

E-course

KSRA Learning Academy

KSRA Learning System

Object Oriented Technique



Copyright © 2020 Kavian Scientific Research Association

► Avoiding the Problems

In This Lecture You Will Learn:

E-course

- ❖ the stages in the waterfall life cycle;
- ❖ about prototyping and incremental life cycles;
- ❖ the importance of project management;
- ❖ how users may be involved in a project;
- ❖ the role of CASE tools in systems development.



Problem Solving Model

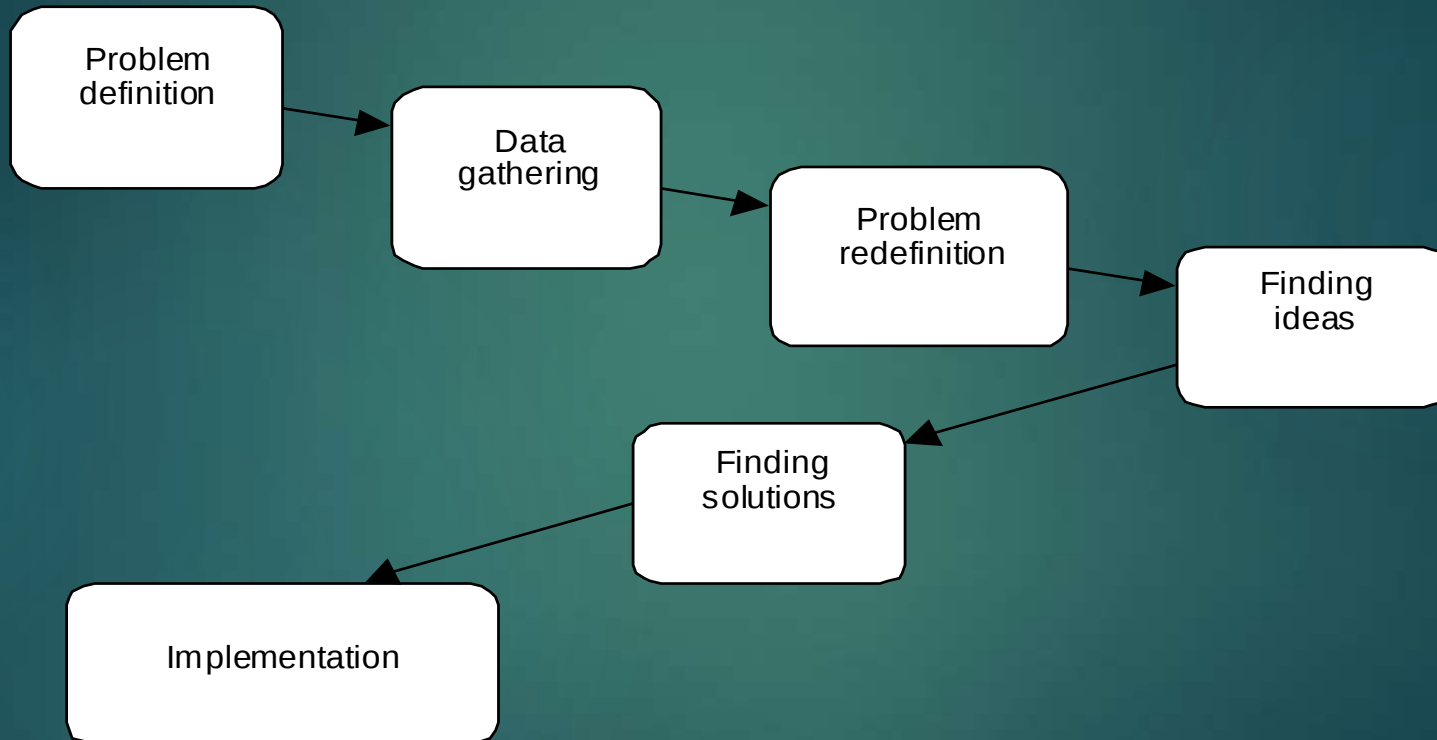
E-course

- Main phases are
 - Data gathering
 - Problem redefinition
 - These focus on understanding what the problem is about
 - Finding ideas
 - Concerned with understanding more about the nature of the problem and possible solutions
 - Finding solutions
 - Implementation



Problem Solving Model

E-course



Project Life Cycles

E-course

- ❖ A distinction should be made between
 - Systems development, which incorporates human, software and hardware elements
 - Software development, which is primarily concerned with software systems
- ❖ Two important phases are
 - Strategic Information Systems Planning
 - Business Modelling



