# SOFTWARE REQUIREMENTS

**Fundamentals** 

Concepts

**OO Analysis Modeling** 

Structured Analysis

Techniques

- Object-oriented Analysis
- Overview Basic
- Analysis Principles
  - OO Data Modeling
- Extensions for Real Time
- Background
- Mechanics

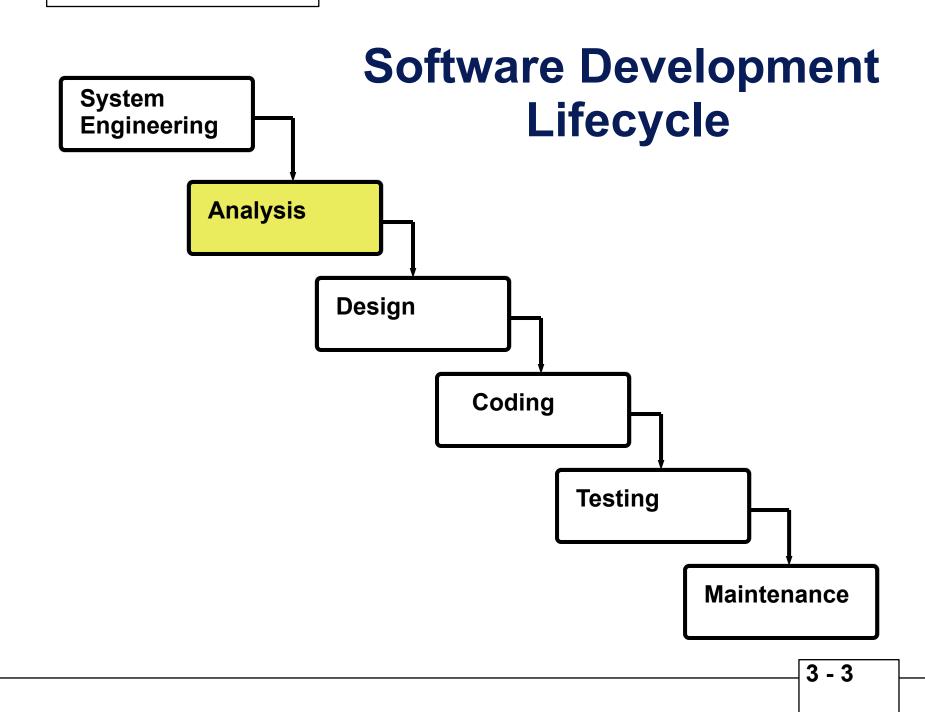
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#### TOPICS

#### **Fundamentals**

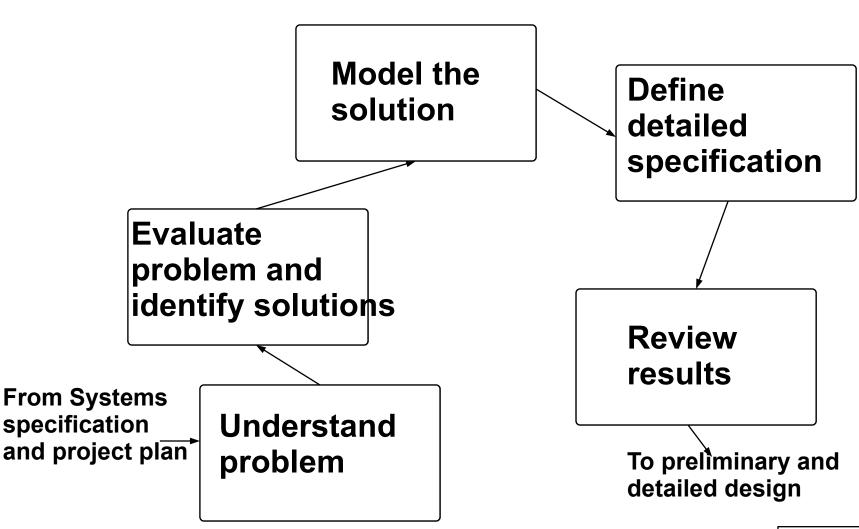
**Structured and Object-Oriented Analysis** 

#### **Formal and Automated Techniques**









### Basic Activities of Software Requirements Analysis

- Define the functional domain what functions are to be performed?
- Define the information domain what is the flow of information in the system, what is the structure of that information, and what is the content of that information?
- Partition the problem what is the hierarchy of the problem?
- Develop the logical view of the requirements detail the functions and data
- Develop the physical view of the requirements detail the real-world forms of the functions and data

### Common Problems Encountered During Requirements Analysis

general communications problems, including not understanding the problem, misinterpreting information, and missing information

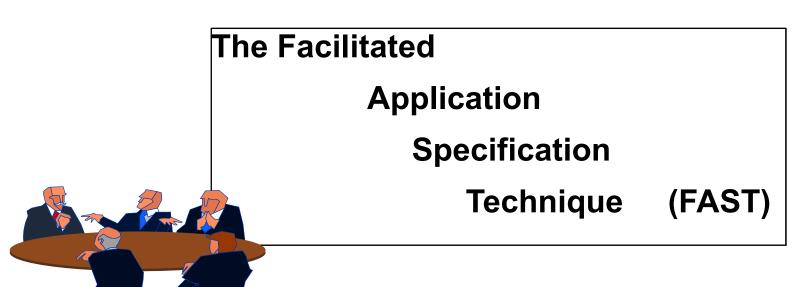
acquiring pertinent information

handling problem complexity

accommodating changes that will occur during and after analysis

## **Beginning the Process**

#### Hold a meeting!



#### **Example: The SafeHome System**

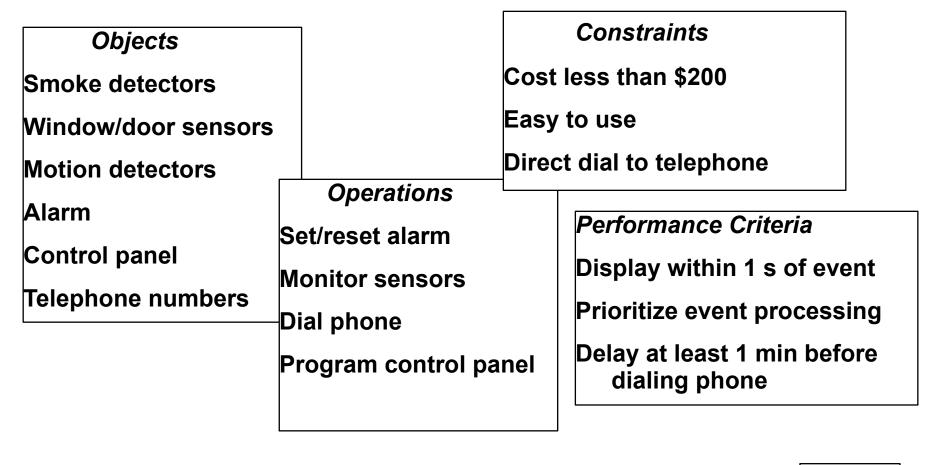
A microprocessor-based home security system that protects against a number of undesireable events such as illegal entry, fire, flood, etc.

SafeHome will use sensors to detect each situation, can be programmed by the homeowner.

SafeHome will automatically telephone a monitoring agency when a situation is detected.

#### **Problem Understanding**

# Step 1. Identify objects, operations, constraints, and performance criteria:



## **Problem Understanding, Continued**

# Step 2. Develop "mini"-specification for each entry on

each listobject: Control Panel

Mounted on wall

Size 9x5 inches

Contains 12 key-pad and special keys

Diagram of panel

All user interaction through control panel

Used to enable and disable system

Software to provide interaction guidance, echo responses, etc.

