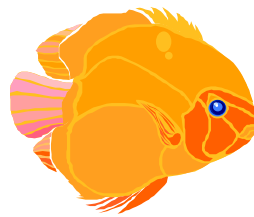




V. Object-Oriented Modeling

Object-Oriented Analysis Techniques
Coad's OOA Technique
Short History
Terminological Comparison
Remarks



Object-Oriented Analysis

- OOA is a collection of like-minded requirements modeling and analysis techniques for software systems.
- Proposed in the late '80s, such techniques have been influenced primarily by object-oriented programming, but also semantic data models and semantic networks.
- **Basic idea:** streamline software development by making **objects, classes, methods** and the like the atomic units out of which one builds requirements, designs and implementations.



Basic Concepts

- Such techniques focus on the **things** that exist within the application domain, model them with **objects**.
- These techniques use **classification**, **generalization**, **aggregation** to structure object assemblies.
- **Actions** (services/activities) are associated with objects.
- **State changes** are effected by actions performed on objects.



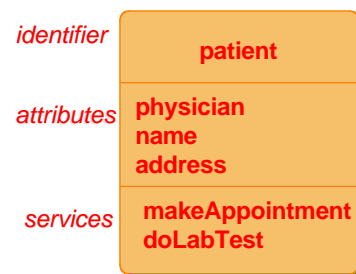
Origins of Object-Oriented Analysis

- **Object-Oriented Programming** -- tries to adopt as many of the O-O programming features to O-O design and analysis [Booch86]
- **Database Design** -- adopts semantic data modeling ideas, including E-R diagrams and generalization, aggregation, classification [Chen76]
- **Structured Analysis** -- including SADT and other structured analysis techniques [Ross77]
- **Knowledge Representation** -- uses ideas from frame-based and semantic network representations [Borgida85]



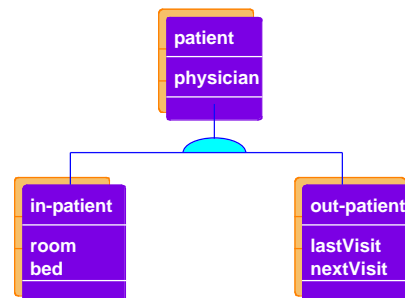
Coad's Object-Oriented Analysis

- Proposed by Peter Coad [Coad91].
- An **object** is defined as a real world entity related to the problem domain, with “crisply defined boundaries”.
- Objects are encapsulated with attributes and behaviour.
- OOA offers five kinds of concepts: **objects**, **attributes**, **structures**, **services** and **subjects**.



Gen-Spec Structures

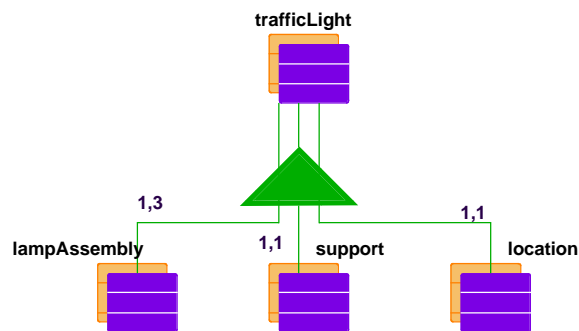
Gen-Spec (generalization/specialization) structures organize classes into taxonomies. **Patients** are either **in-patients** or **out-patients**. The **physician** attribute of **patients** is inherited by both **in-patients** and **out-patients**.





Whole-Part Structures

Whole-Part structures describe an object as an assembly of other objects. A **traffic light** consists of 0 to 3 **lampAssemblies**, a single **support** and a single **location**.



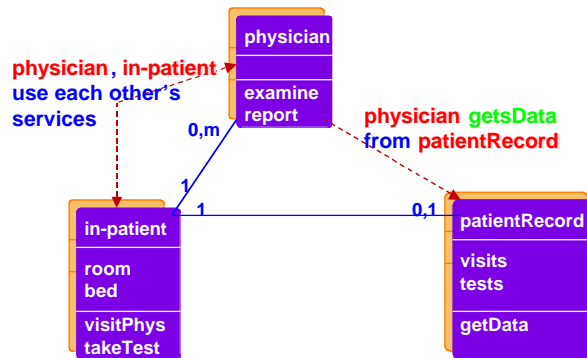
Services

- Objects provide **services** to other objects in their environments. For example, a physician object may provide services **examine, report**.
- Coad distinguishes three types of services:
 - **Occurrence services**, whereby objects are created, destroyed, changed,...;
 - **Calculate services**, where an object performs a calculation for some other object;
 - **Monitor services**, where an object is monitoring some process to see if some condition applies;
- A special notation is used (dashed-line arrow) to indicate that an object is using services from another object.

OOA views the world with Smalltalk glasses...



Services and Relationships



Methodology

- Identify objects and **classes** (i.e., generic objects)
- Identify **structures** and build generalization, aggregation hierarchies.
- Define **subjects**. These partition all the objects and classes of an object model into subject layers, which represent the application from a particular perspective. Often whole Gen-Spec or Part-Whole structures are grouped under one subject.
- Identify information that should be associated with each object. Place **attributes** at the right structural level.
- Define **services** for each class.



