DESIGN METHODOLOGIES AND GRAPHICAL NOTATION

- Diagramming Notations
- Data Flow Analysis Methods
- Data Flow Diagrams
- Data Dictionary and Its Content
- Functional Analysis Methods
- Function Diagrams
- State Transition Diagrams
- Object Diagram Conventions
- Entity Relationship Diagrams
- Object Interaction Diagrams
- Booch Diagrams
- Design Methodologies

DIAGRAMMING NOTATIONS

Many diagramming notations are used during both requirements analysis and design:

- **Data Flow Diagrams**
- **Function Diagrams**
- **State Transition Diagrams**
- **Entity Relationship Diagrams**

Other diagramming notations are intended specifically for design and are often language-specific. These notations are often used when the implementation language is Ada:

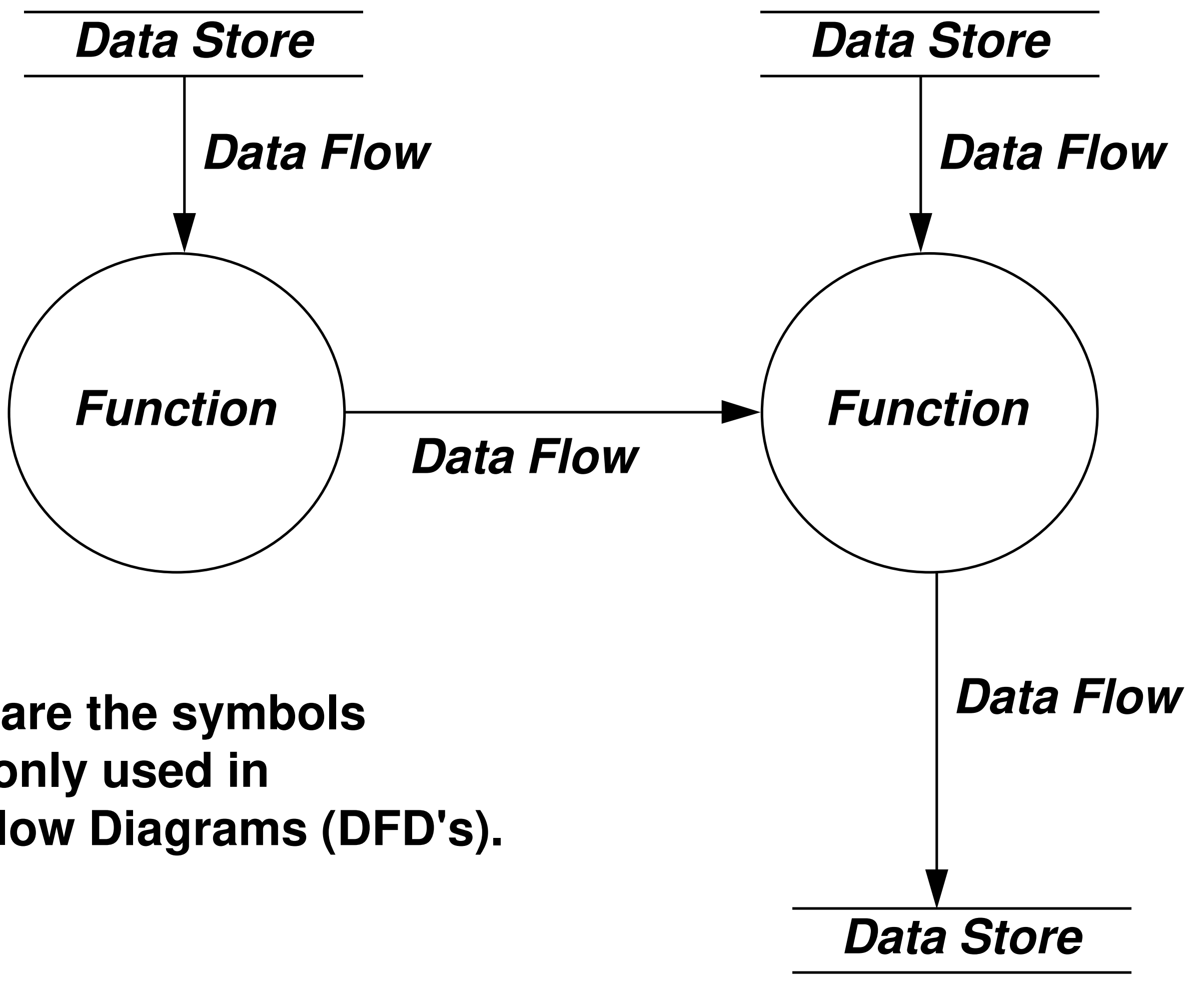
- **Object Interaction Diagrams**
- **Booch Diagrams**

The application of these and other diagramming notations is a part of an organization's software development process.

