Software Modeling and Analysis

Reading Log

'Software Design: An Introduction' By David Budgen

컴퓨터시스템 3학년 권기완

1. The Role of Software Design

What exactly is the purpose of design?

- To produce a workable solution to a given problem.

What is end goal?

1.1 The software design process

Software properties

- The complexity of software
- The problem of conformity
- The ease of changeablity
- The invisibility of software

1.1 The software design process

Features of Software Design

- -Procedural manner
- -Constrained process

1.2 Design in the software development cycle

Designing software

-Not an isolated and independent activity.

Specification

-Designer must provide a set of specification

2. Describing Designs

- 2.1 Recording the design model: design viewpoint
- 2.2 Design representation forms

2.1 Recording the design model :design viewpoints

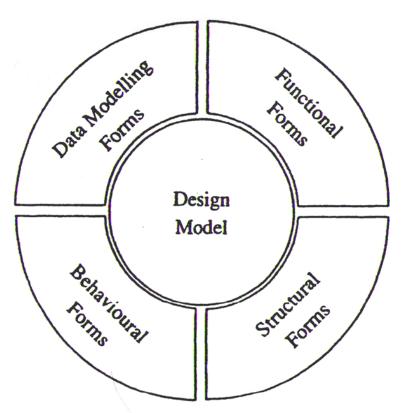


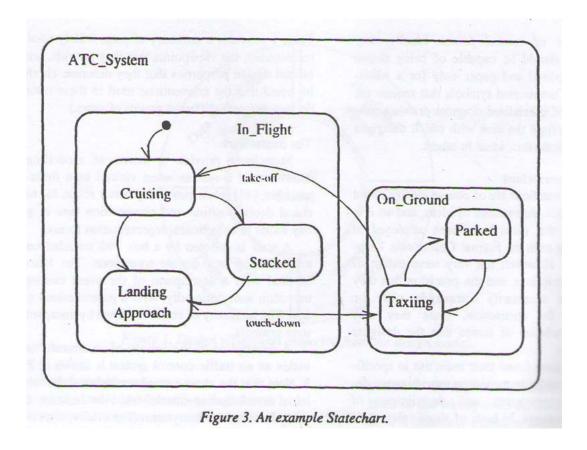
Figure 1. Design viewpoints projected from the design model.

2.2 Design representation forms

Three principal forms

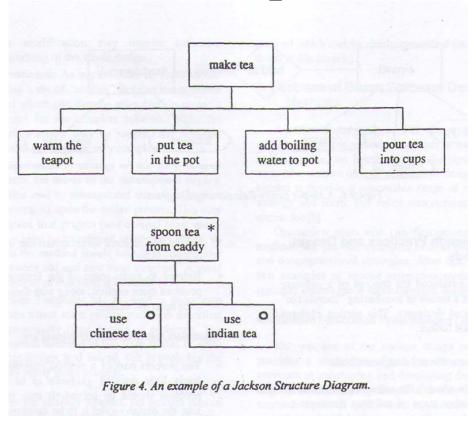
- Textual descriptions
- Diagrammatical descriptions
- Mathematical descriptions

2.3 Some examples of design representationsThe State Chart



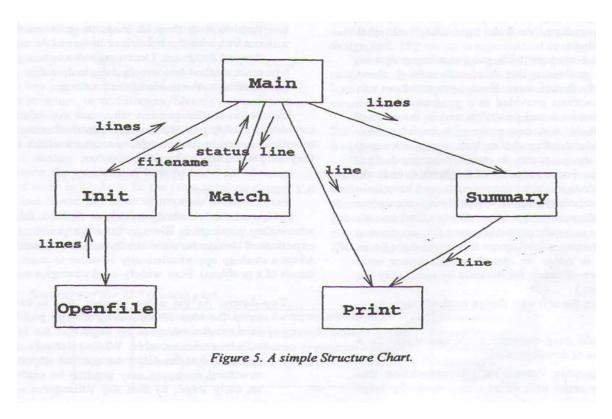
2.3 Some examples of design representations cont.

The Jackson Structure Diagram



2.3 Some examples of design representations cont.

The Structure Chart



2.3 Some examples of design representations cont.

The Entity-Relation Diagram

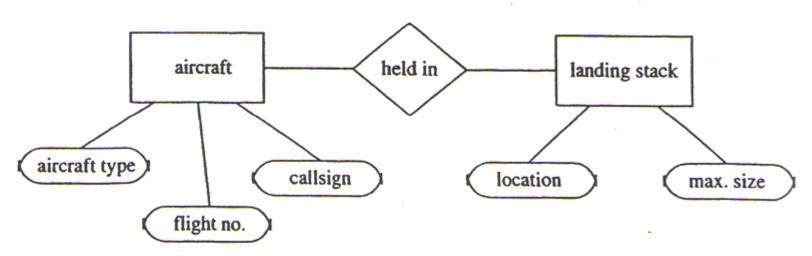


Figure 6. A simple Entity-Relationship Diagram.

3. Software Design Practice and Design Method

- 3.1 Rationale for software design methods
- 3.2 Design sterategies

3.1 Rationale for software design methods

- The use of "methods" for software design
- Other roles for software design methods
- Constraints that limit their usefulness

3.2 Design strategies

- Top Down
- Compositional
- Organizational
- Template