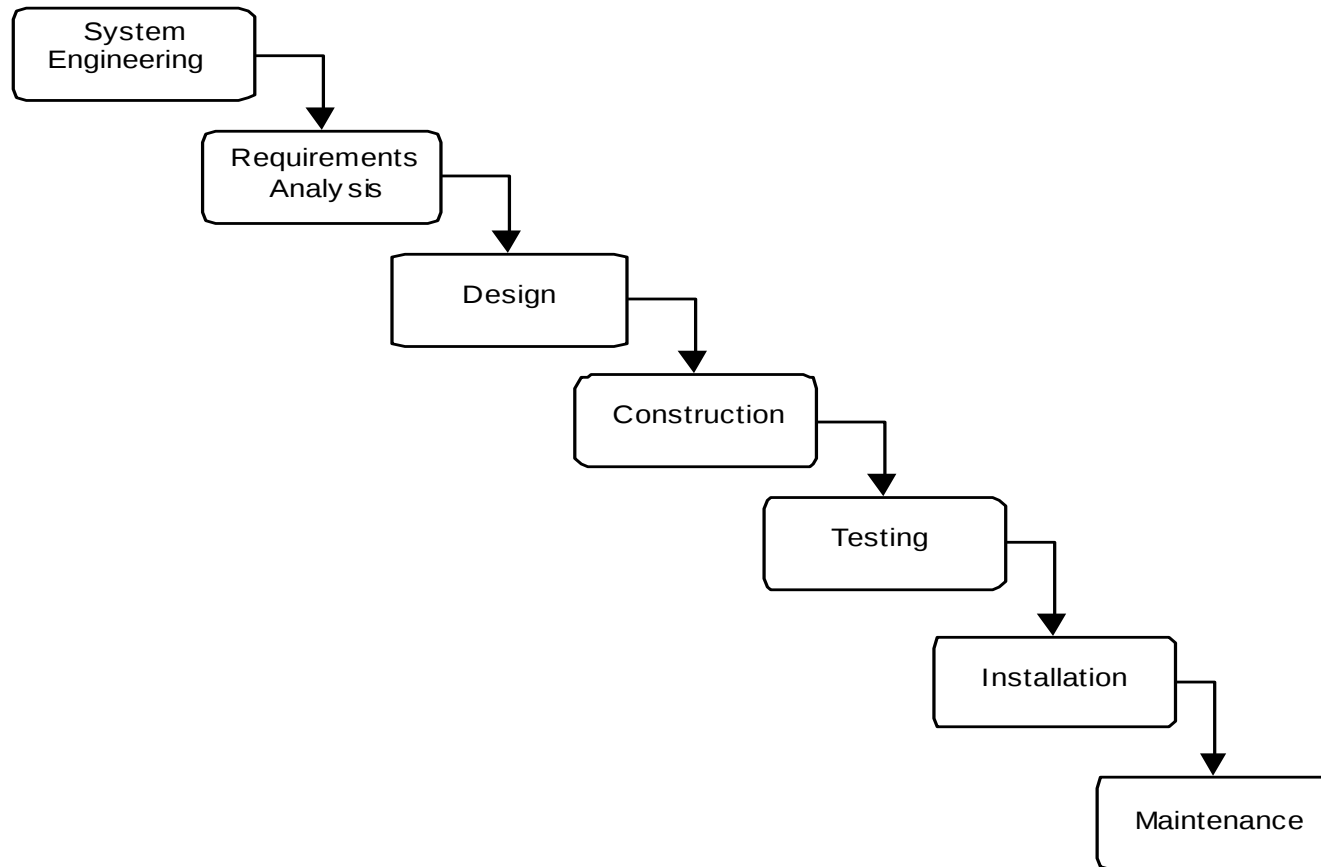
Waterfall Life Cycle

E-course

- ❖ The traditional life cycle (TLC) for information systems development is also known as the waterfall life cycle model.
 - So called because of the difficulty of returning to an earlier phase.
- ❖ The model shown here is one of several more or less equivalent alternatives.
 - Typical deliverables are shown for each phase.

