

BON

Design Process

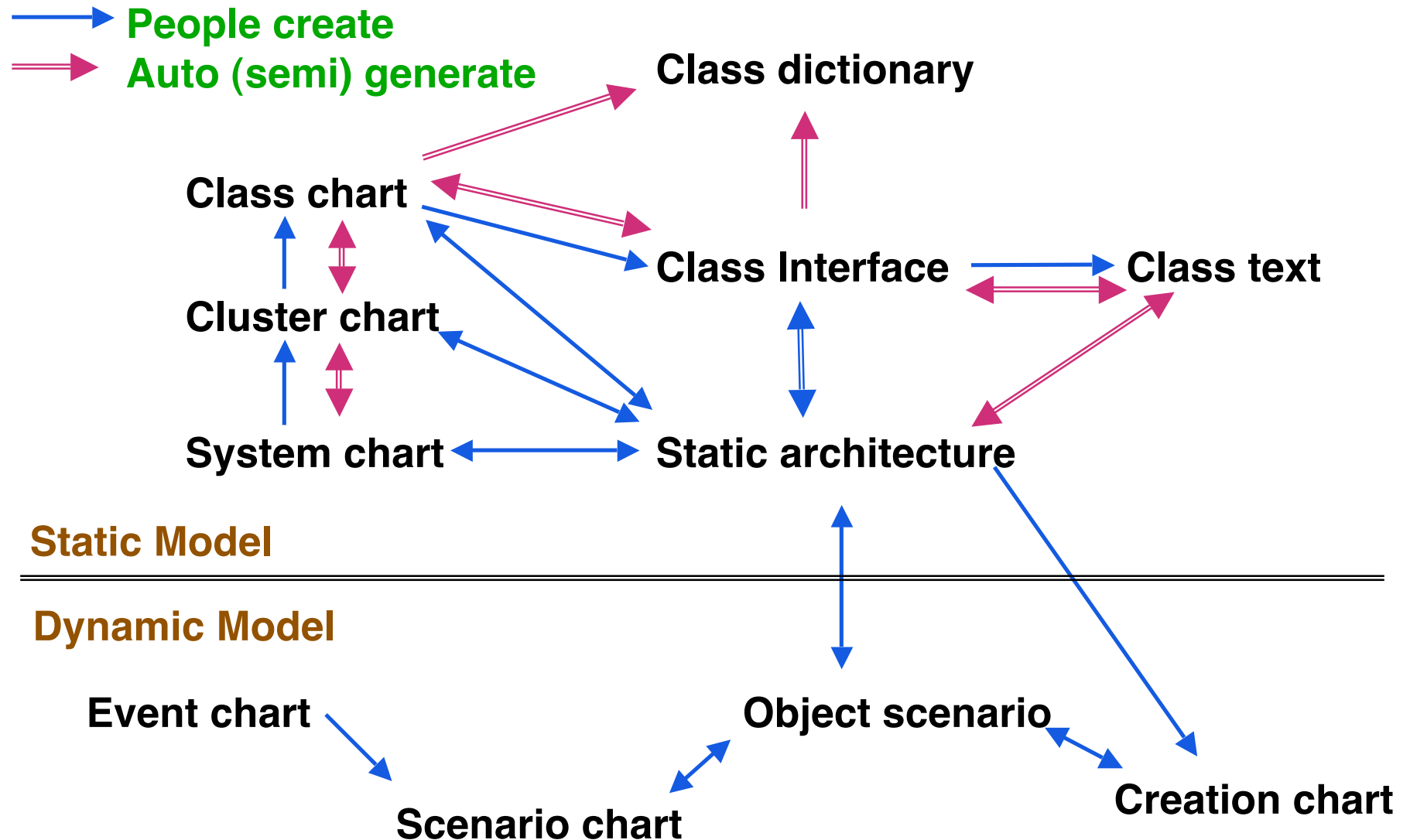
(The Method)

**Based on slides
by Prof. Paige**

BON Process (The Method)

- Process for analysis and development
- Idealized
 - » **In practice it is subject to variation, iteration, reversibility**
- Three phases
 - » **Gathering – collaboration with users**
 - » **Designing – initial working system**
 - » **Refining – improve design, refactor**

BON deliverables & dependencies



Gathering Phase Steps 1 & 2

- Delineate the system boundary
 - » **Determine what the system includes and excludes**
 - » **Determine user metaphors**
 - » **Determine the major subsystems**
 - > **Charts: system, event, scenario**
- List candidate classes
 - » **Produce first pass list of classes**
 - > **Charts: class**

Gathering Phase Step 3

- Select classes and groups
 - » **Organize classes into logical groups / clusters**
 - > **Charts: cluster, class**
 - > **class dictionary**
 - » **Determine status of classes**
 - > **Deferred, effective, reused, ...**