Connected to all sensors

#### **Problem Understanding, Continued**

# Step 3. After much debate and list modifications, create list of validation criteria

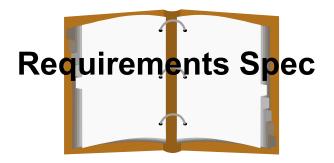
Enter 200 random events and observe alarm responses

Ensure display resets on power up

When phone numbers are entered with 555- prefix, ensure telephone is *not* dialed

#### **Problem Definition**

#### **Step 4. Write complete draft specification using results of steps 1-3**



## **Concepts of Analysis**

#### Information Domain:

- 1. Information flow
- 2. Information content
- 3. Information structure

#### Modeling: Pictorial representation of problem solution

Aids analyst in understanding problem

Focal point of review

Foundation for design

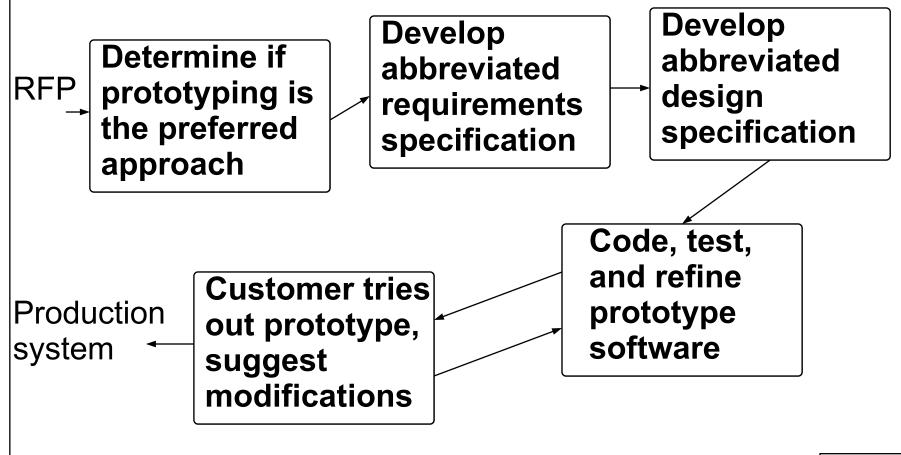
Partitioning: Break big problems into little ones

#### **Software Views**

<u>View</u>	<u>Focus</u>
Informational	Data
Functional	Functions
Behavioral	<b>Execution process</b>

### **Software Prototyping**

Assume a request for proposal (RFP) or system spec defines the problem.



### **Specification Principles**

Separate functionality from implementation - describe what is desired, not how

Understand the system of which the software is a part and the environment in which the system resides

Develop a cognitive model rather than a design or implementation model, and keep the perspective of the user

View the specification as a model, see if it is adequate to determine if a proposed implementation is satisfactory, and tolerate imcompleteness

Localize and loosely couple the specification

## Software Requirements Analysis (SRA) Common Characteristics of the Methodologies

They perform information domain analysis

They have a means to represent functions

They can define interfaces

They support partitioning of the problem

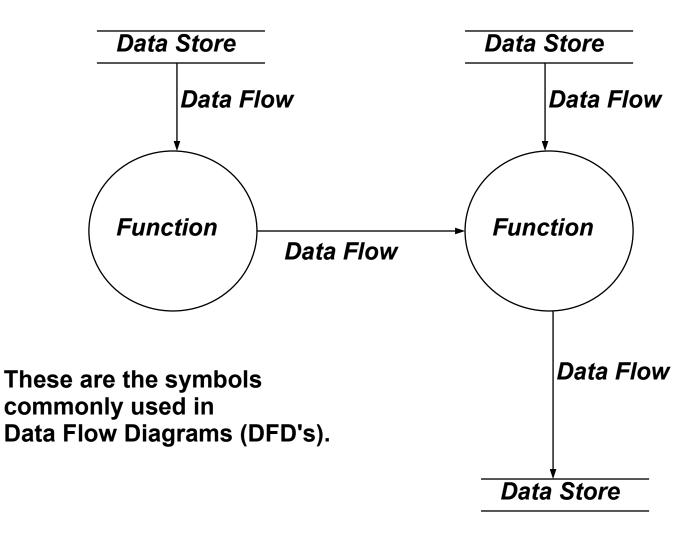
They support abstraction

They can represent both the physical and logical views of the problem

#### **Data Flow Analysis Methods**

Data Flow Diagrams

#### **Data Flow Diagrams**



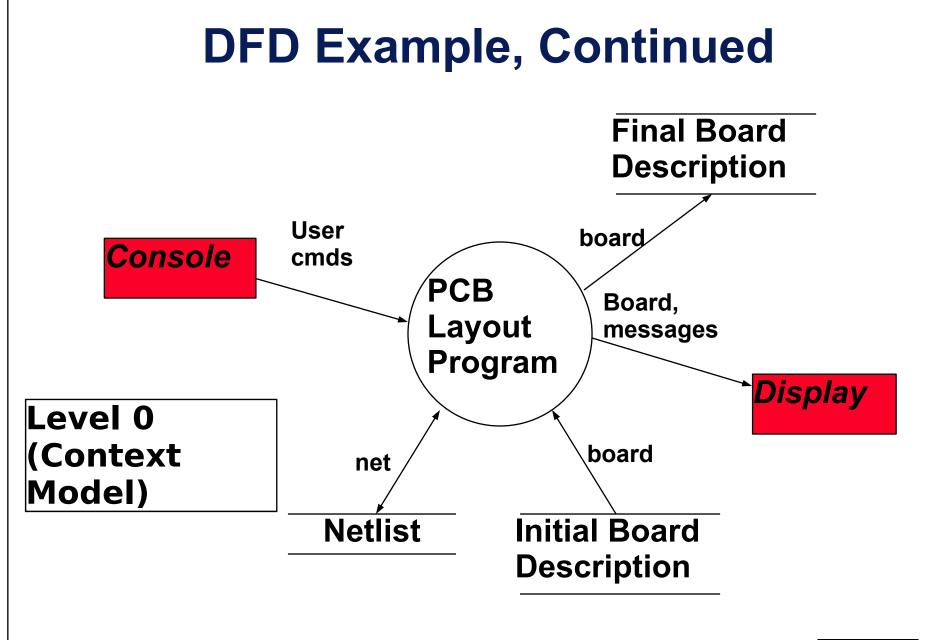
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#### **DFD Example**

#### Simple Printed Circuit Board Layout Program

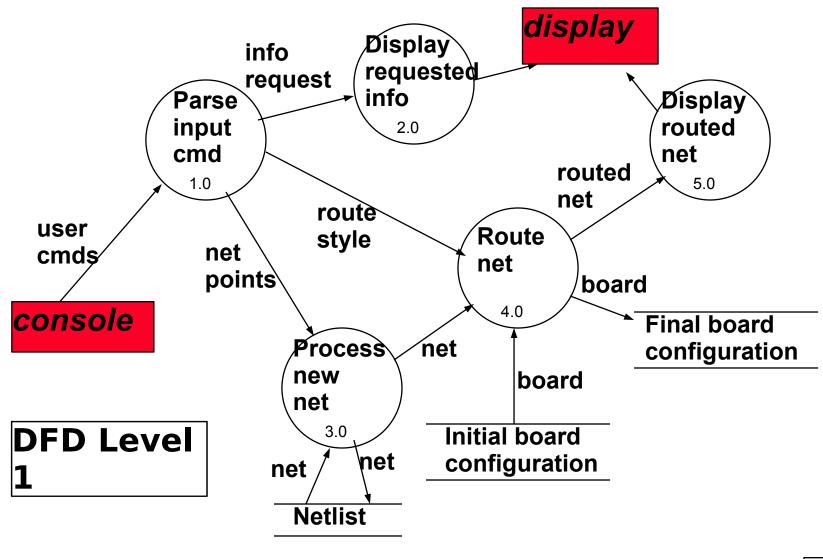
Given two data files: a list of nets and initial board description,

- 1. Determine and display the best route for interconnecting each net on the board.
- 2. Permit user to:
  - a. add new nets to list
  - b. delete nets from list
  - c. select any or all nets to be routed
  - d. request status info about nets or routed board
  - e. define style of routing (steiner points, chain, or tree)
  - f. save final routed board in a file