Traditional Life Cycle

E-course



TLC Deliverables

E-course

❖ Systems Engineering

- High level architectural specification

❖ Requirements Analysis

- Requirements specification
- Functional specification
- Acceptance test specifications



TLC Deliverables

E-course

❖ Design

- Software architecture specification
- System test specification
- Design specification
- Sub-system test specification
- Unit test specification



TLC Deliverables

E-course

❖ Construction

- Program code

❖ Testing

- Unit test report
- Sub-system test report
- System test report
- Acceptance test report
- Completed system

TLC Deliverables

E-course

❖ Installation

- Installed system

❖ Maintenance

- Change requests
- Change request report



Problems with TLC

E-course

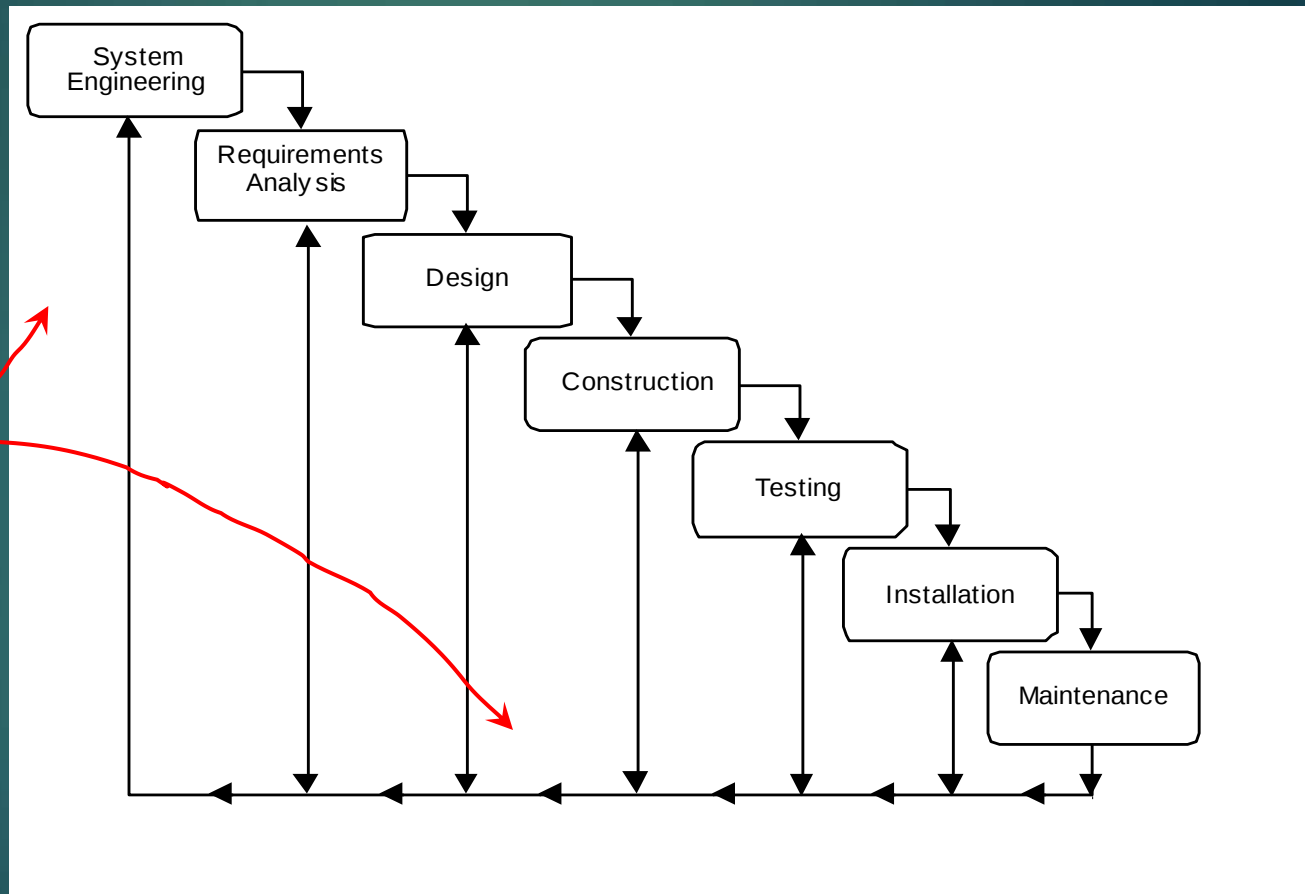
- ❖ Real projects rarely follow such a simple sequential life cycle
- ❖ Lapsed time between systems engineering and the final installation is long
- ❖ Iterations are almost inevitable in real projects but are expensive & problematic with the TLC
- ❖ Unresponsive to changes during project as iteration is difficult



TLC with Iteration

E-course

The cost of this form of iteration increases as the project progresses making it impractical and **not** effective



