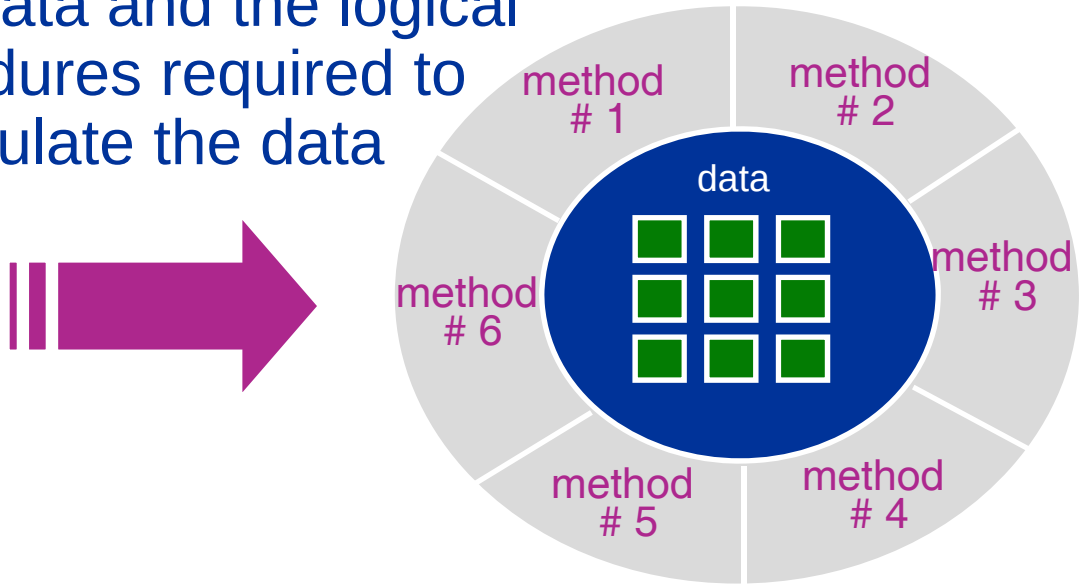
# Methods
# (a.k.a. Operations, Services)

An executable procedure that is encapsulated in a class and is designed to operate on one or more data attributes that are defined as part of the class.