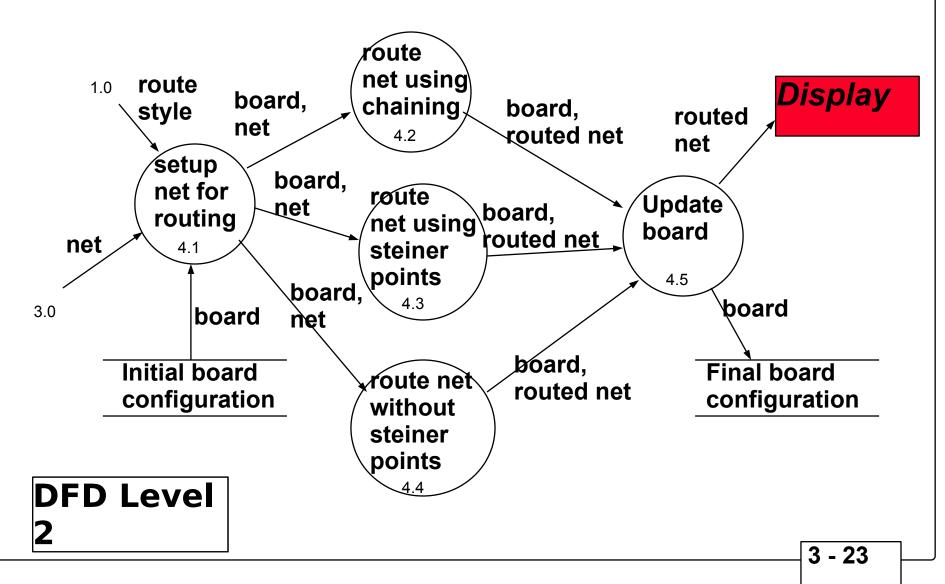


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#### **DFD Example, Continued**



#### **DFD Example, Continued**



### **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

## Data Dictionary Entry (Example)

```
Name: net
Alias: net_graph, point_list
Used: process in out file buffer external
4.1 3.0 4.2,4.3,4.4
4.2 4.1
4.3 4.1
4.4 4.1
```

Description: List of no more than 20 points (x,y) where x and y are vertical and horizontal grid locations on the board. x and y are 16-bit unsigned integer values each greater than 0 and less than the max size of the board. Supplementary Information: -- none --

## **Functional Analysis Methods**

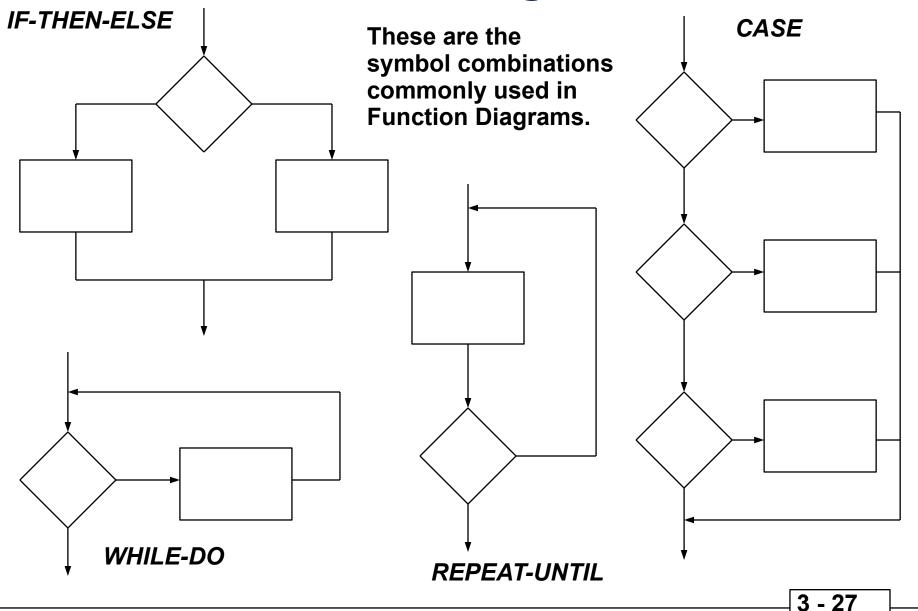
Function Diagrams

State Transition Diagrams (STD's)

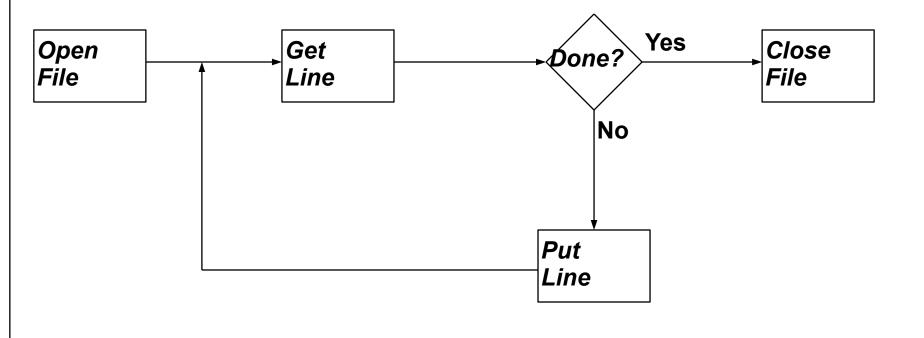
Entity-Relationship Diagrams (ERD's)

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#### **Function Diagrams**







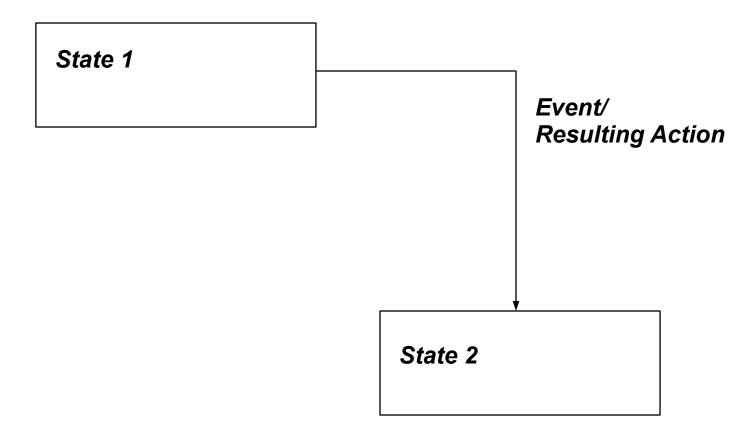
## **Behavioral Modeling**

- Helpful for control-dominated systems
- State Transition Diagrams
  - Like Finite State machines

- Depicts states and events causing change of state

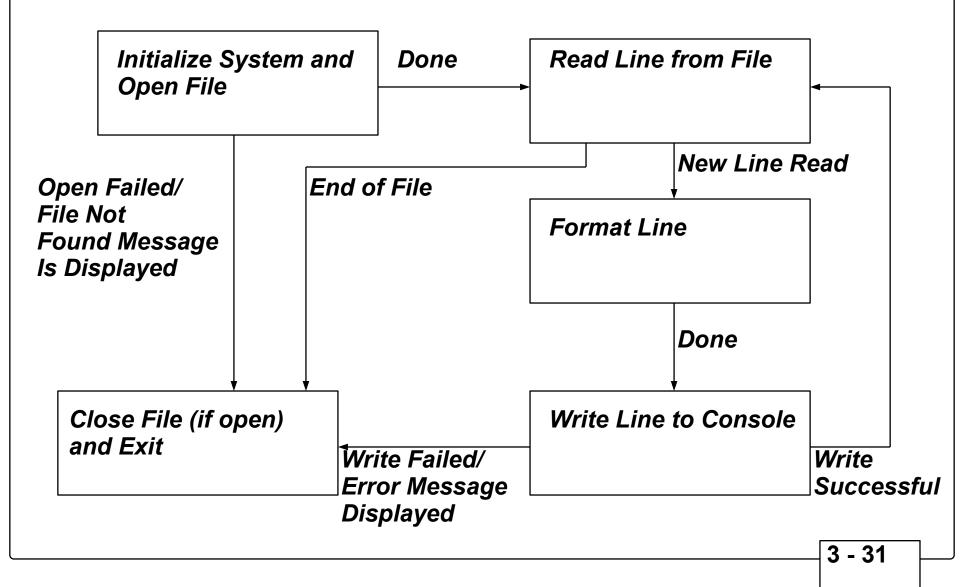
- Depicts actions to be taken when events received