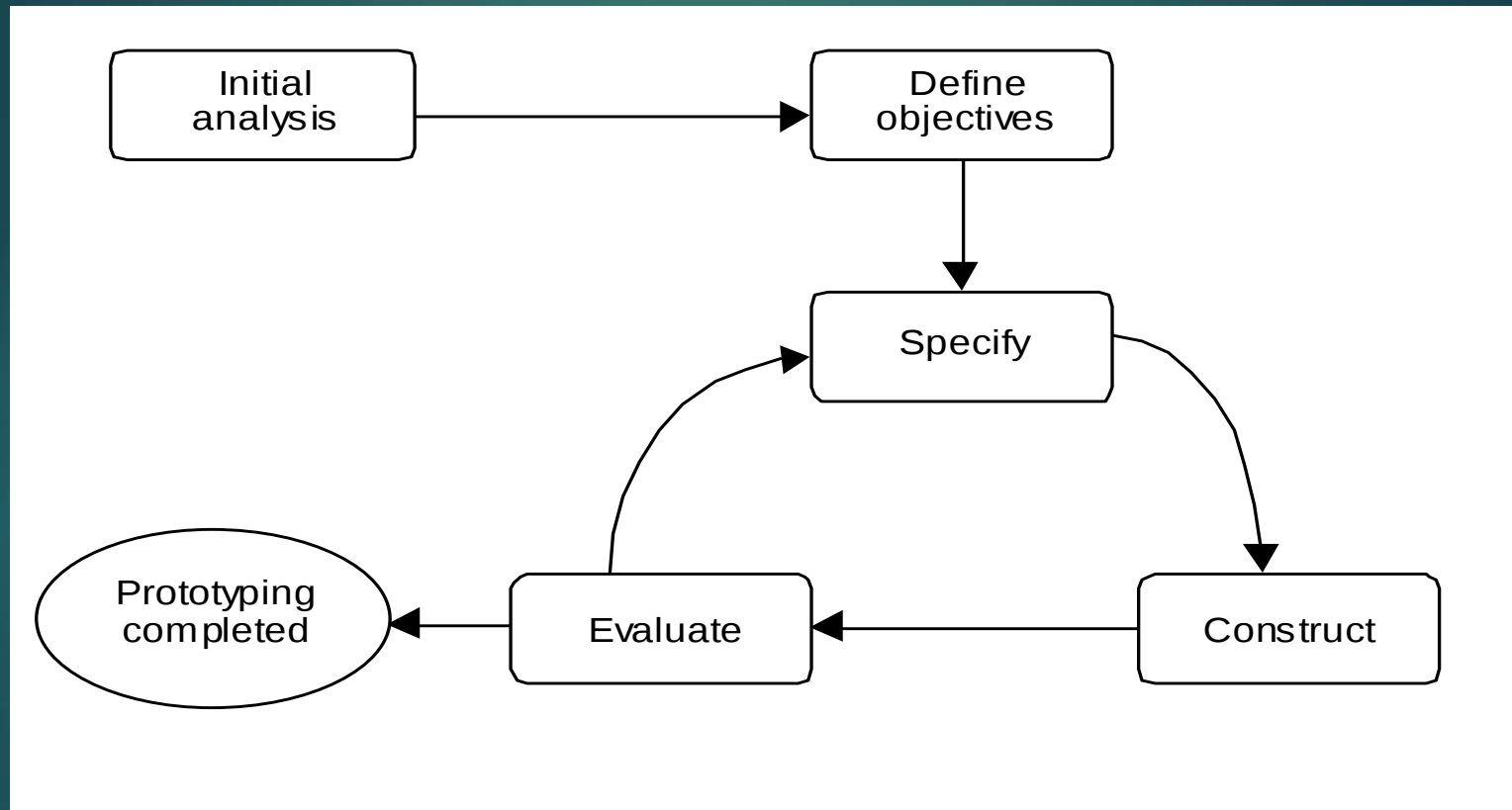
Strengths of TLC

E-course

- ❖ Tasks in phases may be assigned to specialized teams.
- ❖ Project progress evaluated at the end of each phase.
- ❖ Can be used to manage projects with high levels of risks.

Prototyping Life Cycle

E-course



Prototyping – Advantages:

E-course

- ❖ Early demonstrations of system functionality help identify any misunderstandings between developer and client
- ❖ Client requirements that have been missed are identified
- ❖ Difficulties in the interface can be identified
- ❖ The feasibility and usefulness of the system can be tested, even though, by its very nature, the prototype is incomplete