DATA FLOW ANALYSIS METHODS

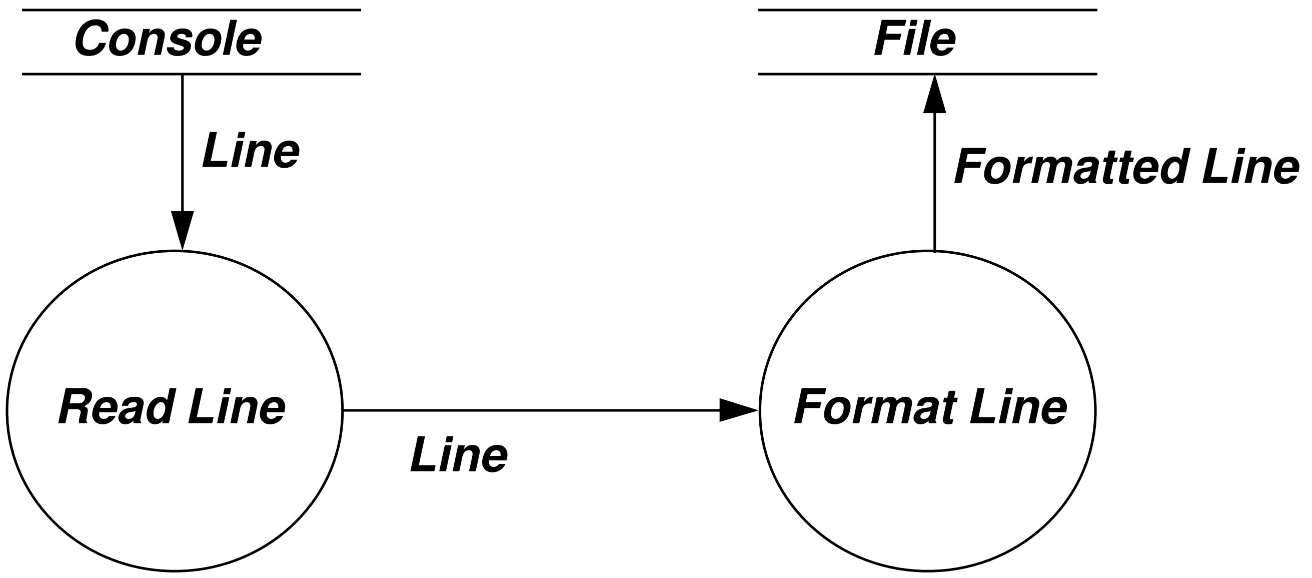
- ✓ **Data Flow Diagrams tell us:**
  - ● **Data Sources and Sinks in the System**
  - ● **Flow of Data in the System**
  - ● **Functions which Transform the Data in the System**
  - ● **Functions which cause Data Transactions in the System**
- ✓ **Data Dictionary tells us:**
  - ● **Attributes of the Data in the System**
  - ● **Other Information about the Data in the System**

DATA FLOW DIAGRAMS



These are the symbols
commonly used in
Data Flow Diagrams (DFD's).

DATA FLOW DIAGRAMS EXAMPLE



DATA DICTIONARY AND ITS CONTENT

- **Each class of objects in the system and its attributes**
- **Each singular object (i.e., if placed into a class, the class would have only one instance) and its attributes**
- **Key constants and their attributes**
- **Subprogram parameters and their attributes**

FUNCTIONAL ANALYSIS METHODS

✓ **Function Diagrams tell us:**

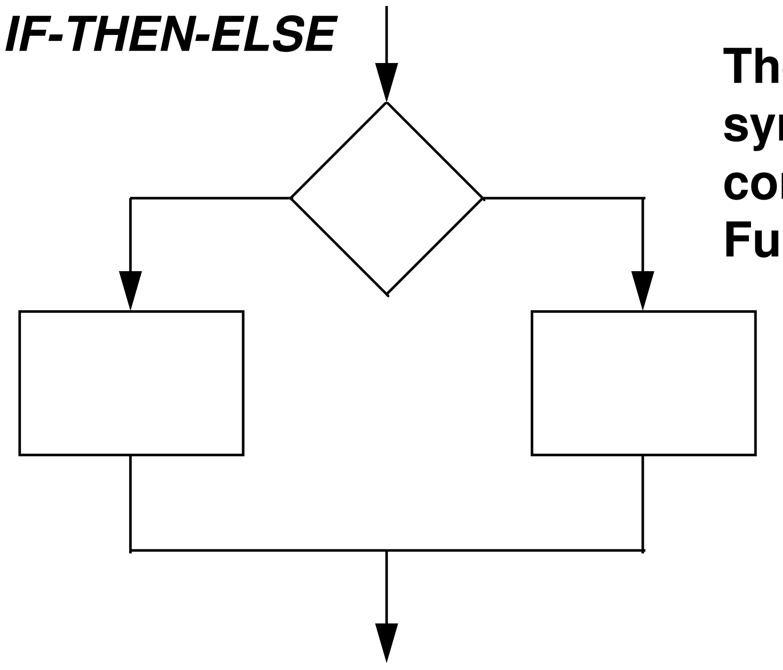
- **Functions in the System**
- **Sequence of Function Performance**

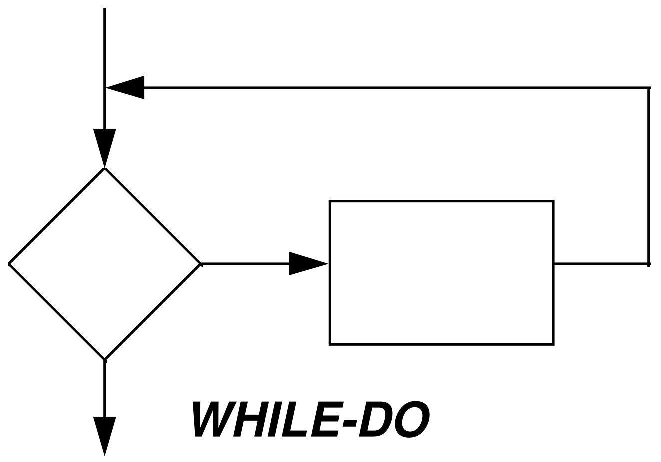
✓ **State Transition Diagrams (STD's) tell us:**

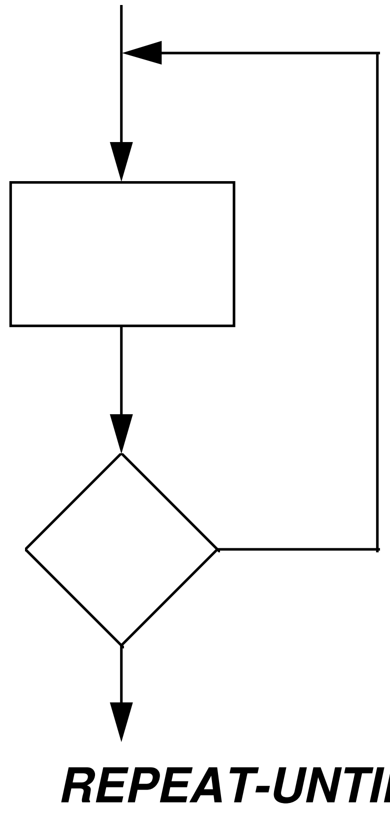
- **States of the System**
- **Relationships between States in the System**
- **Events that Cause State Transitions in the System**
- **Resulting Actions Performed in Response to these Events**

