Groups 3 and 4

Pre-Study Questionnaire

evel of expe	rience with UML	(circle one):		
1	2	3	4	5
None	Rare use	Moderate use	Frequent use	Expert
		l mandala NANYO	annotations:	
evel of expe	rience with Partia	i models, iviavo	annotations.	
evel of expe 1	rience with Partia 2	i models, MAVO 3	4	5

Instructions

We are examining ways of expressing uncertainty in software modeling using Partial Modeling techniques.

We focus on three types of uncertainty:

Abs	The element might not be unique; may expand to a set of elements
Var	An element might not have a distinct identity; may be merged in to other elements.
May	An element may (or may not) exist in the model.
	May Groupings: There may be different possible combinations of elements.

The purpose of this experiment is to evaluate the syntax used to denote these uncertainties in a model.

- You will first freely express uncertainty for a given model
- Then you will perform reading and writing tasks for two types of syntaxes: annotation-based and graphical.
- At the end there will be a post-study questionnaire.

Feel free to mark up diagrams.

Please note the recommended maximum times per section.

[Writing: 5 mins]

Free-Form: Writing

Time start:	

The following is a basic model for a Blog.

Please use any comments and notations you feel appropriate to denote the following uncertainties to the model. Feel free to invent them!

Point of Uncertainty (PoU)1: Add a new element BlogEntry

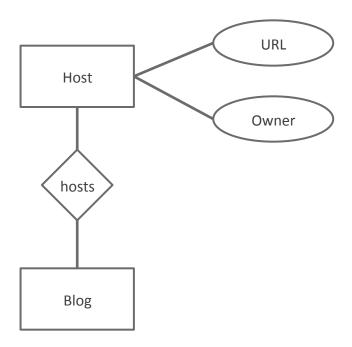
Indicate that it may be an Entity with a relationship ("links to") with Blog, or an Attribute within Blog

[if Blog Entry is an Entity] =

PoU2: Add a new *Attribute* element **Author** Indicate that you are uncertain about which entity has this attribute.

e.g. Do we track author of Blog or author of Blog Entry?

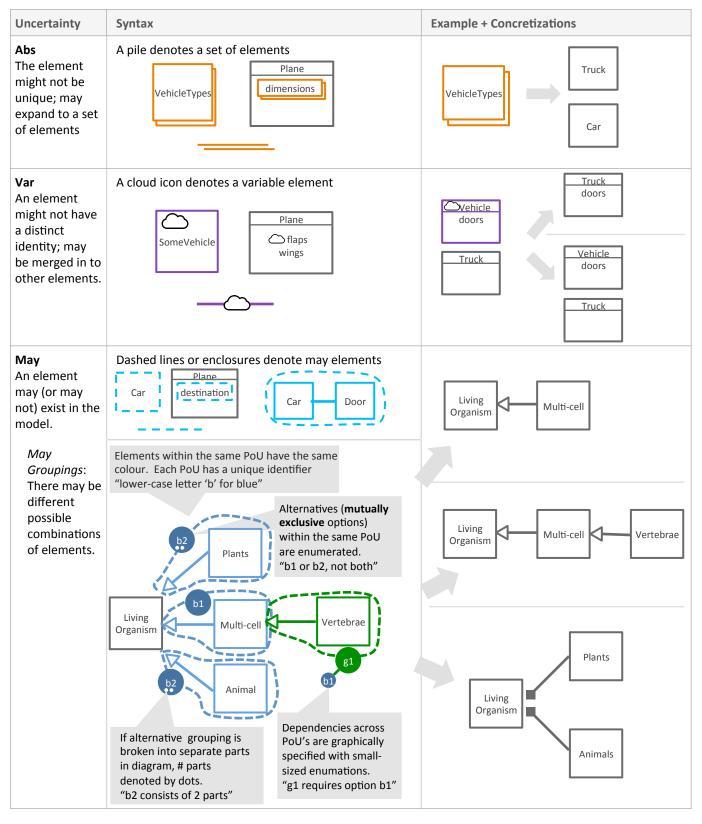
PoU3: Indicate that **BlogEntry** has some **VisitorStatistics** *Attributes*; you have not yet determined exactly how many and what they will be.