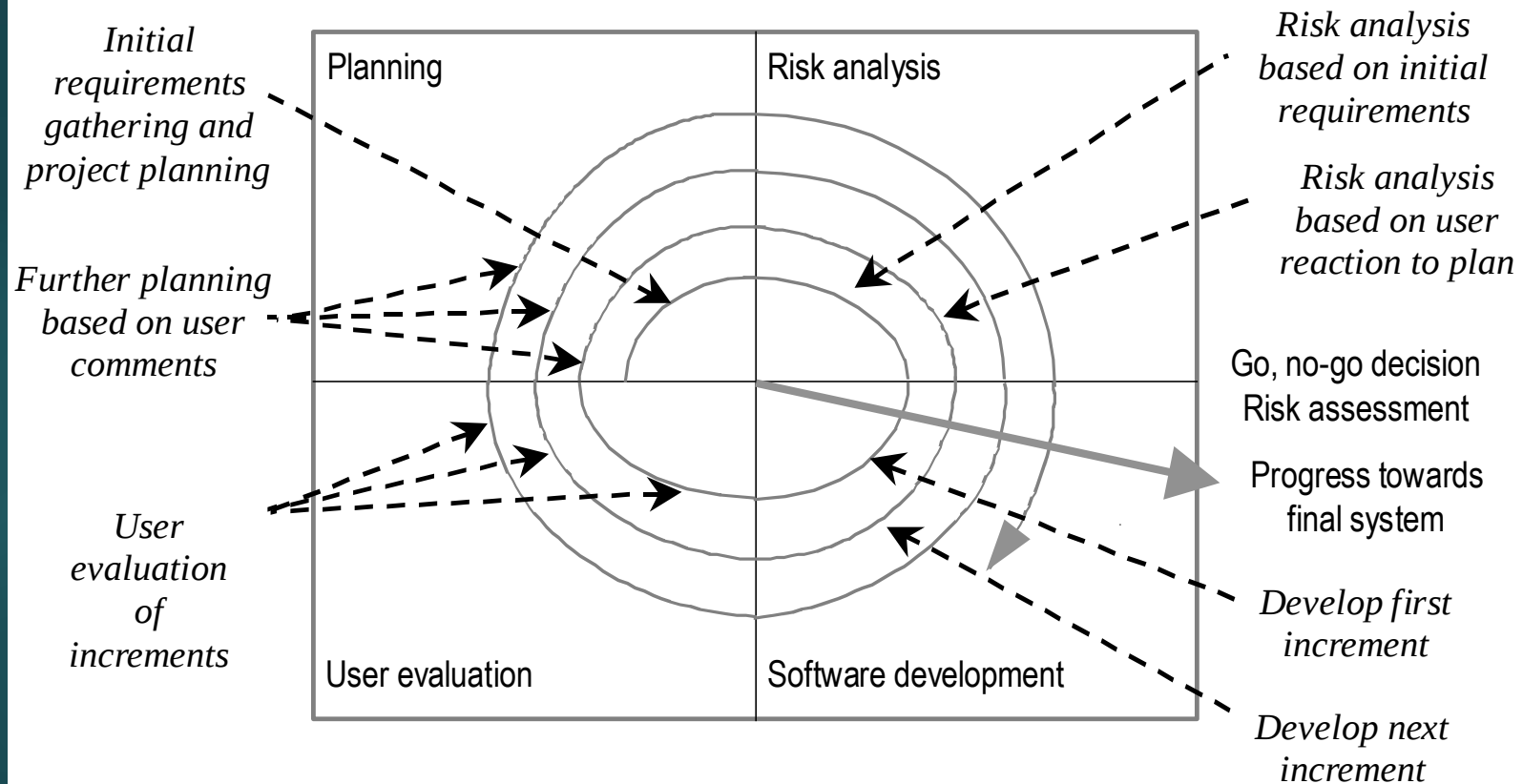
Prototyping – Problems:

E-course

- ❖ The client may perceive the prototype as part of the final system
- ❖ The prototype may divert attention from functional to solely interface issues
- ❖ Prototyping requires significant user involvement
- ❖ Managing the prototyping life cycle requires careful decision making

Spiral Model & Incremental Development

E-course



Unified Software Development Process

E-course

- ❖ Captures many elements of best practice
- ❖ The phases are:
 - *Inception* is concerned with determining the scope and purpose of the project;
 - *Elaboration* focuses requirements capture and determining the structure of the system;
 - *Construction's* main aim is to build the software system;
 - *Transition* deals with product installation and rollout