#### **State Transition Diagrams**



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

#### **State Transition Diagrams - Example**

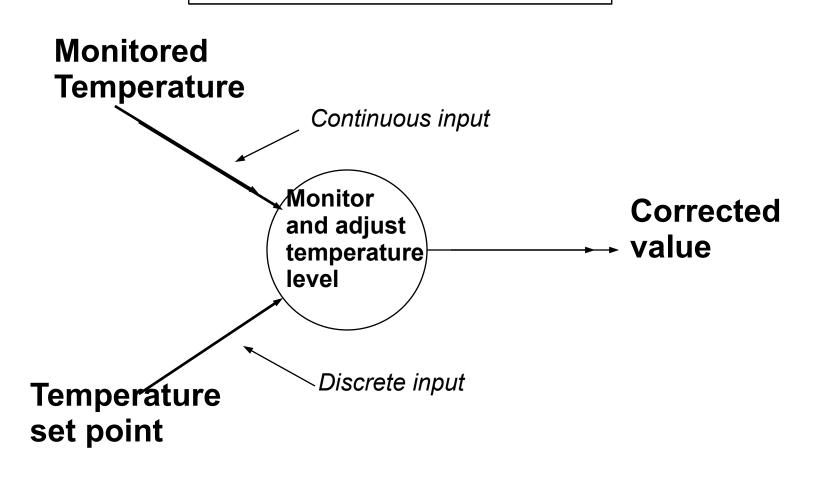


## **SRA for Real Time Systems**

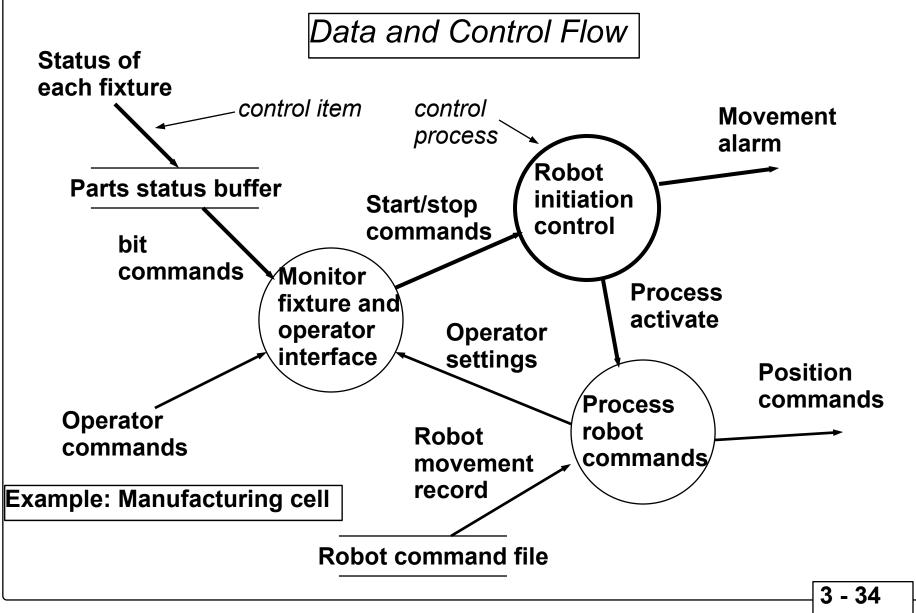
- Real Time Systems:
  - 1. Time dependent
  - 2. Control oriented
  - 3. Driven by events more than data
  - 4. Some activities execute asynchronously
- Use <u>control</u> flow models to specify such systems
- Approach: Extend DFD model

#### **Ward-Mellor Extensions**

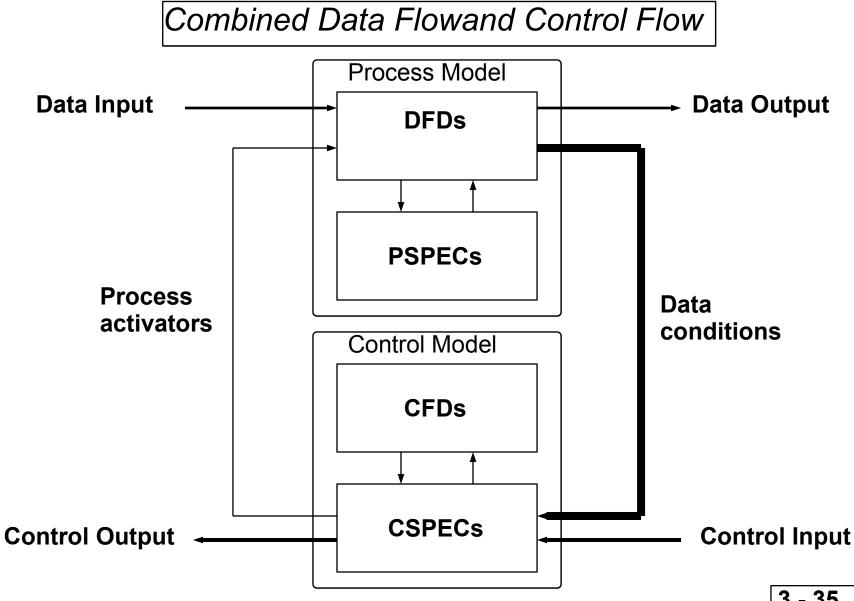
#### Time Continuous Data Flows



## Ward-Mellor Extensions, Continued



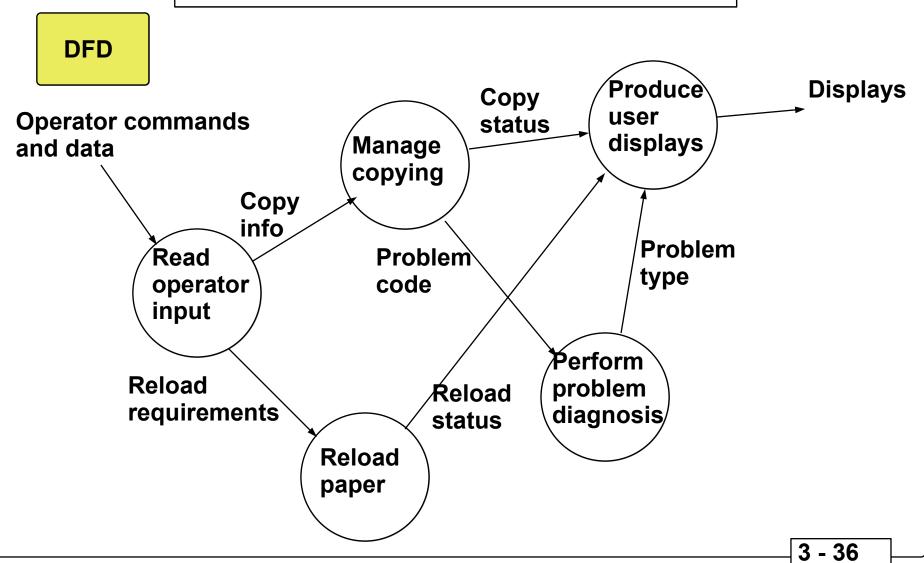
#### Hatley-Pirbhai Extensions



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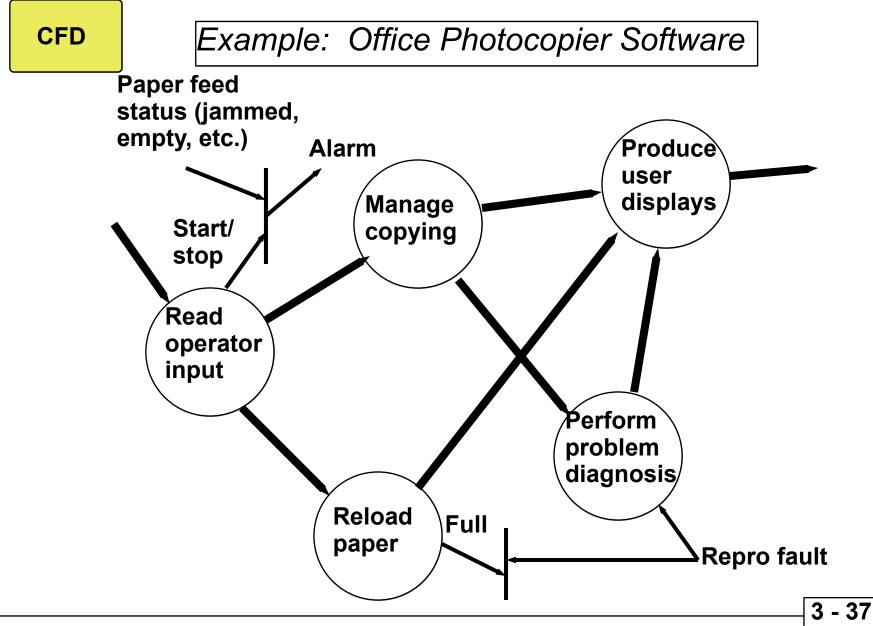
#### Hatley-Pirbhai Extensions, Continued