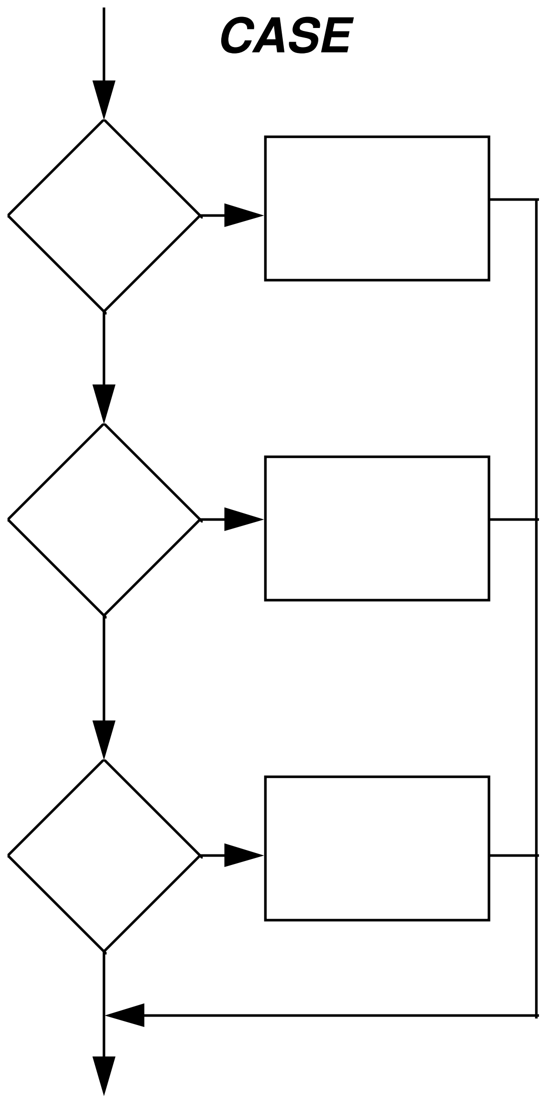
FUNCTION DIAGRAMS

These are the symbol combinations commonly used in Function Diagrams.