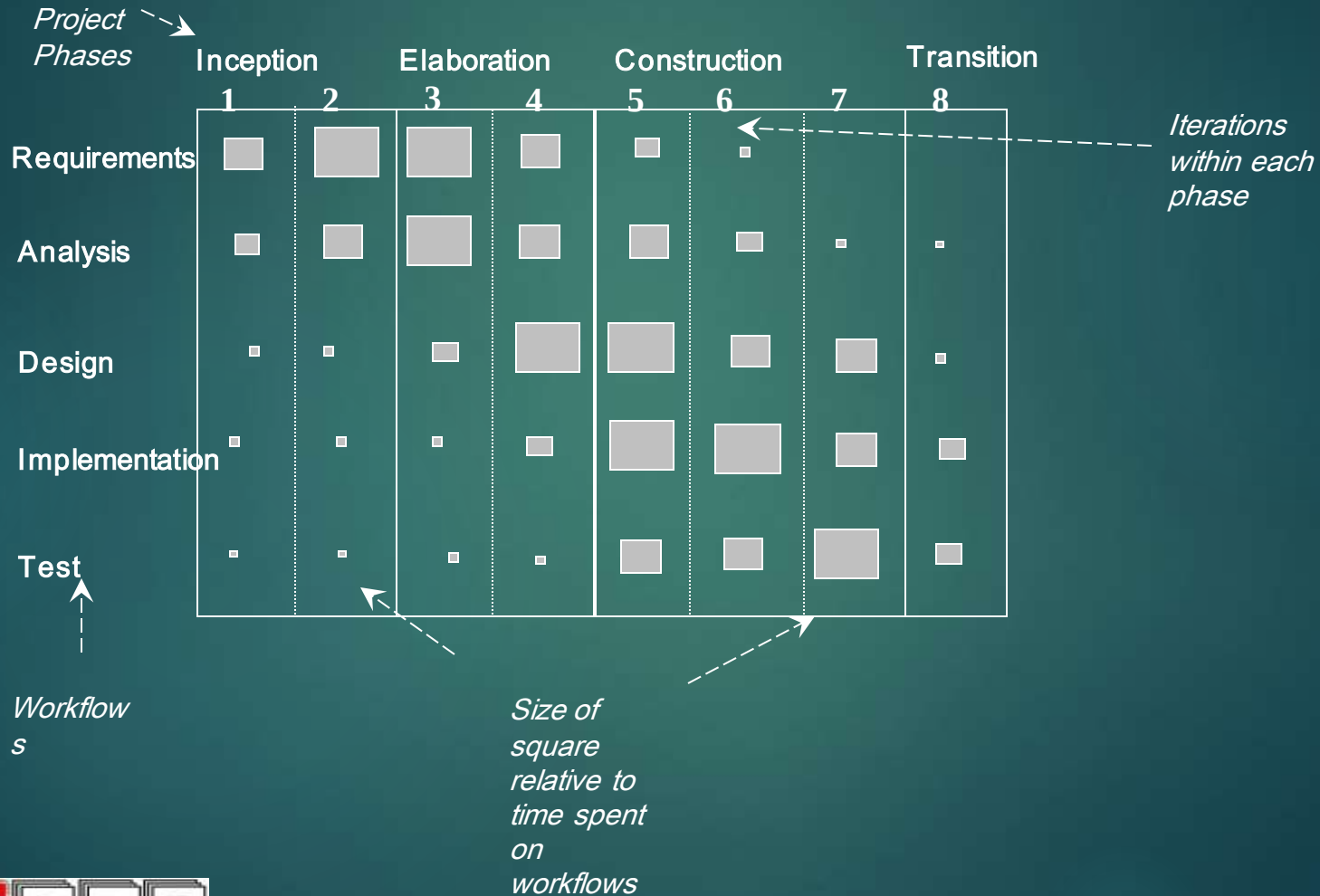


Overview of the Unified Process

E-course

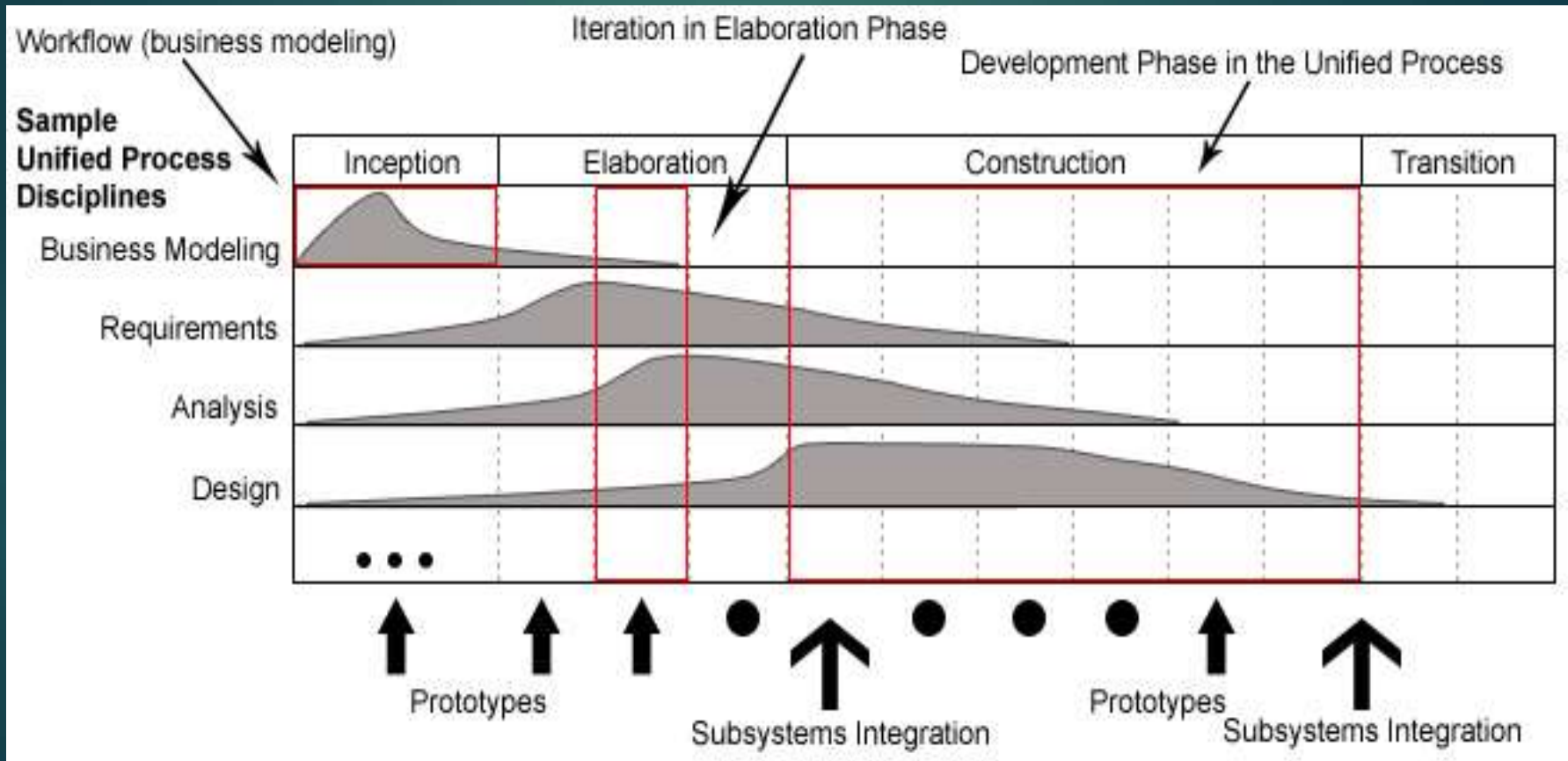
- ❖ The Unified Process is a widely used software development process.
- ❖ In the Unified Process, a system is built incrementally through a number of iterations in which the designer may perform requirements capturing, analysis, design, implementation and testing tasks.
- ❖ Feedback is sought from system users throughout the entire process.
- ❖ In early iterations, the designer often focuses more on requirements capturing and analysis.
- ❖ In later iterations, the designer tends to emphasize implementation and testing.
- ❖ In fact, the iterations are divided into four phases: inception, elaboration, construction and transition, each with a different focus





Overview of the Unified Process (cont'd)

E-course



User Involvement

E-course

- ❖ User's can be involved at various levels
 - As part of the development team (DSDM)
 - Via a consultative approach
 - In fact gathering

Agile Approaches

E-course

- ❖ Iterative lightweight approach
- ❖ Accepts that user requirements will change during development
- ❖ XP and DSDM are considered agile
- ❖ Non-agile approaches can be viewed as plan-based



Agile Approaches

E-course

Manifesto for Agile Software Development

We are uncovering better ways of developing software
by doing and helping others do it.