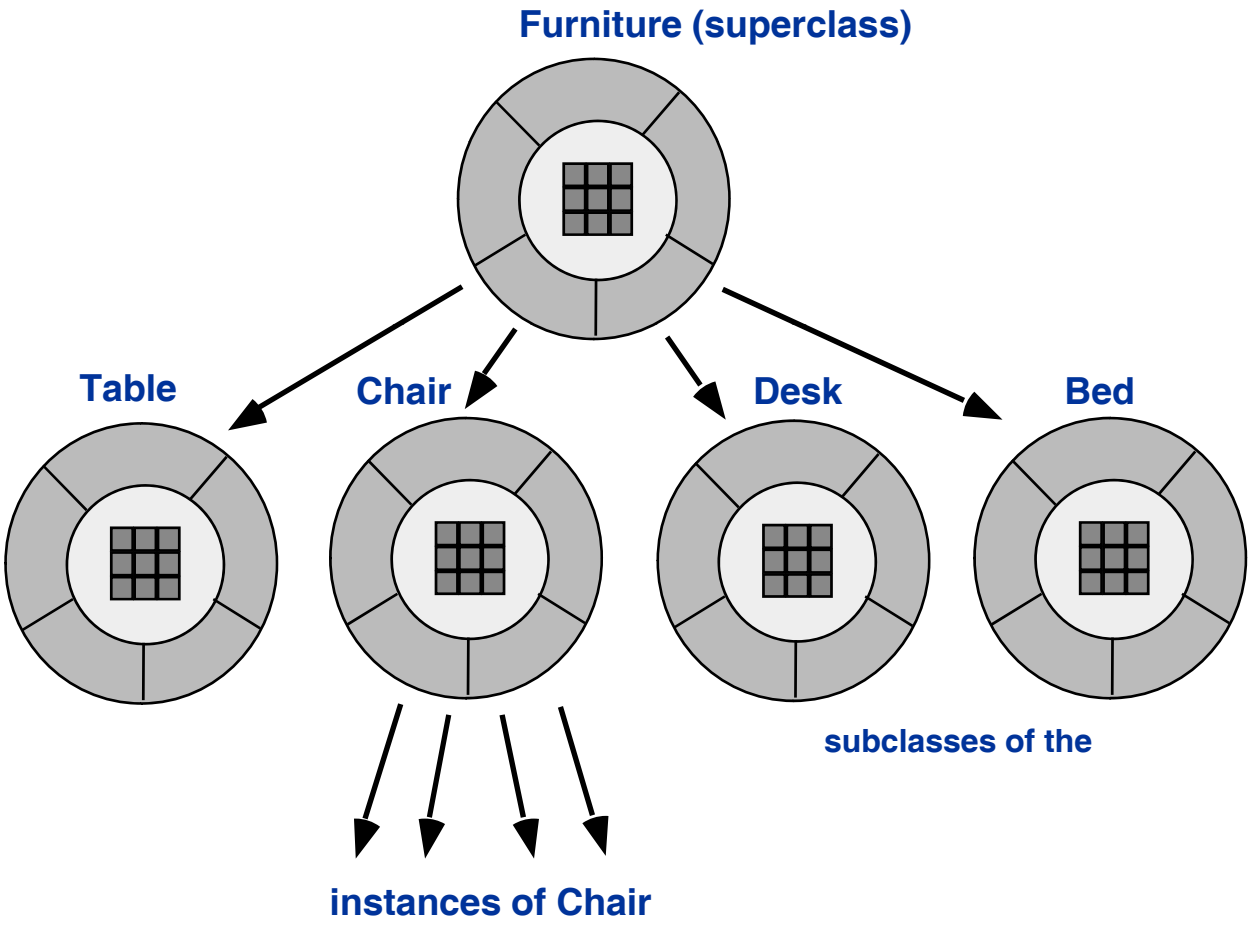
# Encapsulation/Hiding

The object encapsulates both data and the logical procedures required to manipulate the data




Achieves “information hiding”

# Class Hierarchy



# How to Define All Classes

1. Basic user requirements must be communicated between the customer and the SW engineer
2. Classes must be identified
   - Attributes and methods are to be defined
3. A class hierarchy is defined
4. Object-to-object relationships should be represented
5. Object behavior must be modeled
6. Tasks 1 through 5 are repeated until the model is complete

# Scenario-Based Modeling

"[Use-cases] are simply an aid to defining what exists outside the system (actors) and what should be performed by the system (use-cases)." Ivar Jacobson

(1) What should we write about?

(2) How much should we write about it?

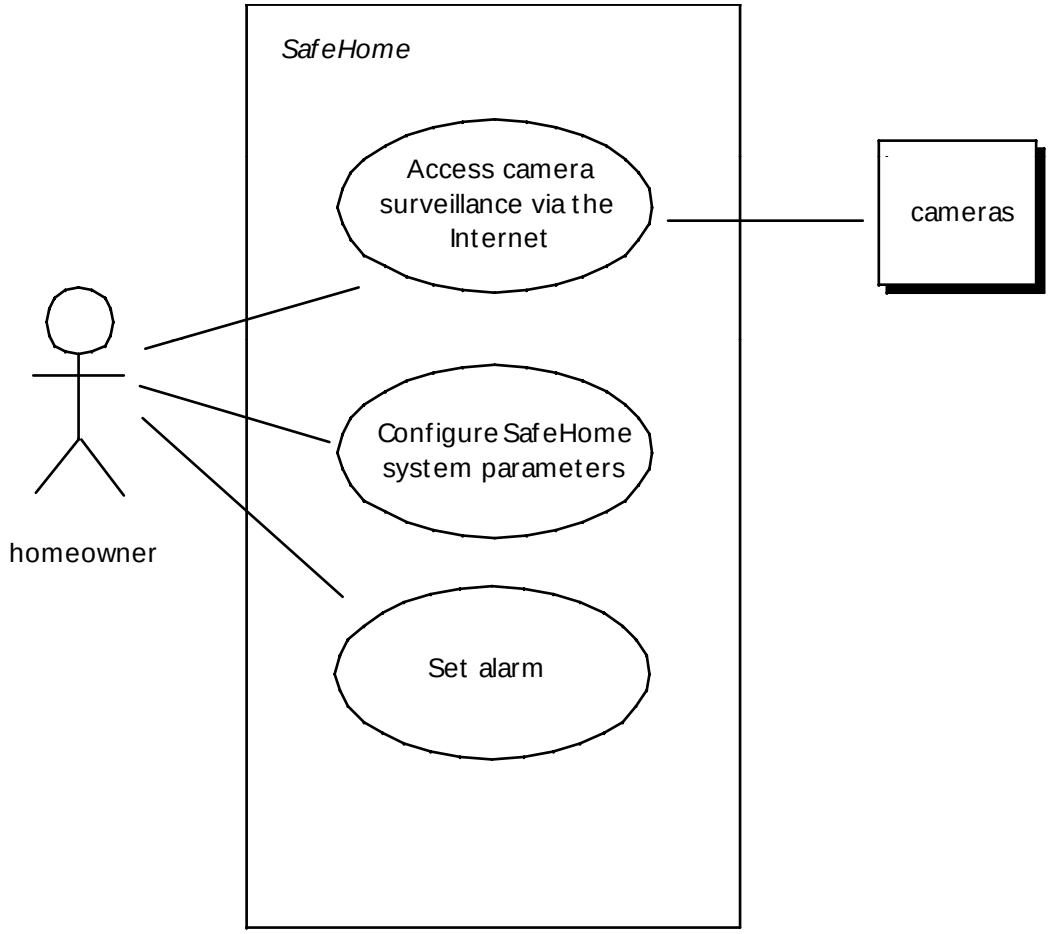
~~(3) How detailed should we make our description?~~

(4) How should we organize the description?