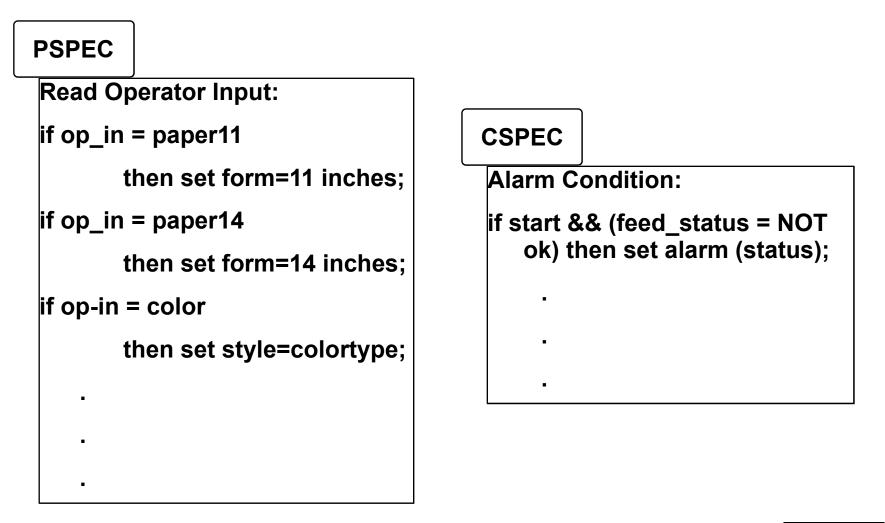
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#### Hatley-Pirbhai Extensions, Continued



#### Hatley-Pirbhai Extensions, Continued

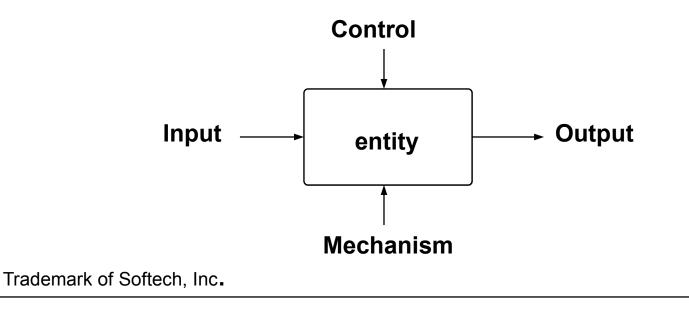
Example: Office Photocopier Software



## **An Alternative: SADT**<sup>1</sup>

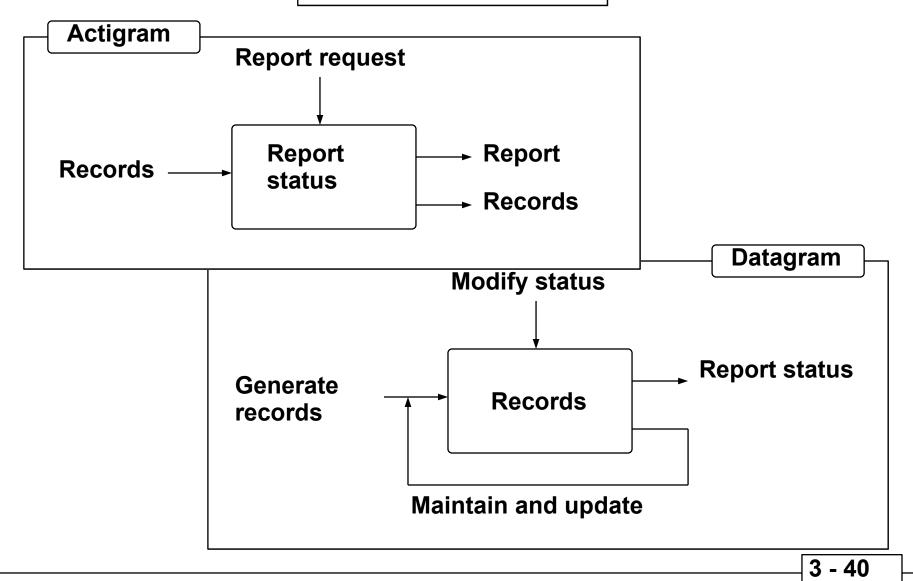
Structured Analysis and Design Technique (also known as IDEF 0)

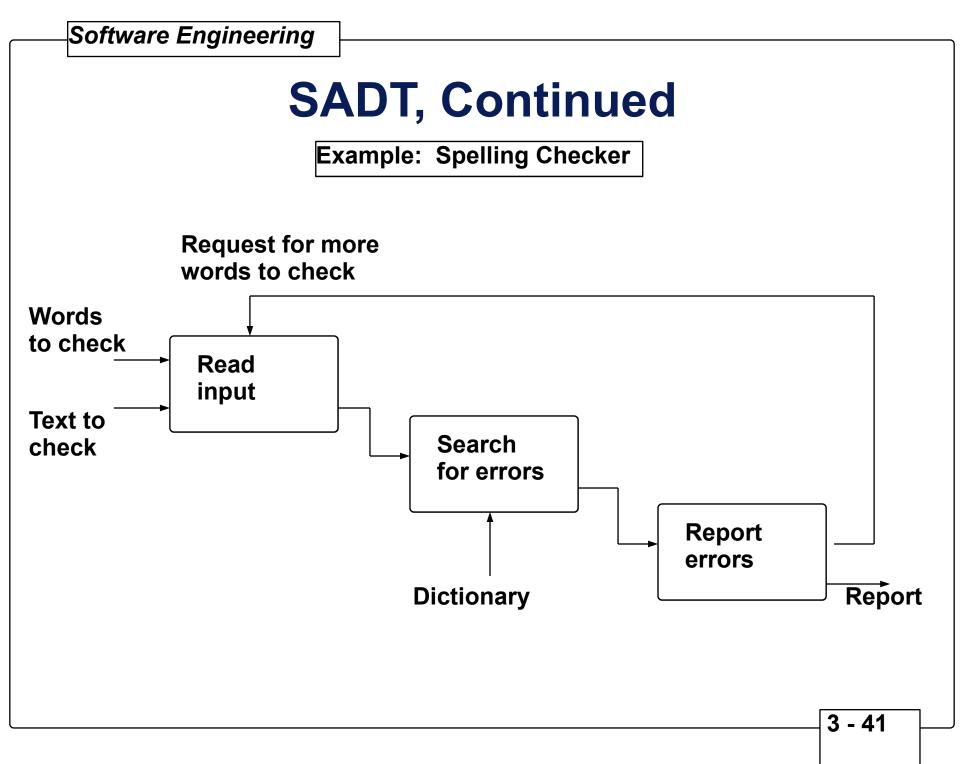
- A graphical notation
- <u>Actigrams</u> and <u>datagrams</u> that omminicate relations of information (data and control) and function within software
- Includes project control guidelines for applying methodology



### **SADT, Continued**

#### Actigrams and Datagrams





### **OOA: Object Oriented Analysis**

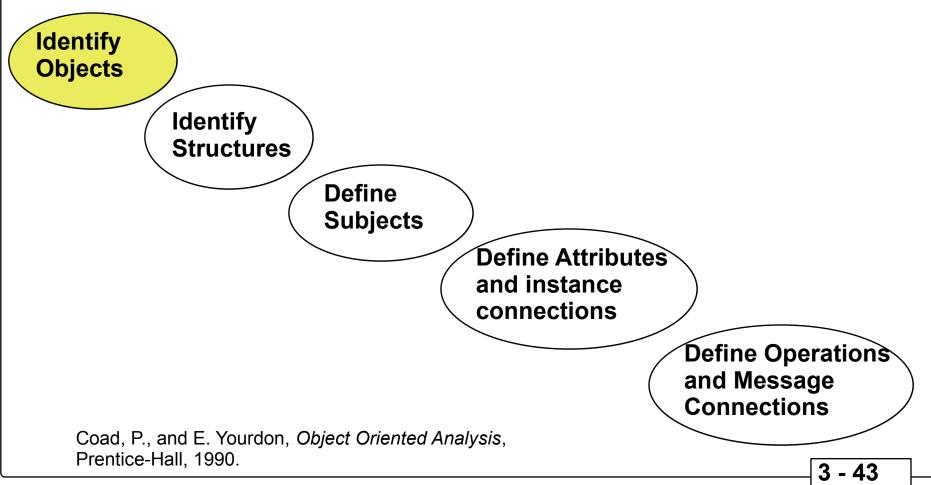
- Basic concepts
- How to identify objects
  - Identifying objects
  - Specifying attributes
  - Defining Operations
  - Communication between objects
- OOA modeling
  - Classification and assembly structures
  - Defining subjects
  - Instance connections and message paths
  - Prototyping
- Data Modeling
  - Data objects, attributes and relationships
  - E-R diagrams