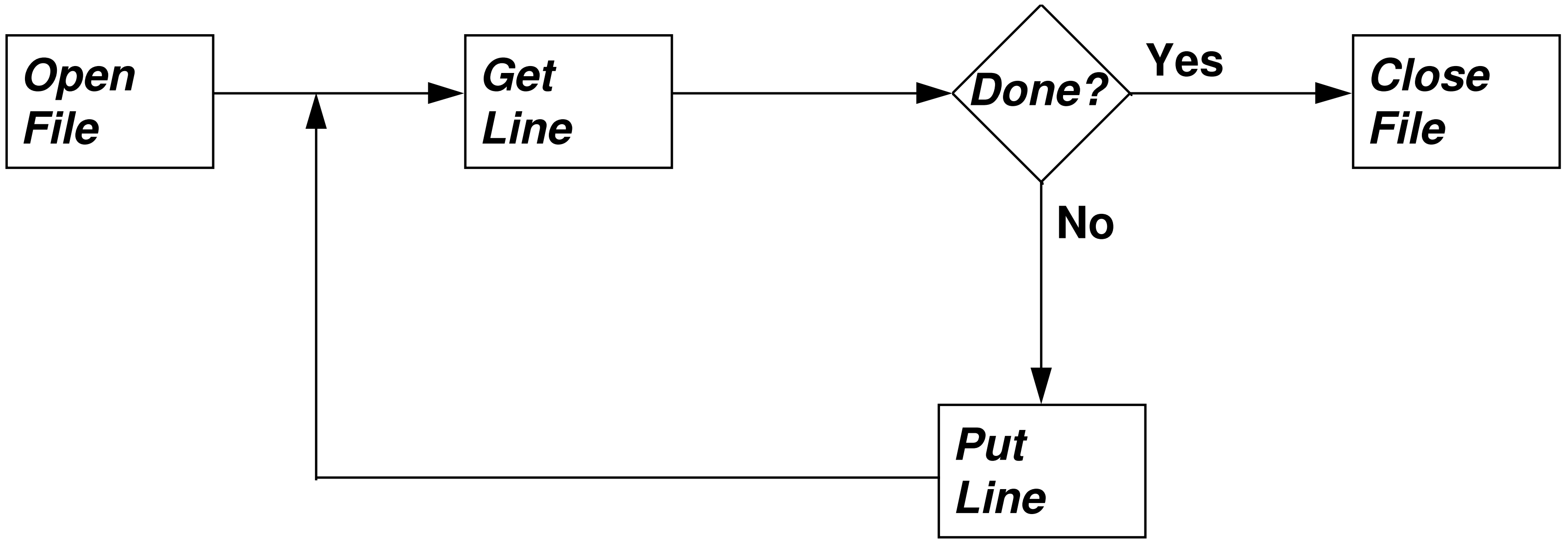




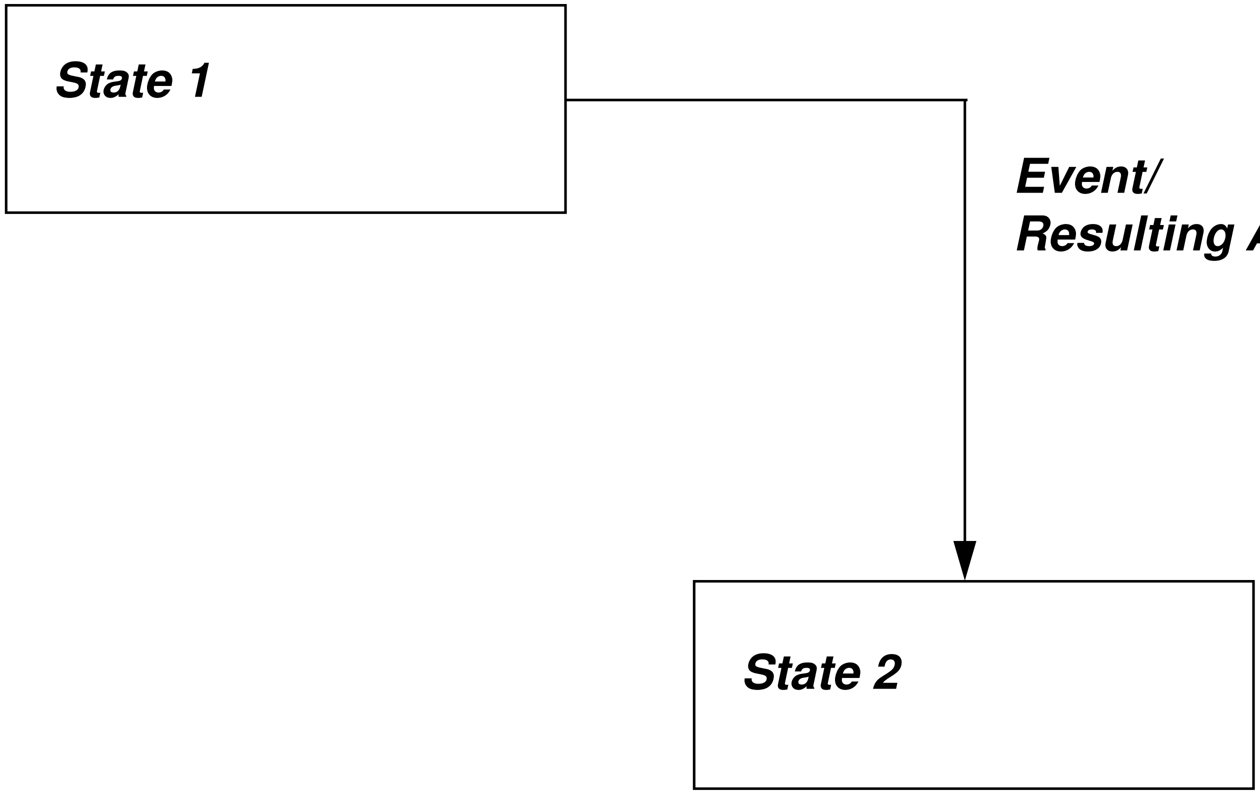




FUNCTION DIAGRAMS EXAMPLE

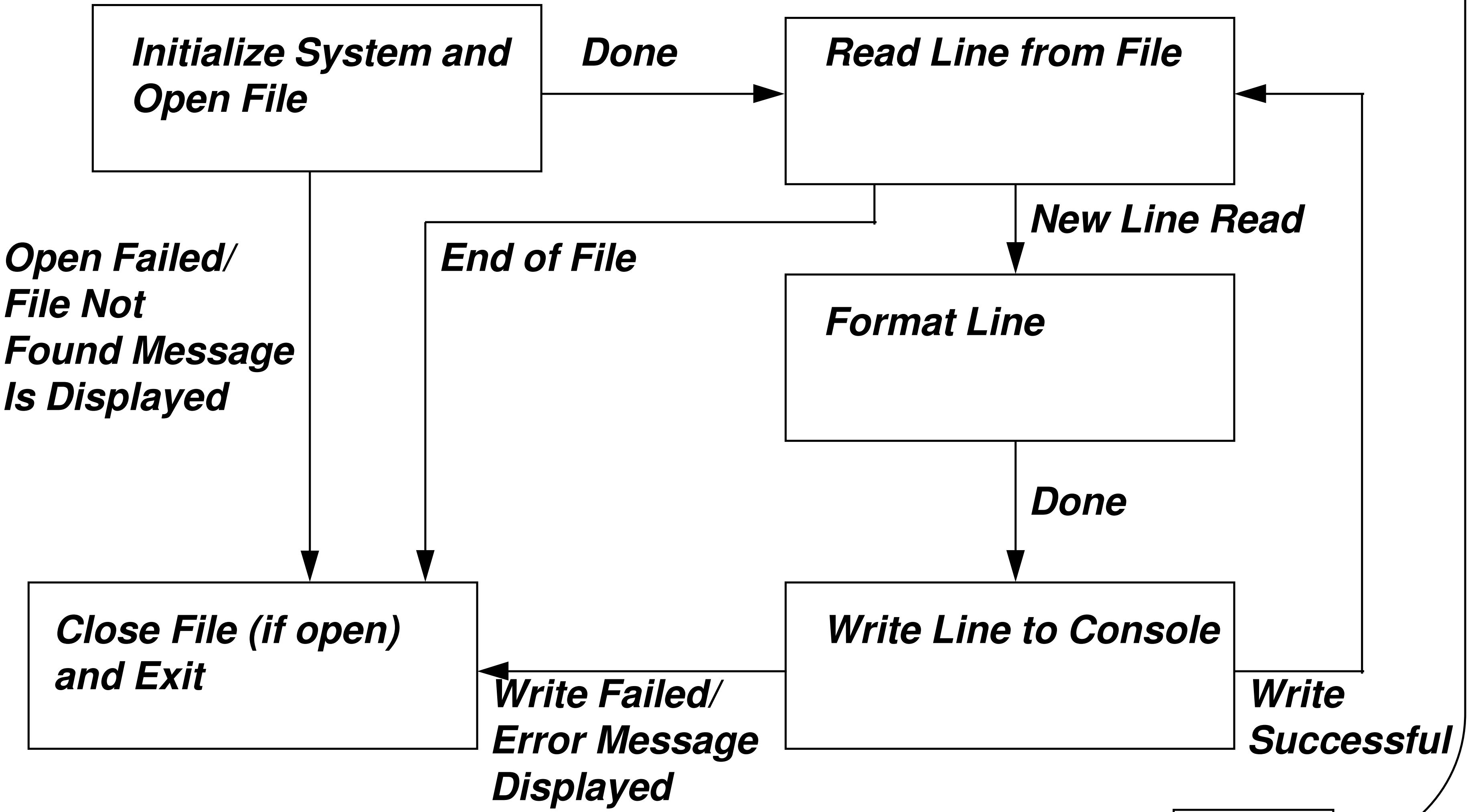


STATE TRANSITION DIAGRAMS



These are the symbols commonly used in State Transition Diagrams (STD's).