# Use-Cases

- a scenario that describes a “thread of usage” for a system
- *actors* represent roles people or devices play as the system functions
- *users* can play a number of different roles for a given scenario
- Developing a use case
  - What are the main tasks or functions that are performed by the actor?
  - What system information will the actor acquire, produce or change?
  - What information does the actor desire from the system?

# Use-Case Diagram



# Activity Diagram

- Supplements the use-case by providing a diagrammatic representation of procedural flow

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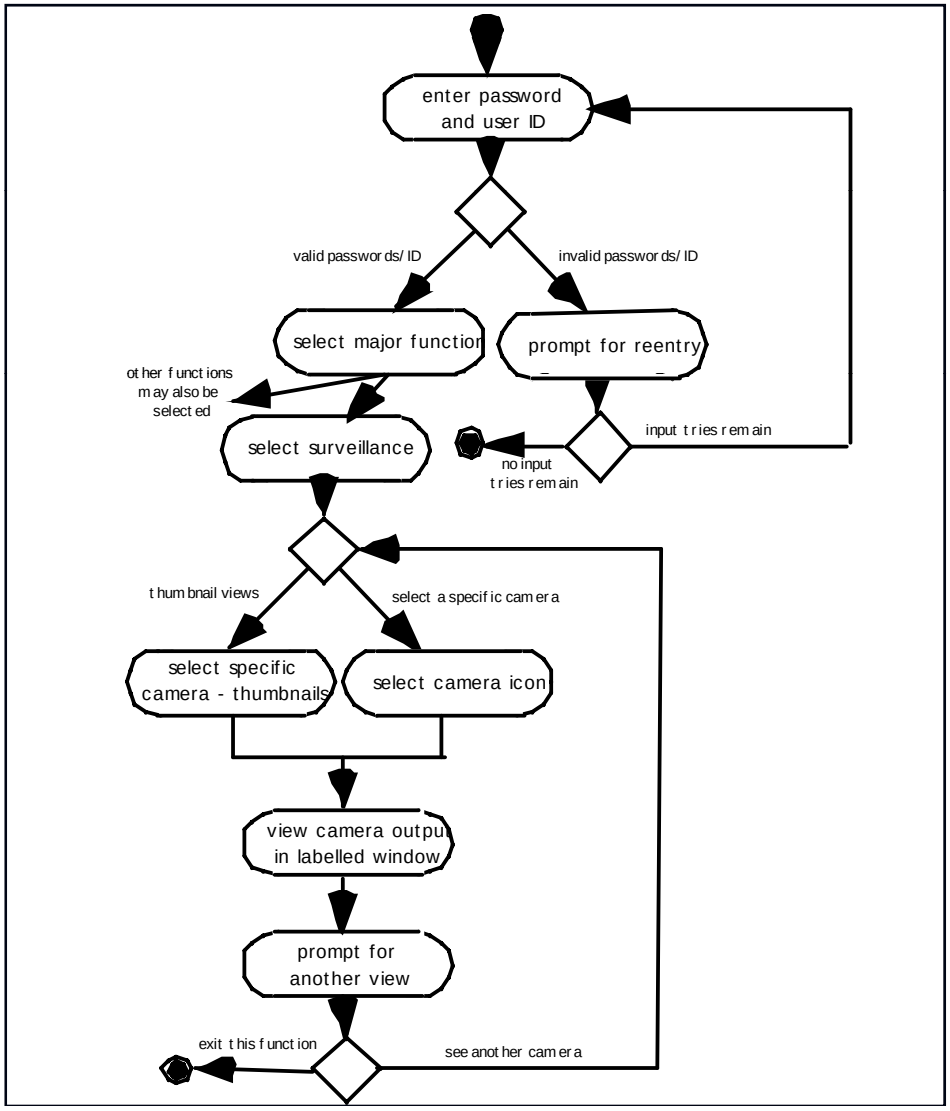

# Swimlane Diagrams

- Allows the modeler to represent the flow of activities described by the use-case
- This diagram indicates which actor or analysis class has responsibility for the action described by an activity rectangle

(Fig 8.8 of 225 pg)