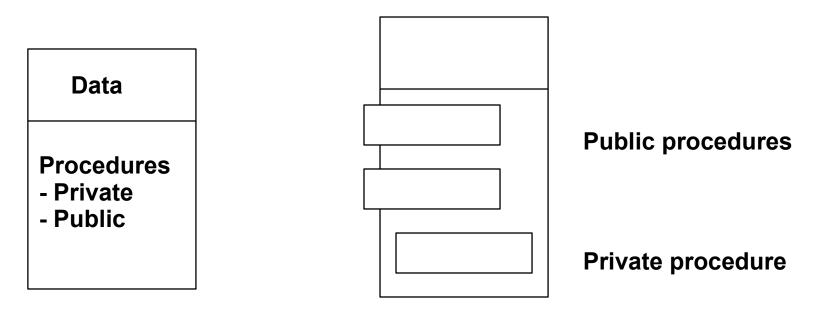
#### **Basic Concepts**

**Object Oriented Development Process** 

Given a clear and complete statement of problem definition:



#### **Basic Concepts, Continued**



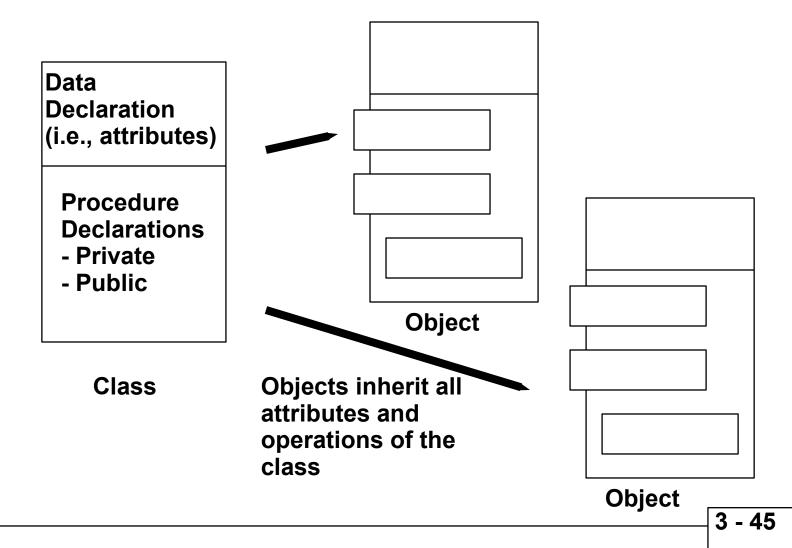
Object

Booch Diagram of an object

**Objects are specific instances of classes (i.e., templates)** 

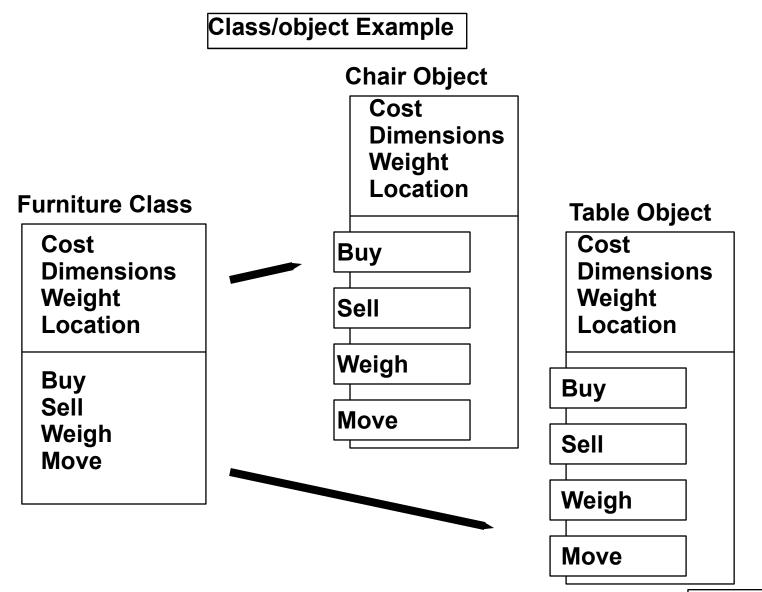
#### **Basic Concepts, Continued**

**Objects are specific instances of classes (i.e., templates)** 



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#### **Basic Concepts, Continued**

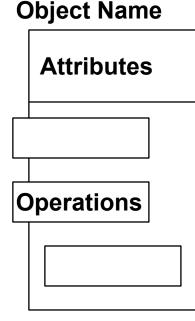


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#### **Basic Concepts, Continued**

- Encapsulation All class information is contained under one name which can be reused as one specification or program component.
- Inheritance Objects and derived classes inherit all attributes and operations from their class descriptions.
- Polymorphism Derived classes can add, delete, and redefine inherited attributes and operations.
- <u>Messages</u> Procedures in separate objects communicate (i.e., call and return) via messages.

#### How to Identify Objects Identifying Objects



**Potential Objects** - examples

- External entities devices, people
- Things reports, displays, signals
- Occurances or events interrupts
- Roles manager, engineer
- Organizational units division, group
- Places shop floor, tail section
- Structures sensors, computers

## Identifying Objects - Example

Find the potential objects in the following narrative:

- Safehome software enables the homeowner to configure the security system when it is installed, monitors all sensors connected to the security system, and interacts with the homeowner through a key pad and function keys contained in the SafeHome control panel.
- During installation, the SafeHome control panel is used to "program" and configure the system. Each sensor is assigned a number and type, a master password is programmed for arming and disarming the system, and telephone number(s) is (are) input for dialing when a sensor event occurs.
- When a sensor event is sensed by the software, it rings an audible alarm attached to the system. After a delay time that is specified by the homeowner during sysem configuration activities, the software dials a telephone number of a monitoring service, provides information about the location, and reports the nature of the event that has been detected. The number will be redialed every 20 secondss until telphone connection is abtained. .....

## **Identifying Objects - Example**

Selection Criteria for classes and objects:

- 1. <u>Retained information</u> information that must be remembered for system to function.
- 2. <u>Needed services</u> operation are needed to change values of attributes.
- 3. <u>Multiple attributes</u> focus on "major" information. Single or minor attributes can be collected together in single object.
- 4. <u>Common attributes</u> attributes which apply to all occurances of the object.
- 5. <u>Common operations</u> operations which apply to all occurances of the object.
- 6. <u>Essential requirements</u> external entities that produce or consume information that is essential to system operation.