Time complete:	Time complete:
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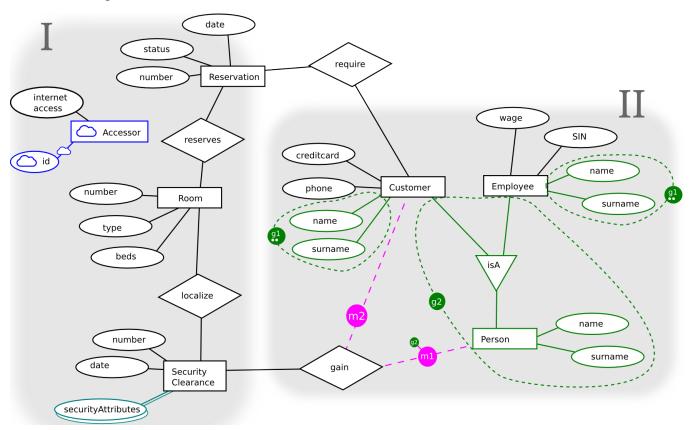
Graphical

*Note: points of uncertainty are grouped by colour



Graphical: Reading (1)

The following is a basic model for a hotel.



Time start:	
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In Region I:

Circle the points of uncertainty on the diagram and briefly indicate what the designer is uncertain about.

For each point of uncertainty, draw ONE example concretization (only need to draw the relevant fragment of the model.

Time complete:	
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Graphical: Reading (2)

Time start:			
In Region II:			
	ts of uncertainty on the diagram and	d briefly indicate what the designer is uncertain al	oout.
For each point	of uncertainty, draw ALL possible co	ncretizations (only need to draw the relevant fra	gment of the model).
Time complet	e:		

Graphical: Writing (1)

Time start:

Look at the model on the following page. We have resolved the uncertainties for you. In region I, we have attached "InternetAccess" to "Room" and we have expanded "securityAttributes" to two new attribues: "NSA_ClearanceID" and "CIA_ClearanceID". In region II, we have selected to have Employees and Customers sub-classes of "Person".

But now you have even more uncertainty!! Use the <u>graphical syntax</u> to express the following points of uncertainty. (Note: don't make uncertainty-removing decisions.)

Region I:

You got a cryptic email from an undisclosed location.

"Your hotel will either be used by the CIA or the NSA. The White House is still debating which, so we'll get back to you. All we know for now is that if it's used by the CIA (i.e. you'll have the "CIA_ClearanceID") you must also keep track of the reservation dates (Entity: Reservation, Attribute: date).

However, if it is used by the NSA (i.e. you'll have the "NSA_ClearanceID"), the date information is secret: your model should not record it!.

PS. This message will self-destruct in 5 seconds."

Express the two alternatives by marking up the model using only May uncertainty and May groupings.

Region II:

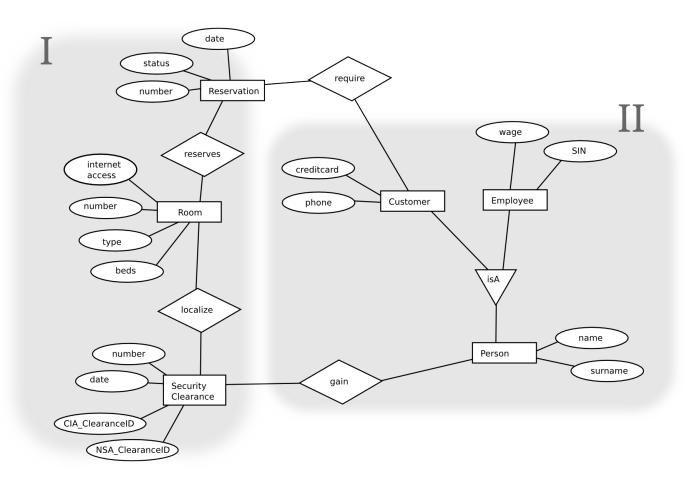
It's Friday, 4.30. Your pointy-haired boss just decided that you should "take the hotel to the era of the internet!". He thinks that to do that you should be collecting "online contact information". He didn't clarify whose contact information.

He then left for the weekend, expecting a full report on Monday morning.