Terminology

| OOA | OOSE (Jacobson) | OOD (Booch) Metaclass | OMT (Rumbaugh) |
|--------------------|--------------------|-----------------------------|-------------------|
| Object | Instance | Object | Object |
| Gen-Spec | Inheritance | inherits | Generalization |
| Whole-Part | Consists-of | | Aggregation |
| Instance conn. | Acquaintance | | Link |
| Message | Stimuli | Message | Event |
| Message conn. | Communication | | |
| Attribute | Attribute | | Attribute |
| Service | Operation | | Operation |
| Subject | ~View (subsystem) | | Sheet |
| (Execution thread) | Use case | | ~Scenario |
| (User) | Actor | | |



What is Good About OOA?

Advances the state-of-practice! Earlier prevalent modeling techniques, such as structured analysis (SA), data flow diagrams (DFD), entity-relationship diagrams (ERD),... were:

- **fragmented**, e.g., use of data flow and entity-relationship diagrams
- **weakly structured**: see DFD and ERD
- **informal** : see DFD
- based on an **outdated programming paradigm** (structured programming)

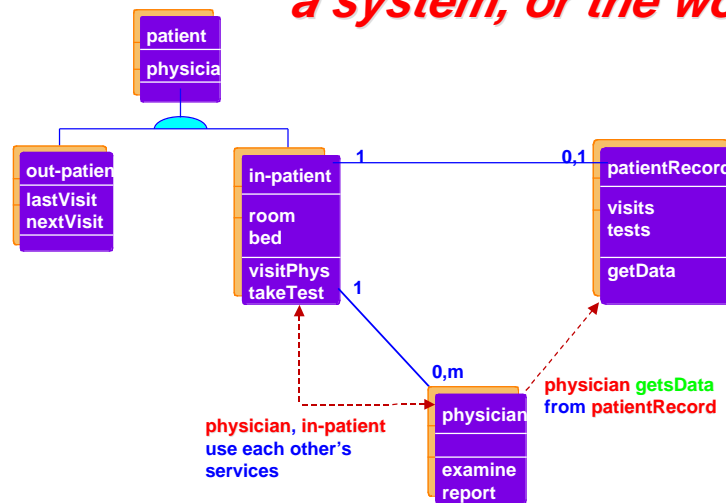


What is Questionable About OOA?

- Is OOA intended for modeling **software**, or **applications**? If only the former, then it is not meant for requirements modeling!
- Its ontological assumptions. Who says that **objects**, **relationships**, **services** and the like constitute a good set of primitive concepts for modeling the real world? ...organizations? ...people? ...industrial processes?
- The promise of easier design and implementation won't work for large systems where requirements, design and implementation have drastically different architectures and are based on very different concepts.



What does this model, a system, or the world?





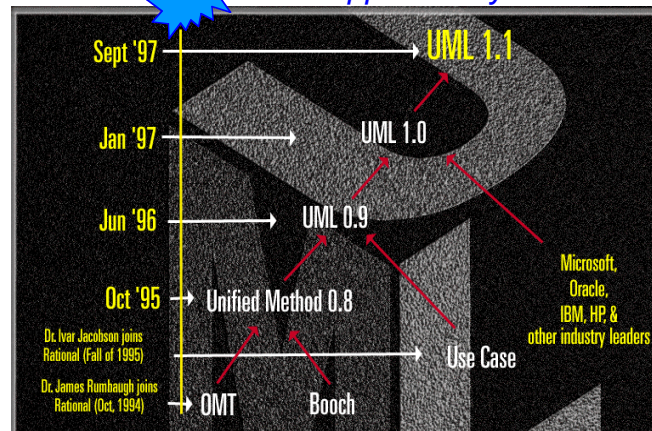
The Unified Modeling Language (UML)

- Booch and Rumbaugh started working towards a unified modelling language (UML) in 1994 under the auspices of Rational Inc. They were later joined by Jacobson.
- UML only offers a notation, not a methodology for modeling (as various OOA techniques do).
- Combines Jacobson's use cases with Booch and Rumbaugh concepts for object modeling, along with statecharts.
- UML has been adopted by the Object Management Group (OMG) as an (object) modeling standard. OMG UML 1.0 is the first version of this new modeling standard.



UML History

Nov '97  UML approved by the OMG





References

- [Booch86] Booch, G., "Object-Oriented Development", *IEEE Transactions on Software Engineering* 12(2), February 1986.
- [Booch94] Booch, G., *Object-Oriented Analysis and Design*, Benjamin-Cummings, 1994 (2nd edition).
- [Coad91] Coad, P. and Yourdon, E., *Object-Oriented Analysis*, Prentice Hall, 1991.
- [Jacobson92] Jacobson, I., Christerson, M., Jonsson, P., Overgaard, G., *Object-Oriented Software Engineering*, Addison-Wesley, 1992.
- [Martin93] Martin, J., *Object-Oriented Analysis and Design*, Prentice-Hall, 1993.
- [Rumbaugh91] Rumbaugh, J., Blaha, M., Premerlani, W., Eddy, F., Lorensen, W., *Object-Oriented Modeling and Design*, Prentice-Hall, 1991.
- [UML00] <http://www.rational.com>