



# Lecture 14: Robustness Analysis

**Good Object Oriented Design**

**Robustness Analysis**

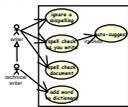
**Allocating Behaviour**



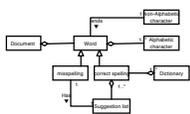
# Starting Point

**You've done the Requirements Analysis**

**You have:**



**A set of Use Cases**  
(explaining how users will use the system)



**A Domain Model**  
(to keep track of key domain concepts)



**Stakeholder Goal Models**  
(explaining how the use cases will meet the stakeholders' real needs)

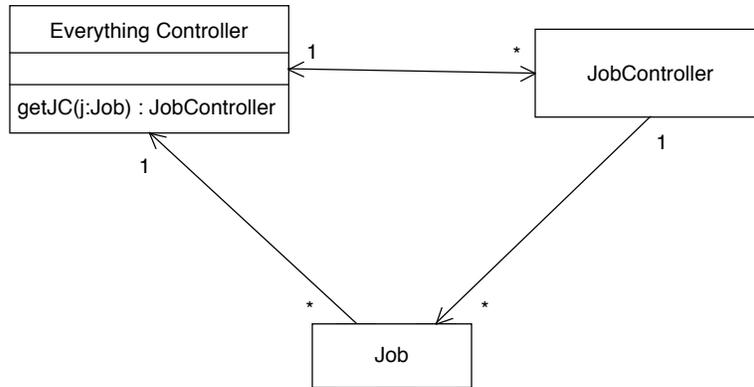
**Challenge:**

**Allocate responsibility for the use cases to classes in the system**

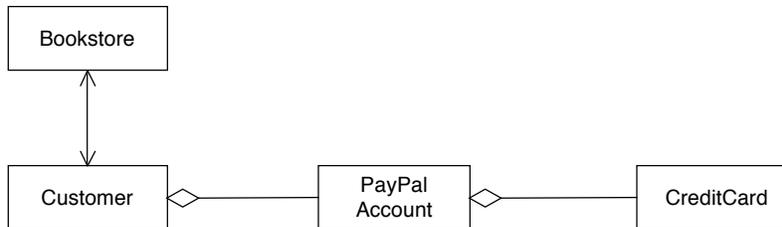




## Diversion: What's wrong with this?



## Or this?



```
class Bookstore {
    ...
    void settlebill (int total) {
        ...
        Customer.PayPalAccount.CreditCard.subtract(total)
        ...
    }
}
```



## the Law of Demeter

### Basically:

“Only talk to your friends”

### More specifically:

A method, *m*, of an object, *O*, can only call methods of:

1. *O* itself
2. *m*'s parameters
3. any object created by *m*
4. *O*'s direct component objects

[*m* cannot call methods of an object returned by another method call]

### Programmer's rule of thumb:

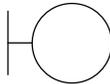
“use only one dot”

e.g. **instead of:** `Customer.PayPalAccount.CreditCard.subtract(total)`

**use:** `Customer.GetPayment(total)`



## Robustness Analysis



### Boundary Objects

Used by actors when communicating with the system  
Only these can initiate events  
(usually widgets on the UI)



### Entity Objects

Usually objects from the domain model  
Things we need to keep track of



### Control Objects

The “glue” between boundary objects & entity objects  
Capture business rules and policies  
(note: often implemented as methods of other objects)





# Why do Robustness Analysis?

**Bridges the gap between Requirements and Design**

## Sanity Check

- Tests the language in the Use Case description
- Nouns from the Use Case get mapped onto objects
- Verbs from the Use Case get mapped onto actions

## Completeness Check

- Discover the objects you need to implement the use cases
- Identify alternative courses of action

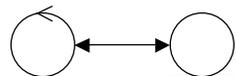
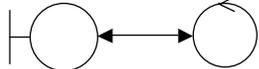
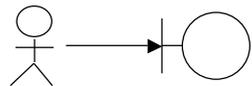
## Object Identification

- Decide which methods belong to which objects

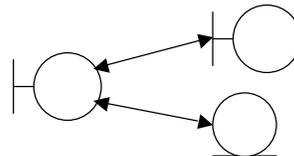
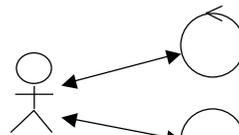