STATE TRANSITION DIAGRAMS EXAMPLE


Initialize System and Open File
Done
Read Line from File
New Line Read
Open Failed/ File Not Found Message Is Displayed
End of File
Format Line
Done
Close File (if open) and Exit
Write Line to Console
Write Failed/ Error Message Displayed
Write Successful

OBJECT DIAGRAM CONVENTIONS

✓ **Entity Relationship Diagrams (ERD's) tell us:**

- Entities in the System
- Relationships between these Entities

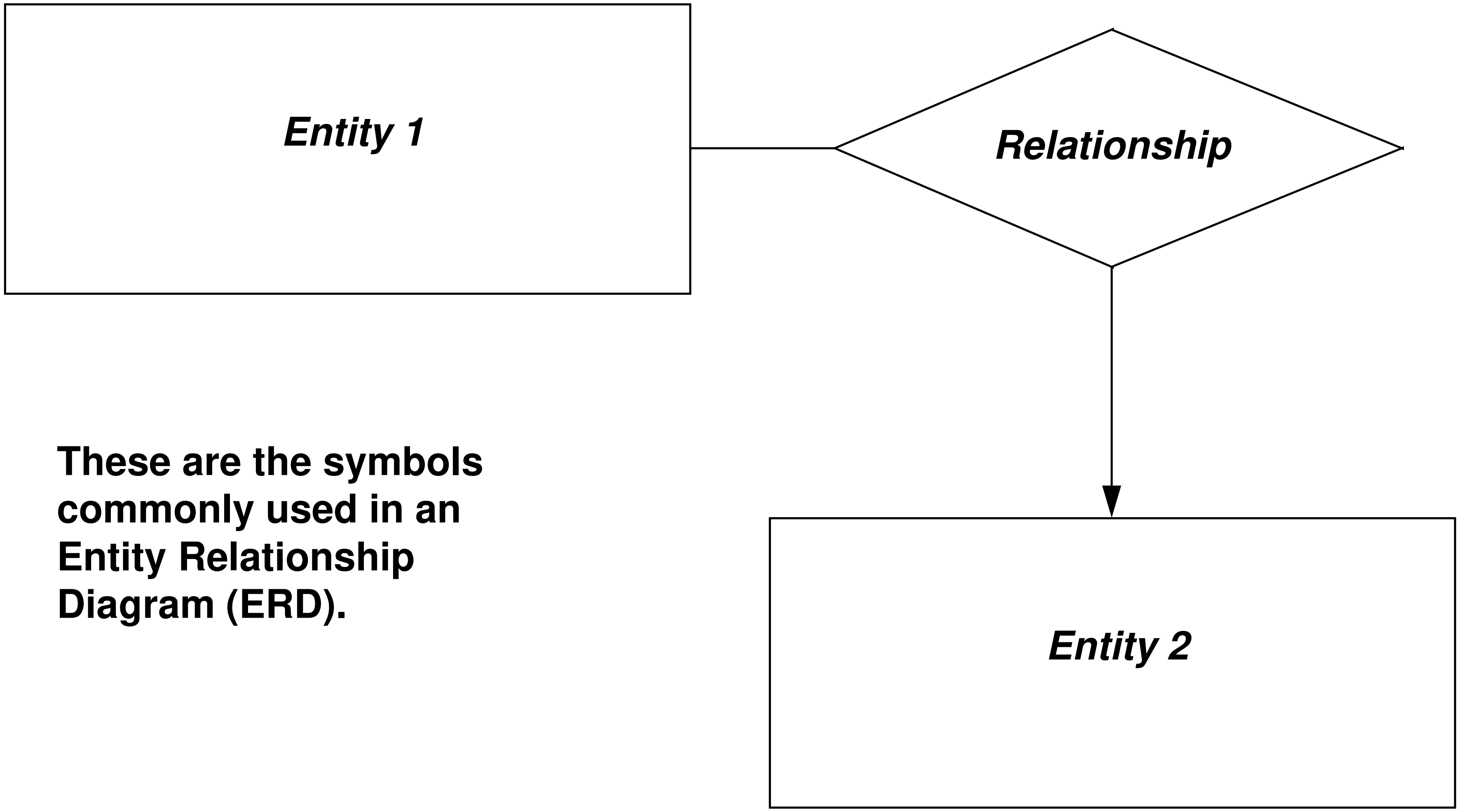
✓ **Object Interaction Diagrams tell us:**

- Objects and Classes in the System
- Relationships between Objects
- Object Interfaces
- Data Flow between Objects
- Method Invocation
- Sequencing of Invocations (optional)

✓ **Booch Diagrams tell us:**

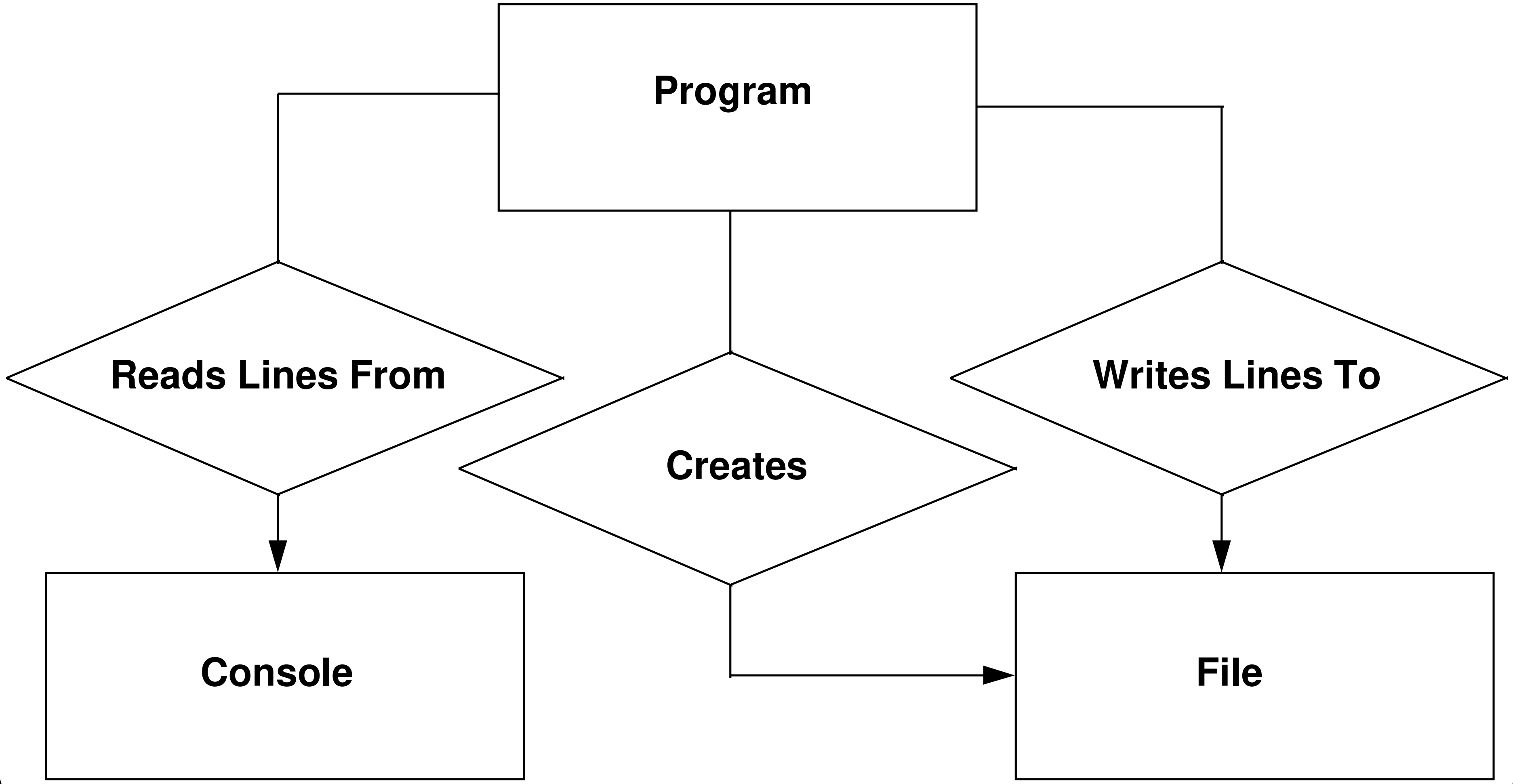
- Dependency Relationships between Classes

