Role of Documentation in (OO) Software Development

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Outline

Documenting software
- Motivation
- Types and purpose of documentation
- Documentation needed for CS 491-2

Object-oriented software engineering
- Why building software is real engineering
- Various software methodologies
- Importance of modeling
Appreciating Software Engineering

- Build complex software systems within time and budget in the context of frequent change
- SE is an engineering discipline: analyze, design, and then implement

Technical vs managerial knowledge
(hard vs soft skills)
SE Methodologies

- Every software needs
  - Analysis (*what* to do)
  - Design (*how* to do)
  - Implementation & Testing

- Process/algorithm used for development
  - Waterfall
  - Prototyping
  - Iterative
    - Incremental
    - XP (eXtreme Programming)
  - ...

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Motivation Behind Documentation

- **Effective use of software**
- **Communication medium** among developers
  - Working in teams unavoidable! Need to express ideas well both verbally and written
  - Soft skills (e.g. communicational skills) just as important as technical skills
  - Written ideas are more concrete and avoid ambiguities and incompleteness
  - Flow of information
    - across teams of different responsibilities
    - as team members change

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Types of Documentation

- **Process documentation**
  - Records process of development and maintenance
  - Plans, estimates, schedules, process quality docs, project standards

- **Product documentation (focus of this talk!)**
  - Describes a particular product being developed
  - User/exposed documentation
    - End-user documentation, administrator documentation, etc.
  - System/internal documentation (most CS491-2 docs)
    - From viewpoint of developers and maintainers
Problem Statement: report organization cs491

- Introduction
  - Description
  - Constraints (e.g. economical)
  - Professional and ethical Issues

- Requirements

- References

Typically written by the client
Modeling

- **To understand**
  - real-life system to be automated (model it “as is”)
  - software system to be built (model it “as you want it to be”)

- **Same idea as**
  - blueprints for building bridges, houses, etc.
  - layouts for manufacturing VLSI chips
Textual (e.g. long textual descriptions or X3D) or visual/graphical (e.g. sketches or flowchart)

UML (Unified Modeling Language) is a visual modeling language to specify, visualize, modify, construct and document the artifacts of an object-oriented software-intensive system under development

Helps you model both application and software domains!
OO Analysis w/ UML

- Problem Statement
- Requirements
  - Elicitation
- Non-functional Req.
- Functional Model
- Analysis
- Analysis Object Model
- Dynamic Model
- Class Diagrams
- System Design
- Use Case Diagrams
- Sequence Diagrams
- State Diagrams
- Activity Diagrams
Analysis: UML use case diagrams

- Summary of use case model: relationships between actors and use cases
Problem Statement

Requirements Elicitation

Non-functional Req.   Functional Model

Analysis

Analysis Object Model   Dynamic Model

Class Diagrams

System Design

Use Case Diagrams

Sequence Diagrams

State Diagrams

Activity Diagrams
Analysis: object model
Analysis: UML sequence diagrams
Analysis: UML activity diagrams

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Analysis: user interface

- User Interface
  - Menus and screens/forms/dialogs/windows
  - Navigational paths between menus and screens
  - Mock-ups

![Mock-up of CRS Student Main Menu](created with Balsamiq Mockups - www.balsamiq.com)
Analysis: report organization CS491

- Introduction
- Current system (if any)
- Proposed system
  - Overview
  - Functional requirements
  - Nonfunctional requirements
  - Constraints ("Pseudo requirements")
- System models
  - ...
- Glossary & References

Share w/ customer; forms a basis for a contract w/ customer!
Analysis: report organization CS491

... System models
  - Scenarios
  - Use case model
  - Object model
  - Dynamic models
  - User interface

Glossary

References

Use Case Diagrams
Class Diagrams
Sequence, State & Activity Diagrams
For the sake of developers
Analysis: summary

- Application domain is modeled to fully understand the real-life system
  - “as is” (vs. “as you want it to be”)

