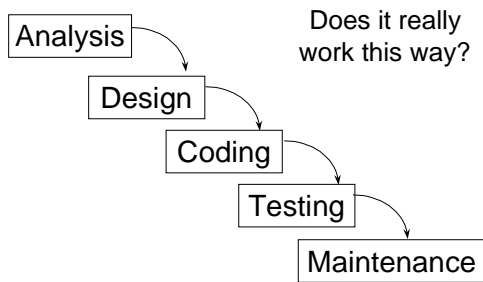


Software Development Process

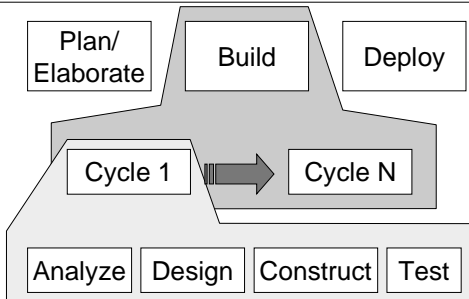
- **Activities**
 - Definition
 - Details
- **Sequence**
 - Timing
 - Iteration?



Waterfall Model



Another Approach



Requirements Text, page 41

- **Overview statement**
- **Identification of customer(s)**
- **Goals**
- **System functions**
 - Evident, hidden, frill (?)
- **System attributes**
 - Response time, interface, platform

Unified Modeling Language

- **Merge two common OO methods**
 - Booch method
 - Grady Booch
 - Object modeling technique - OMT
 - Jim Rumbaugh
- **Later addition: use cases, etc.**
 - Ivar Jacobson

Ivar Jacobson



A Tool: Use Cases

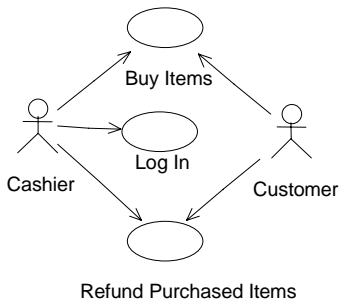
- **Narratives**
- **Describe sequence of events**
 - Actor
 - System
 - Process
- **Illustrate and imply requirements**

Use Case Format

Text, page 49

- **Actors**
- **Purpose**
- **Type**
 - Primary, secondary, optional
 - Essential, real
- **Description**
 - High-level or expanded
 - Normal/alternative courses of events

Use Case Diagrams



Exercise



- **Faculty scheduling system**
 - Course assignments
 - Workloads
 - No student or class time handling
- **Preliminary requirements**
- **Create use case(s)**