ENTITY RELATIONSHIP DIAGRAMS

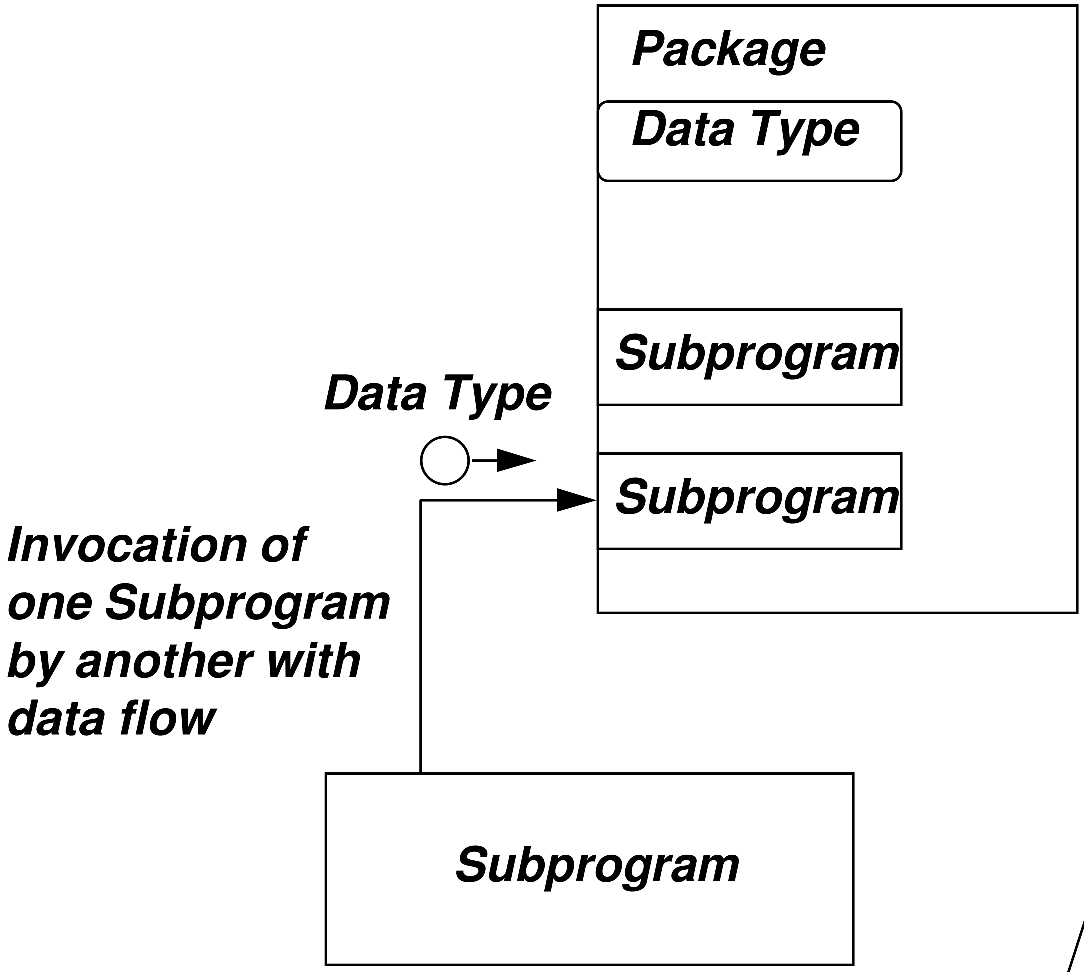


These are the symbols commonly used in an Entity Relationship Diagram (ERD).