Through this work we have come to value:

Individuals and interactions over processes and tools

Working software over comprehensive documentation

Customer collaboration over contract negotiation

Responding to change over following a plan

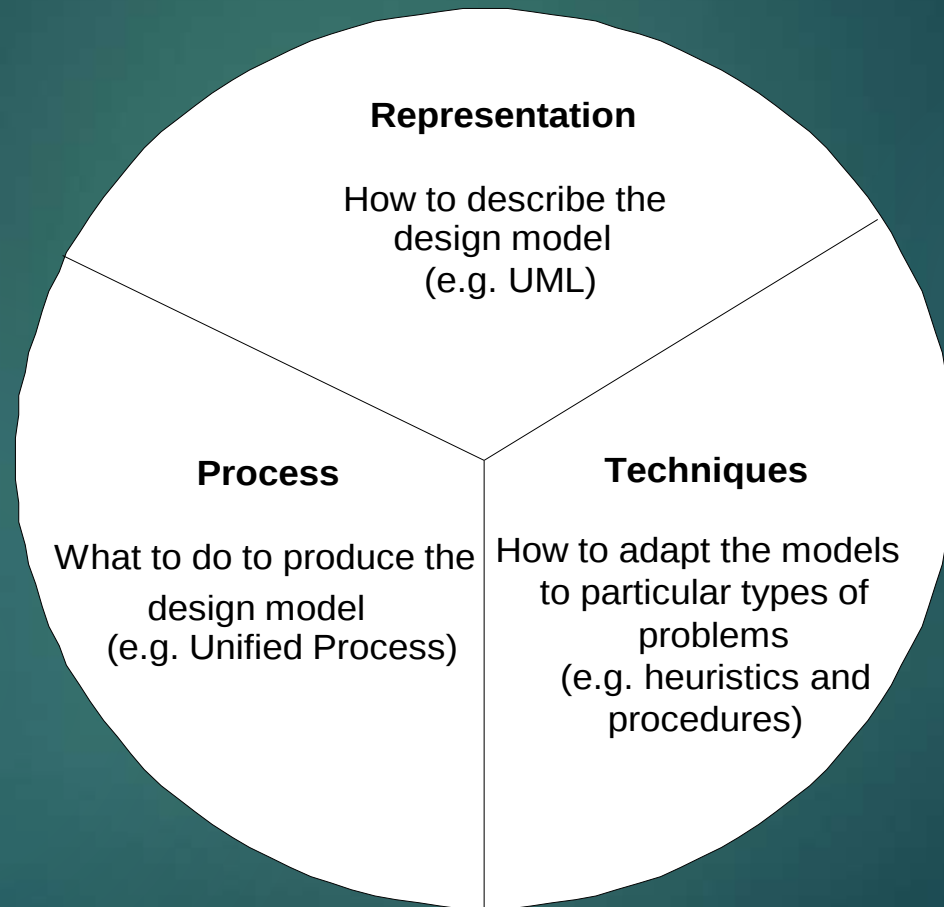
That is, while there is value in the items on the right, we value
the items on the left more.

The Manifesto for Agile Software Development



Software Development Methods

E-course



Computer Aided Software Engineering

E-course

- ❖ CASE tools typically provide a range of features including:
 - checks for syntactic correctness;
 - repository support;
 - checks for consistency and completeness;
 - navigation to linked diagrams;



Computer Aided Software Engineering

E-course

- ❖ Features of CASE tools continued
 - layering;
 - traceability;
 - report generation;
 - system simulation;
 - performance analysis;
 - code generation.



Overview of Visual Paradigm for UML

E-course

- Generate documentation automatically. Documentations can be generated for selected information of the software development project;
- Facilitate project management. The project activities can be planned and managed with ease;
- Facilitate configuration management and version control. Documentations and components of different versions of the system can be managed;
- Check model consistency. Consistency between models of the system can be checked;
- Support model verification and validation. The correctness of the models of the system can be verified and validated;



Overview of Visual Paradigm for UML

E-course

- Provide multi-user support. Multiple developers can work on the project simultaneously and coherently;
- Generate code. Code can be generated from models;
- Reverse engineering. Models can be generated from code; and
- Provide integration with other tools. The CASE tool can be integrated with domain specific systems or tools so as to accelerate the development process.

References

E-course

- Hicks (1991)
- Sommerville (1992, 2004) and Pressman (2004)
- Jacobson, Booch and Rumbaugh (1999)
- Chapters 5 and 21 of Bennett, McRobb and Farmer include more detail about the Unified Process
- Curtis H.K. Tsang, Clarence S.W. Lau and Y.K. Leung (2005)



WE FOCUS ON KNOWLEDGE-BASED ON EDUCATION

KSRA of Empowerment is a global non-profit organization committed to bringing empowerment through education by utilizing innovative mobile technology and educational research from experts and scientists. **KSRA** emerged in 2012 as a catalytic force to reach the hard to reach populations worldwide through Learning management system & E-learning & mobile learning.

The **KSRA** team partners with local under-served communities around the world to improve the access to and quality of knowledge based on education, amplify and augment learning programs where they exist, and create new opportunities for e-learning where traditional education systems are lacking or non-existent.