Example System Chart

| | | |
|-------------------------|--|-----------------|
| System | Conference Management System | Part # |
| Purpose | Conference administration support | Indexing |
| Cluster | Description | |
| ORGANIZATION | Handles major events occurring during the conference from initial decisions through to conclusion | |
| TECHNICAL_EVENTS | Responsible for putting together the programme, recording status of contributions, checking in reviews and following a precise timetable of what is to be done | |
| REGISTRATION | Collect registration data, produce lists, print badges, send form letters. Store data relevant to whatever may change the cost/benefit of the conference | |

Example Cluster Chart

| | | |
|---|--|-----------------|
| CLUSTER | REGISTRATION | Part # |
| Purpose: Track conference participants | | Indexing |
| Cluster components | Description | |
| REGISTRATION | Track participant status | |
| ATTENDEE | Track fees and events | |
| REFEREE | Track papers and results | |
| CONTRIBUTOR | Track papers from initial offer to presentation | |

Similar to the System Chart

Example Class Chart

| CLASS | CITIZEN | Part # |
|-----------------------|---|-----------------|
| Type of Object | Born or resident in a country | Indexing |
| Queries | Name, Sex, Age, Single, Spouse, Children, Parents | |
| Commands | Marry, Divorce | |
| Constraints | <ul style="list-style-type: none"> • Each citizen has two parents • At most one spouse is allowed • May not marry children or parents • Spouse's spouse must be this person • All children, if any, must have this person as their parent | |

Modeling Chart Uses

- Informal charts are useful for exchanging ideas with non-technical people
- Useful for serving as high-level documentation and as a scratch pad for ideas and thoughts
- Idea is to provide medium for social communication and discussing their ideas

Modeling Chart Contents

- System chart
 - » **Exactly one per system**
 - » **Contains a brief description of each top level cluster in the system**
- Cluster chart
 - » **Brief description of a cluster, each class and sub-cluster within it**
- Class chart
 - » **Informally specify class interface.**
 - > **What information and services can other classes ask from the class?**
 - > **What rules must be obeyed by the class?**

Designing Phase

- Define class interfaces
 - » **Use graphical and/or textual descriptions**
- Develop static architecture
- Sketch system behaviour – dynamic properties
 - » **Event charts, scenario charts, object scenarios, creation charts**
 - » **Develop dynamic object model**

Definition of events

- A system is a **black box** with behaviour described by responses to stimuli – **system events**
- An **external event** is triggered by something in the outside world over which the system has no control
 - » **terminal input, interrupts**
- An **internal event** is triggered by the system itself

Dynamic Model Charts

- Event chart
 - » **Lists selected external events that may trigger object communication**
- Scenario chart
 - » **Describes a sequence of events for communicating objects**
- Object creation chart
 - » **Describes which classes create instances of other classes**

Event Chart Example

| EVENTS | CONFERENCE_SUPPORT | Part # |
|--|---|--------|
| Comment Selected external events triggering representative types of behaviour | Indexing | |
| External | Involved object types | |
| Request to register a submitted paper | CONFERENCE, PROGRAM_COMMITTEE, PAPER | |

Scenario Chart Example

| SCENARIO | DRIVING_SYSTEM | Part # |
|--|-------------------------------|----------|
| Comment | Borrow car and go for a drive | Indexing |
| <p>Step 1: Driver gets keys from owner DRIVER calls OWNER : send request receive keys</p> <p>Step 2: Driver turns ignition DRIVER calls IGNITION : send turn_on receive NIL</p> <p>Step 3: Engine starts IGNITION calls ENGINE : send turn_on receive NIL</p> | | |

Creation Chart Example

| CREATION | MATRIX_SYSTEM | Part # |
|----------------|--|----------|
| Comment | Only those classes dealing with the CIRCUS cluster | Indexing |
| Class | Creates instances of | |
| SPARSE_MATRIX | ARRAY, MATRIX_ELEMENT | |
| MATRIX_ELEMENT | STACK [ELEPHANT] | |
| MINIMUM_TEST | SPARSE_MATRIX, MATRIX_ELEMENT, STRING, ELEPHANT | |
| | | |

Refining Phase

- Refine system
 - » **Find new design classes, add new features**
 - > **Modify: Class interfaces, static architecture, class dictionary, event charts, object scenarios**
- Generalize
 - » **Factor out common behaviour**
 - > **Modify: class interfaces, static architecture, class dictionary**
- Complete and review system
 - » **Produce final static architecture with dynamic system behaviour**
 - > **All deliverables complete**

Software Development Methods

- Many good ideas and much effort put into producing recipes for constructing software
 - » **But no sure fire method**
- No easy path to producing quality software
 - » **F.P. Brooks Jr., *No Silver Bullet*, Computer, Vol. 20, No. 4, April 1987, pp. 10..19.**
 - » **Replies in Computer, Vol. 20, No. 7, July 1987, pp 7..9.**
- As our knowledge and experience have increased so has our reach

Understand Limitations and Benefits

- General principles for constructing software can be taught
 - » **But no teaching can guarantee success**
- This is not to say methods are worthless
 - » **If you restrict their domain of applicability, you can have success**
- Many method creators are unwilling to do this
 - » **They want to sell their method – and its tools**
- All relies on invention, creativity and expertise of the individual developers