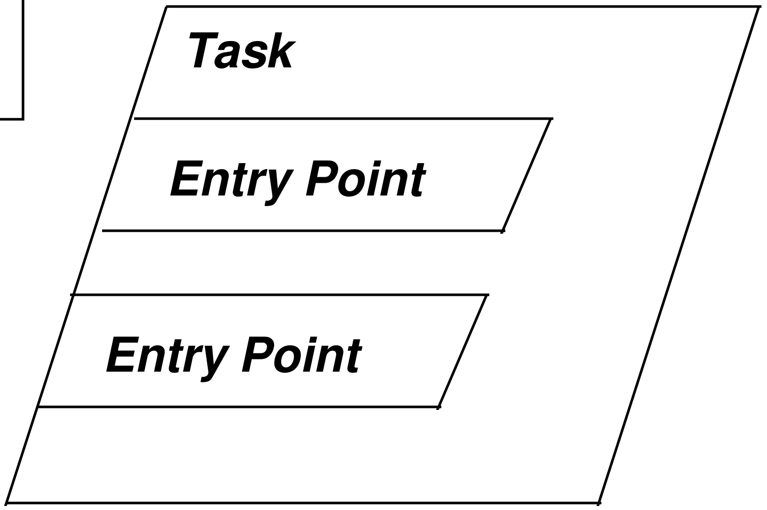
ENTITY RELATIONSHIP DIAGRAMS EXAMPLE



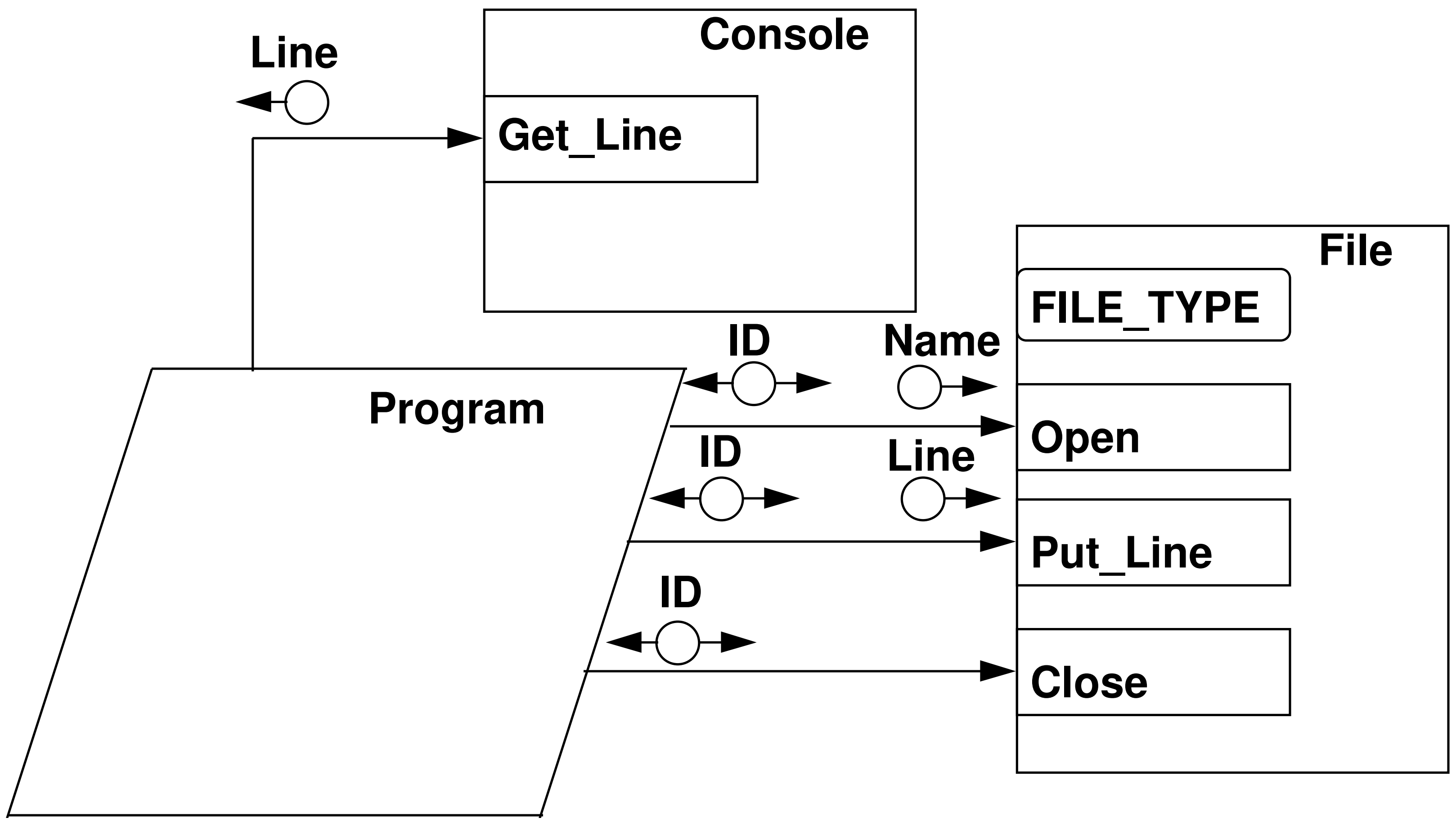
OBJECT INTERACTION DIAGRAMS



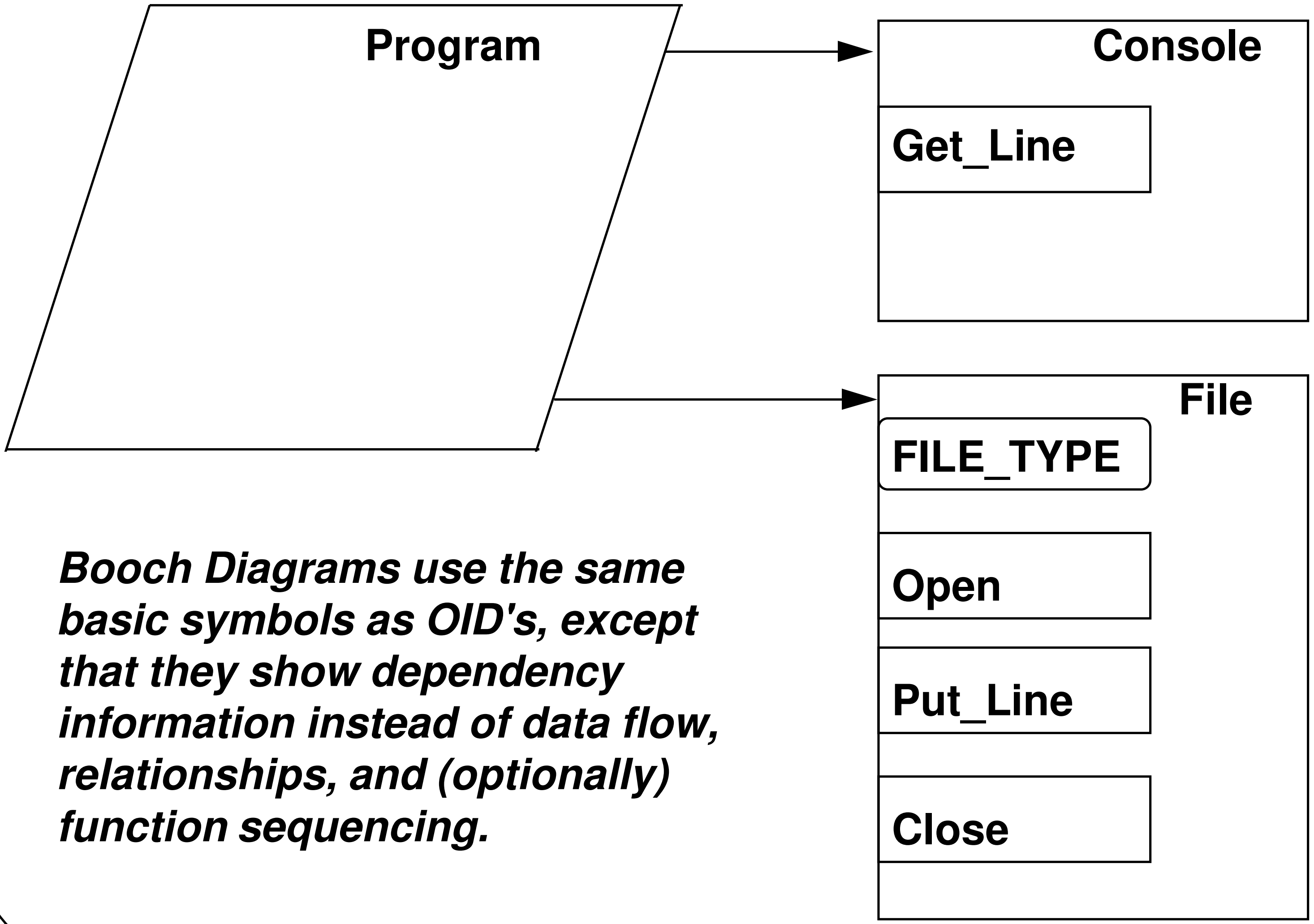
These are the symbols commonly used in Object Interaction Diagrams (OID's).



OBJECT INTERACTION DIAGRAMS EXAMPLE



BOOCH DIAGRAMS EXAMPLE (Only)



Booch Diagrams use the same basic symbols as OID's, except that they show dependency information instead of data flow, relationships, and (optionally) function sequencing.

DESIGN METHODOLOGIES

- ✓ Data Flow-Oriented Design
- ✓ Object-Oriented Design
- ✓ Real-Time Design

Note

The first three classes are heavily driven by the *Information Domain.*

Data Flow-Oriented Design

- Uses information flow characteristics to derive the program structure
- There are two design analysis techniques:
  - ❍ *Transform Analysis and Design* - the information flow exhibits distinct boundaries between incoming and outgoing data (i.e., input, processing, and output are the three key elements of the data flow)
  - ❍ *Transaction Analysis and Design* - an information item causes the flow to branch along a choice of paths
- Data Flow Diagrams (DFD's) are the common graphical means to represent the flow of data

Data Flow-Oriented Design

Transform Analysis and Design

Design Steps:

- **Review the fundamental system model**
- **Review and refine the DFD's for the software**
- **Determine the transform and transaction characteristics of the DFD's**
- **Isolate the transform center by specifying incoming and outgoing flows**
- **Perform "first-level factoring" - derive the mapping from the major parts of the DFD to a program structure**
- **Perform "second-level factoring" - map individual bubbles in the DFD into modules in the program structure**
- **Refine the above "first-cut" program structure - maximize cohesion, minimize coupling, and build a structure hierarchy**

Data Flow-Oriented Design

Transaction Analysis and Design

Design Steps:

- **Review the fundamental system model**
- **Review and refine the DFD's for the software**
- **Determine the transform and transaction characteristics of the DFD's**
- **Isolate the transaction center and the flow characteristics of each action path**
- **Map the DFD into a software structure amenable to transaction processing**
- **Factor and refine the transaction structure and the structure of each action path**
- **Refine the above "first-cut" program structure - maximize cohesion, minimize coupling, and build a structure hierarchy**