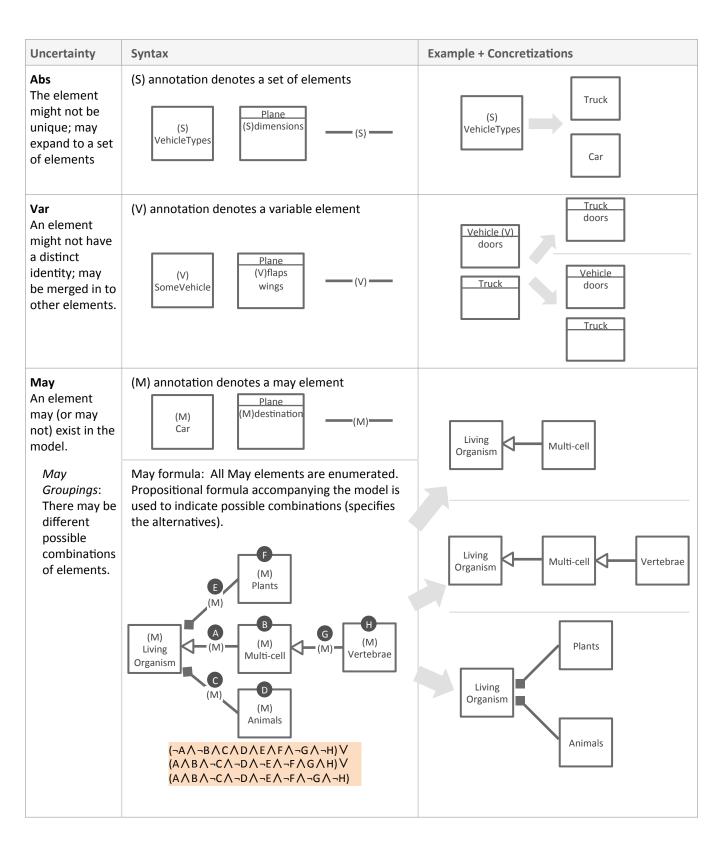
You know that "onlineContactInformation" will end up being a bunch of attributes that characterize "SomeEntity", but you don't what and you don't know who SomeEntity is.

Express the uncertainty in the model so that your boss can make a decision on Monday. Use only *Abs* and *Var* uncertainty. Feel free to add new model elements.

Graphical: Writing (2)

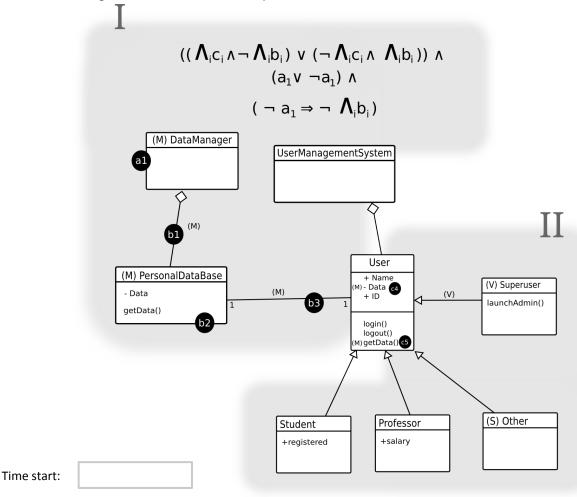


Annotation



Annotation: Reading (1)

The following is a basic model for a school personnel.



In Region I:

Circle the points of uncertainty on the diagram and **briefly** indicate what the designer is uncertain about.

For each point of uncertainty, draw ALL possible concretizations (only need to draw the relevant fragment of the model).

Time complete:	
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Annotation: Reading (2)

Time start:			
		nat the designer is unce etizations (only need to	e to mark up the diagran agment of the model).

Time complete:

Annotation: Writing (1)

Time start:		
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Look at the model on the following page. We have resolved the uncertainties for you. In region I, we have selected to drop **PersonalDataBases** and store **Data** in the **User** class. In region II, we have opted to create two new subclasses of **User** ("**AdminStaff**" and "**CaretakingStaff**"). We also opted to actually keep **Superuser** as a separate class.

But now you have more uncertainty!! Use the <u>textual annotations</u> to express the following points of uncertainty. (Note: don't make uncertainty-removing decisions.)

Region I:

You consider the possibility of creating an entirely separate class hierarchy for students. Instead of subclassing the existing **User** class, maybe **Student**s should be directly contained by the **UserManagementSystem?** That would mean that **Students** would have all attributes that **Users** have (name,data, id, login, etc). If you do that, you can focus the existing **User** class to be about employees, so you can move the "salary" attribute from **Professor** to **User**.