## How to Identify Objects

#### Specifying Attributes

- 1. Scan the problem definition and select those things that belong to an object.
- 2. For each object, ask "what data items (composite or elementary) fully define this object in the context of the problem?
- 3. For example, using the *SafeHome* <u>system</u> object:

```
sensor_info = sensor_type + sensor_number +
    alarm_threshold
alarm_response = delay_time + telephone_number +
    alarm_type
activate/deactivate_info = master_password +
    tries_allowed + temp_password
id_info = system_ID + verification_phone_no. +
    system_status
```

# How to Identify Objects Defining Operations

**Operations are of three types:** 

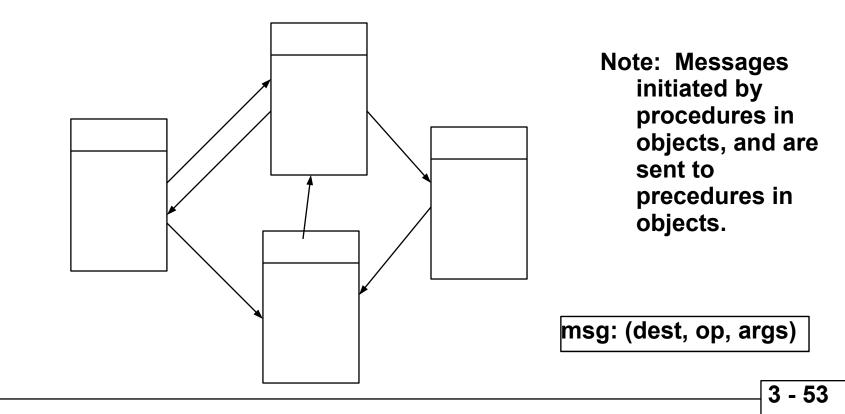
- Manipulation add, delete, reformat, select, initialize
- Computation equations, transformations
- Monitoring occurance of a controlling event

To derive a set of operations for each object:

- 1. Scan the problem definition and grammatically parse it for verbs to be candidate operations that belong to each object.
- 2. Try defining the candidate operations for objects defining the SafeHome system (use description in prior slide)

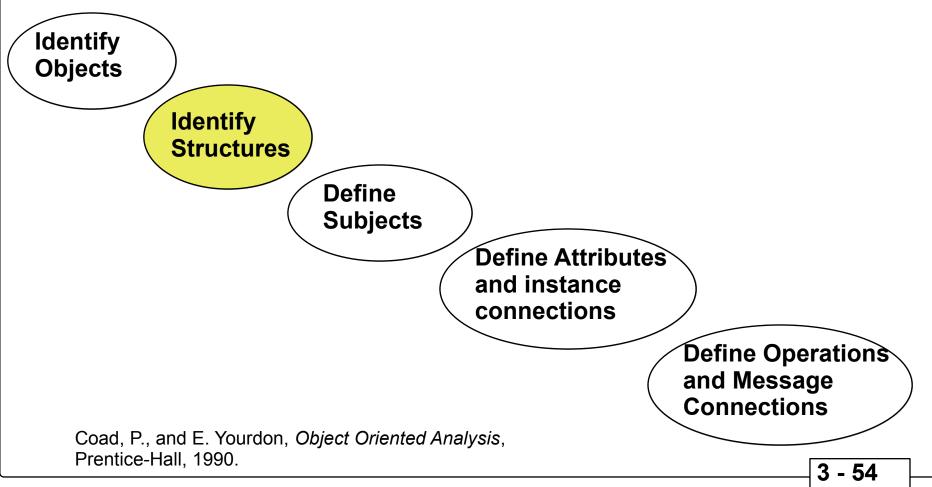
#### How to Identify Objects Interobject Communication

During requirements definition, eplicite messages need not be known. Only general object interaction should be defined.



#### **Object-Oriented Development Process**

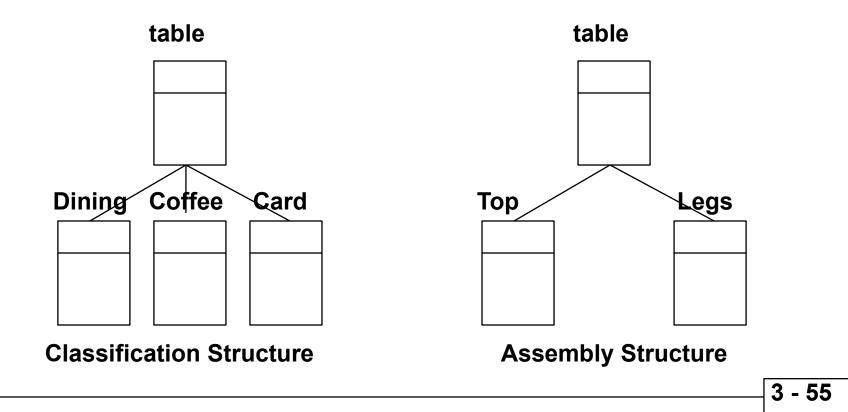
Given a clear and complete statement of problem definition:



### **OOA Modeling**

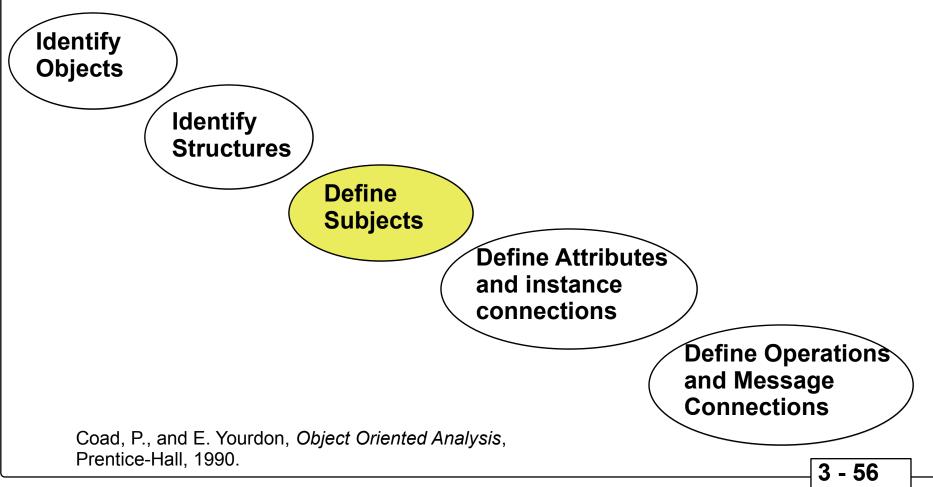
#### **Classification and Assembly Structures**

Once objects have been defined, structure groups of them into <u>classification</u> trees or <u>assembly</u> trees:



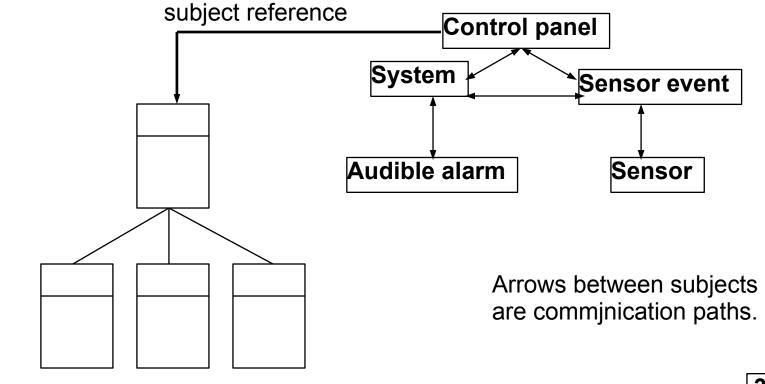
#### **Object-Oriented Development Process**

Given a clear and complete statement of problem definition:



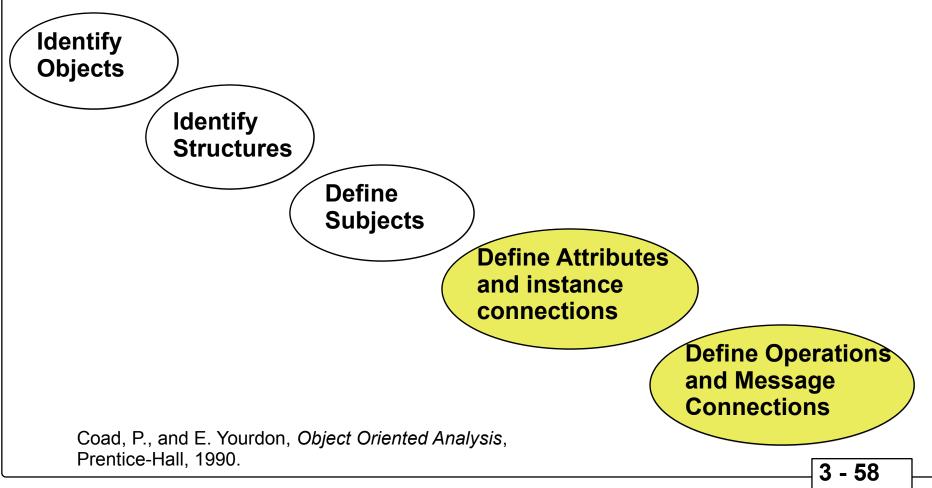
# OOA Modeling Defining Subjects

For large OOA models with hundreds of objects and dozens of structures, organize the structures in to subjects which can be referenced by a single name or ID.