# Rules for Robustness Diagrams

## Allowed

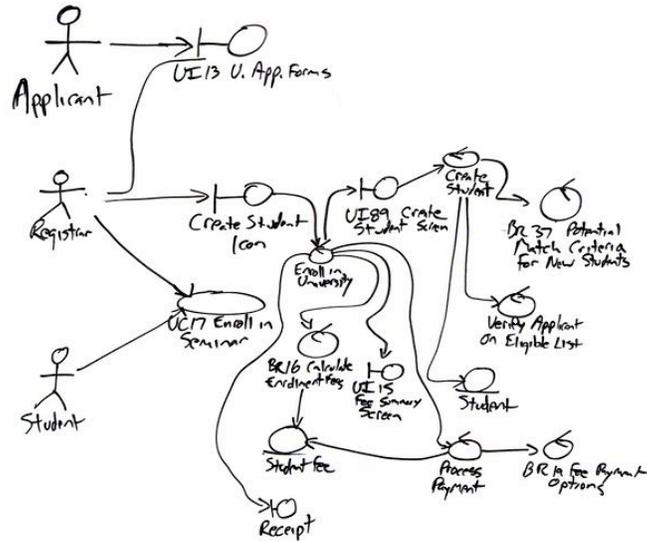


## Not Allowed





# Intended for the whiteboard...

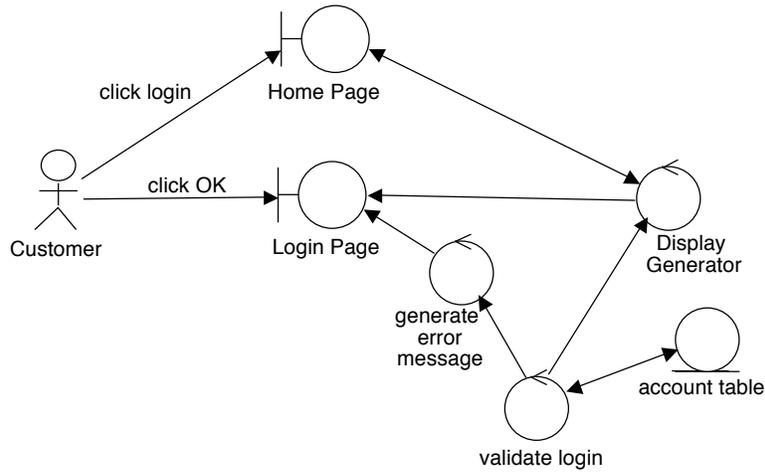


# Constructing a Robustness Diagram

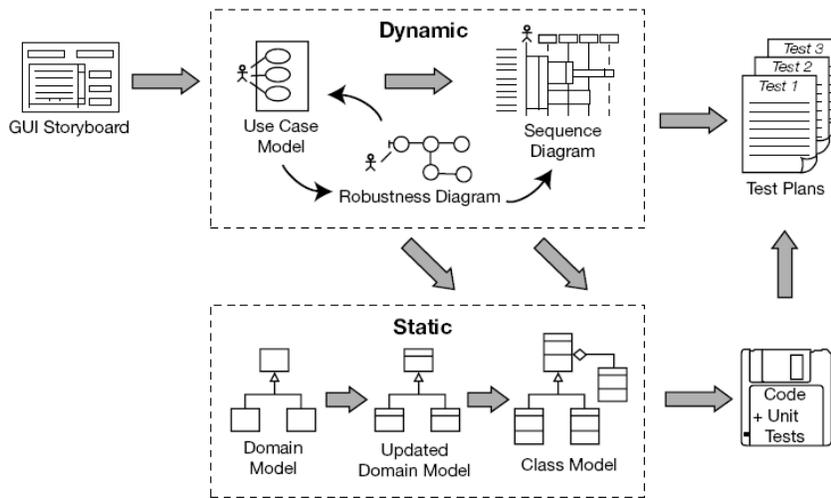
- Add a boundary element for each major UI element**
- Add a controller to manage each Use Case**
- Add a controller for each business rule**
- Add a controller for any activity that involves coordination of several other element**
- Add an entity for each business concept**



# Example



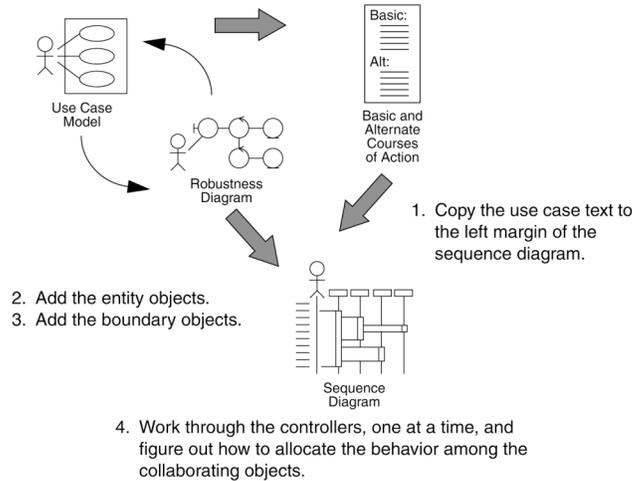
# ICONIX process





## Basic Design Steps

*Use case text is refined during robustness analysis and reviewed during the preliminary design review.*



## Benefits of Robustness Analysis

1. **Forces a consistent style for use cases**
2. **Forces correct 'voice' for use cases**
3. **Sanity and completeness check for use cases**
4. **Syntax rules for use case descriptions**  
e.g. actors only talk to boundary objects
5. **Quicker and easier to read than sequence diagrams**
6. **Encourages use of Model-View-Controller (MVC) pattern**
7. **Helps build layered architectures**  
e.g. presentation layer, domain layer, repository layer
8. **Checks for reusability across use cases before doing detailed design**
9. **Provides traceability between user's view and design view**
10. **Plugs semantic gap between requirements and design**