Try explicating the two scenarios (i.e. original system and your proposed system) in the model. Express the two alternatives by marking up the model using only *May uncertainty* and *May groupings*.

Region II:

Task 1: The admin calls you up. He wants to be able to save an (as yet unspecified) number of "adminOptions" at the UserManagementSystem class. He says will get back to you later with the particulars. Having worked with this guy for 4 years now, you know that "later" could mean next spring...

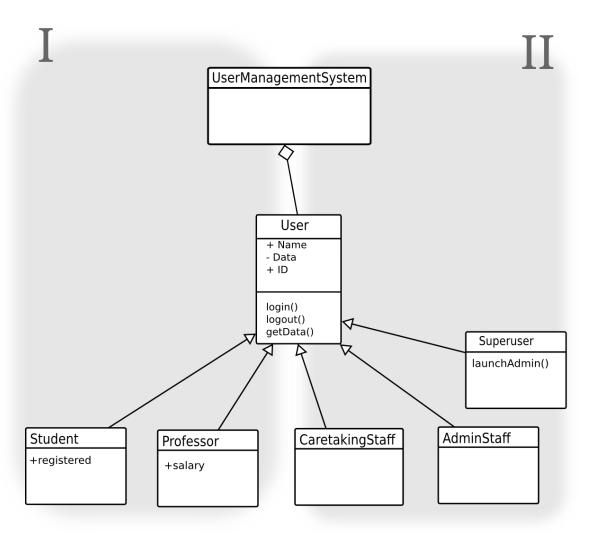
For now, try explicating his request in the Class Diagram.

Task 2: But at the same time, you think that it's high time someone stepped in to deal with this slacker. You are certain that a method "chastizeSuperuser()" should exist, but you don't know yet who should be BossOfSuperuser, containing that method

Express your idea in the class diagram, without resolving the uncertainty about the identity of **BossOfSuperuser**.

For Tasks 1 and 2, use only Abs and Var uncertainty. Feel free to add new model elements.

Annotation: Writing (2)



Abs Uncertainty

I understood this	1	2	3	<u>,</u> 4	5 .
concept well.	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree

The (S) annotation was:

Intuitive	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Easy to remember	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Efficient for reading	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Efficient for writing	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree

The graphical syntax for Set was:

Intuitive	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Easy to remember	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Efficient for reading	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Efficient for writing	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree

Other comments about either syntax (if any)	

Var Uncertainty

I understood this	. 1	2	3	.4	5 .
concept well.	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree

The (V) annotation was:

Intuitive	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Easy to remember	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Efficient for reading	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Efficient for writing	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree

The graphical syntax for Variable was:

Intuitive	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Easy to remember	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Efficient for reading	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Efficient for writing	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree

Other comments about either syr	ntax (if any)		

May Uncertainty

I understood this	1	2	3	<u>,</u> 4	5 .
concept well.	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree

The (M) annotation was:

Intuitive	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Easy to remember	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Efficient for reading	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Efficient for writing	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree

The graphical syntax for May was:

Intuitive	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Easy to remember	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Efficient for reading	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Efficient for writing	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree

Other comments about either syntax (if any)						

May Groupings of Alternatives

I understood this	1	2	3	<u>,</u> 4	5 .
concept well.	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree

The May Formula annotation was:

Intuitive	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Easy to remember	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Efficient for reading	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Efficient for writing	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree

The graphical syntax for May groupings was:

Intuitive	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Easy to remember	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Efficient for reading	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
Efficient for writing	1	2	3	4	5
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree

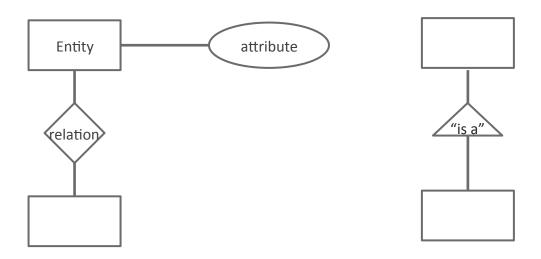
Other comments about either syntax (if any)	

	General			
Overall, did you prefer annotation-based or graphical syntax? Why?				
	Other comments, if any:			

Solutions

Base Syntax Reference

E-R Diagrams



UML Class Diagrams