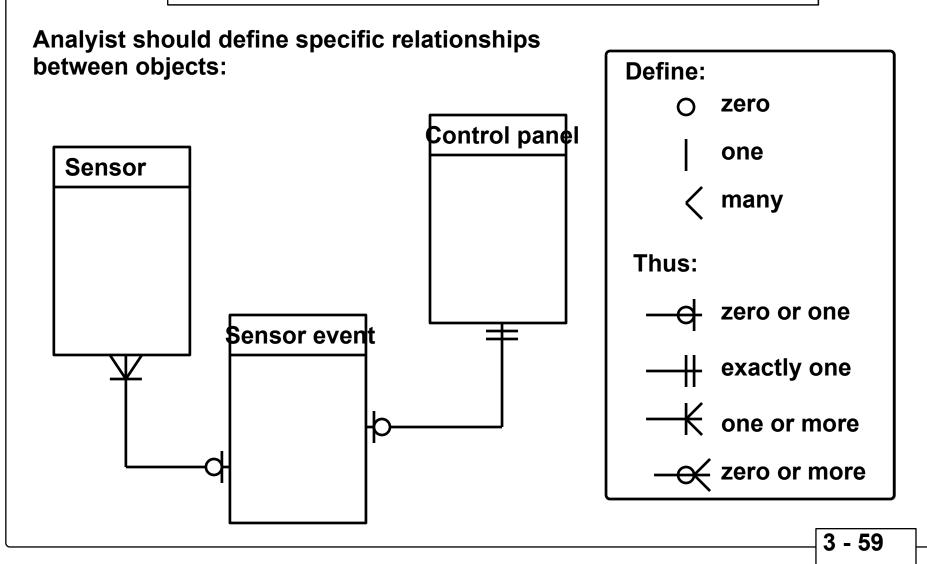
#### **Object-Oriented Development Process**

Given a clear and complete statement of problem definition:



## **OOA Modeling**

#### Instance Connections and Message Paths



## **OOA Modeling**

Prototyping

OOA can lead to very effective prototyping techniques

- Reuse defined, coded, and tested objects
- Establish library of quality objects and save analysis info as well as code and tested objects
- Use existing object specifications in the development of new products.

#### **Data Modeling**

#### Data Objects, Attributes and Relationships

OOA concepts arose out of data-intensive analysis techniques (called *data modeling* or *information maodeling*) that have been in existence for years (especially in database systems).

Recent uses of data modeling are seen in defining data formats for interchanging data between CAD systems, computers, and manufacturing organizations.

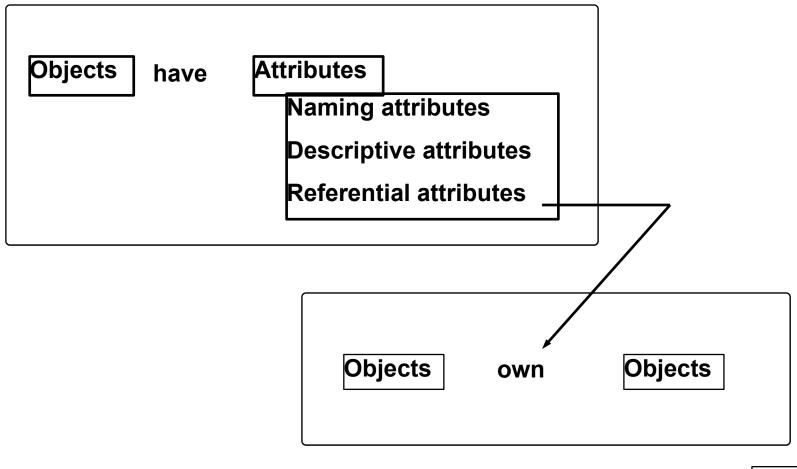
Some terms:

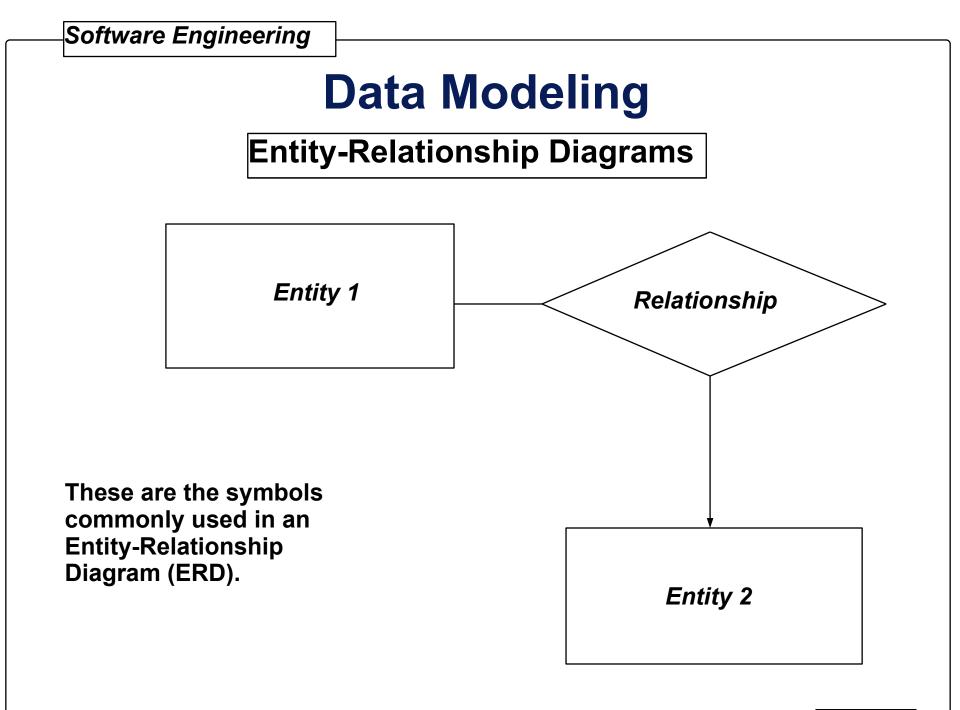
<u>schema</u> - data model used in databases

protocol - data model used in digital communications

framework- data models used to interchange data betweenCADsystems and manufacturing organizations

#### Data Objects, Attributes, and Relationships



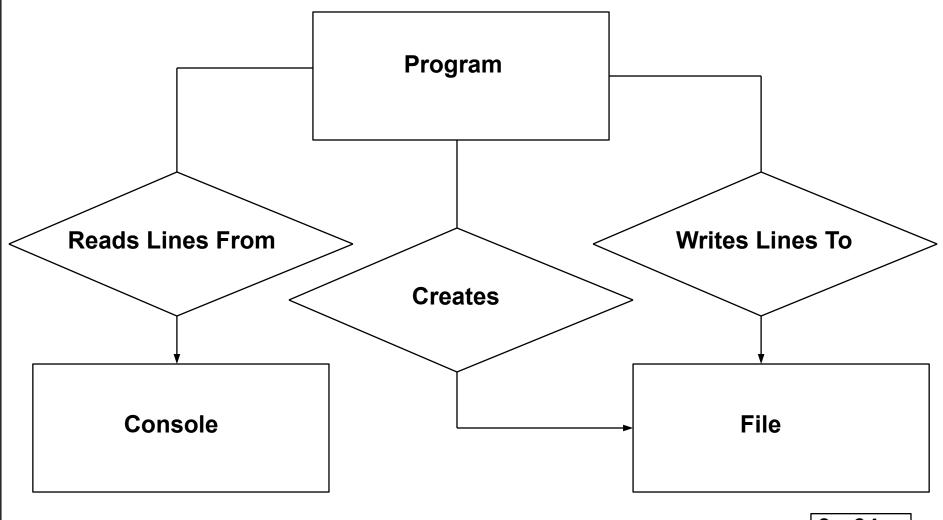


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#### **Data Modeling, Continued**

Entity-Relationship Diagrams - Example



#### **Automated Tools**

#### are often graphically-oriented

may provide consistency checking

support the development of the data dictionary

usually support the development of DoD-STD-2167A documentation