- Resulting model
  - specifies exactly what the system is going to do
  - is a contract between developer and customer
  - is input to design phase
Analysis: focuses on the application domain

Design: focuses on the solution domain
- The solution domain is changing very rapidly
- Design knowledge is a moving target

what vs. how
Design goals: typical tradeoffs

- Functionality v. Usability
- Cost v. Robustness
- Efficiency v. Portability
- Rapid development v. Functionality
- Cost v. Reusability
- Backward Compatibility v. Readability
- Space v. Speed

A low cost system does not do much error checking (e.g. 5.00 or 5,00 Euros). It’d be very difficult to build a real-time game that is portable.
Design: subsystem decomposition

- Subsystem
  - Collection of classes, associations, operations, events, and constraints that are closely interrelated with each other
  - Great way to handle complexity
Design: subsystem decomposition

- From objects to subsystems, taking into account the non-functional requirements
- No single/fixed algorithm
  - High coherence & low coupling
- Initial decomposition usually derived from functional requirements; constantly revised as new issues addressed
- The objects and classes from the object model could be the “seeds” for the subsystems
Design: UML component diagrams

Component Diagram:
- Illustrates dependencies between components at design time, compilation time and runtime.
Design: UML component diagrams
Design: UML deployment diagrams

**Deployment Diagram:**

- Once we have done
  - Subsystem decomposition
  - Concurrency
  - Hardware/Software Mapping
- Illustrates the distribution of components at run-time.
- Deployment diagrams use nodes and connections to depict the physical resources in the system.
Design: UML deployment diagrams
High-level design: report organization CS491

- Introduction
  - Purpose of the system
  - Design goals
  - Definitions, acronyms, and abbreviations
  - Overview

- Current software architecture (if any)

- ...
High-level design: report organization CS491

... 

Proposed software architecture
  - Overview
  - Subsystem decomposition
  - Hardware/software mapping
  - Persistent data management
  - Access control and security
  - Global software control
  - Boundary conditions

Subsystem services

Glossary & References
OO Design w/ UML

Analysis Object Model → Dynamic Model

System Design

Design Goals → Subsystem Decomposition

Object Design

Object Design Model

Implementation & Testing → Software

Deployment Diagrams

Component Diagrams

Class Diagrams
Design: UML class diagrams

Contains all public operations of the system as a Facade class and delegates functionality as needed.

DatabaseManager

UserManager

User
- name
- ID
- password

Student
- primaryCourses : Course[]
- alternateCourses : Course[]
+ add(Course, Section)
+ drop(Course)
+ createBillFor()

Course
- prereqs : Course[]
+ add(Student, Section)
+ drop(Student, Section)
+ addPrereq(Course)
+ dropPrereq(Course)
+ cancel(Section)

Professor
+ signup(Course, Section)
+ unassign(Course)

RegistrationSystem

FormManager

Form
+ onCancel()
+ onOK()
+ logout()

AddDropForm
- student : Student
- semester : int
- course : Course
- section : Section

CourseCatalog
- courses() : List
- instructors() : List

CourseSignupForm
- professor : Professor
- course : Course
- section : Section

Other forms have been left out for brevity.

Course and its Sections form an example of the Abstraction-Occurrence pattern.

add/drop methods of Course are examples of Delegation pattern as they are delegated to the corresponding Section method.
Low-level design: report organization CS492

- Introduction
  - Object design trade-offs
  - Interface documentation guidelines
    - Collections have an iterator() method returning an Iterator
  - Engineering standards (e.g., UML and IEEE)
  - Definitions, acronyms, and abbreviations

- Packages
- Class Interfaces
- Glossary & References
Final report organization CS492

- Final software architecture
- Status
- User’s manual
- Misc.
  - Impact
  - New tools and technologies
  - Library and Internet resources used

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References

- Software Documentation, Ian Sommerville, 2011
- OO Software Engineering, Using UML, Patterns, and Java, Bernd Bruegge and Allen H. Dutoit, 2010
Questions?

- Thanks for your attention!