Data Flow-Oriented Design

Design Heuristics

- Minimize coupling and maximize cohesion
- Minimize fan-out and strive for fan-in as the depth increases
- Minimize side-effects; keep the scope of the effect of a module within the scope of control of that module
- Evaluate module interfaces to reduce complexity and redundancy; improve consistency of the module
- Define modules whose function is predictable and testable
- Strive for single-entry, single-exit modules
- Package software based on design constraints and portability requirements

Object-Oriented Design (OOD)

- **Concerns itself with creating a model of the real world**
- **Objects represent the information domain, and the operations associated with that information are grouped with the objects**
- **Messages (interfaces) provide a means by which operations are invoked**
- **Packaging of objects with their associated operations takes place - data and procedural abstractions are combined in a single program component called an *object* or a *package***
- **OOD representations are more prone than others to programming language dependency**

Object-Oriented Design Definitions

- *Object* - a component of the real world that is mapped into the software domain or an information item
- *Operations* or *Methods* - processes which act on objects to transform their internal data structure or provide information on their internal data structures
- *Message* - a request to an object to perform one of its operations
- *Class* - a set of objects which share common characteristics
- *Instance* - an individual object of a class

Object-Oriented Design Steps

- Identify the objects
- Identify the attributes of the objects
- Identify the operations that may be applied to the objects
- Establish the interfaces of the objects to the outside world (Ada package specifications may be used if Ada is the implementation language)
- Implement the objects (Ada package bodies may be used if Ada is the implementation language)
- Graphical representation may be employed; Booch Diagrams and Object Interaction Diagrams are the recommended diagramming notations

Real-Time Design

- **Encompasses all aspects of conventional software design while simultaneously introducing timing and sizing constraints; these constraints must be satisfied by the code**
- **All classes of design (architectural, procedural, and data) become more complex due to the response time required by the real-world constraints**
- **Mathematical modeling and simulation are common tools used for real-time design**