

## Software Development Processes:

Those in engineering and science will sooner or later either be members of teams solving some large project, or be managing teams solving some large project. There needs to be a way in which to synchronize the members of the team and the project development, so that everyone on the team knows what parts they must complete, and when, without interfering with the work being done by other members of the team. For this purpose, when working on large projects, there needs to be a synchronizing process that puts all the members of the team on the same page, and so that all the members know what they must work on. There are two main approaches to synchronizing the team members on a project, 1. using a static method, and 2. using an agile method.

-The most standard and oldest software development process is the waterfall model. It is composed of the following steps:

1. Requirements Specifications
2. Design
3. Implementation
4. Integration
5. Testing
6. Installation
7. Maintenance

A static approach is very useful because it can be planned out to completion at the very start of the project, and each part could then be assigned to every team member. Within a company, this also allows for technical writers to begin working on documentation based on the requirements section of the document.

In a competitive market though, a company can not wait two or three years to produce a polished product. For example, assume that you're developing a software product using the static model, and that you will have a full product produced in 1 year. But your competitor in the same area has decided to release their unpolished version a few months before you. A number of costumers will start using your competitor's product, and while they are doing so they will become more familiar with its interface, and begin establishing repore with that company. Thus, even though you might release a better and more polished product a few months after your competitor, there will be a large portion of the market that is already used to your competitor's product, and thus they will not be willing to switch.

An iterative and agile approach to product development allows you to get to market before the competition. In software, first mover advantage [1] is significant

The agile approaches to software development, like XP and Scrum for example, are more flexible. They are constantly interacting with their costumers, and based on this feedback adjust various features of the product, dropping some, adding others. But there is an overhead to agile development, and that overhead is team synchronization. Every time a feature of a product is changed, there needs to be another meeting, and document specifications have to be rewritten or readjusted. Also, if there is a documentation team, they might have to rewrite things again and again if features keep changing on monthly bases for example. For this reason there is now a market opening for startups creating agile project management tools[2], allowing for an easier documentation exchange, synchronization, distribution and assignment of work within the team.

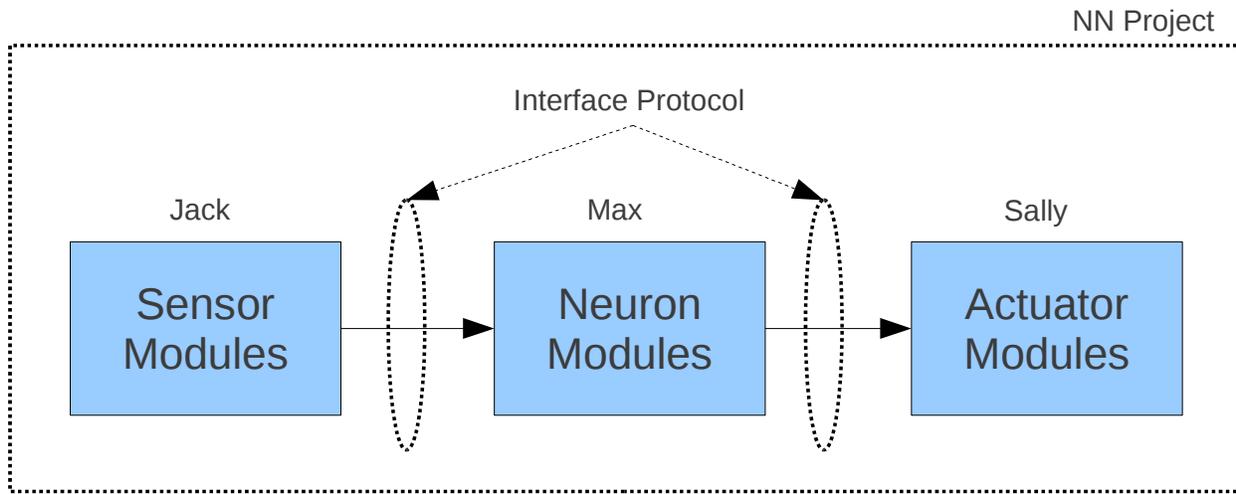
[1] [http://en.wikipedia.org/wiki/First-mover\\_advantage](http://en.wikipedia.org/wiki/First-mover_advantage)

[2] <http://www.acunote.com>

## UML:

Software projects are usually large and complex, composed of multiple interacting modules. There is a need to represent the interacting modules and the architecture of the project in a manner that is easy to grasp. Rather than writing pages upon pages of how each particular module and function within a larger project are interacting with each other, a visual diagram can much more rapidly be absorbed by team members. Also, it is much easier to diagram the various parts of the software, and then assign those parts to the members. Through a diagram each member would know exactly what part he is working on, and how it functions with relation to the other modules in the project, as shown in Fig-1.

Fig-1: An example diagram of a 3 module Neural Network software, each isolated module assigned to a different team member.



Different diagramming methods have different advantages and disadvantages. The following 3 diagramming methods are used within the assigned homework:

1. Activity Diagram [3]
2. Use Case Diagram [4]
3. Sequence Diagram [5]

## Activity Diagram

Quoted from [3]: “**Activity Diagrams:** are graphical representations of [workflows](#) of stepwise activities and actions with support for choice, iteration and concurrency. Activity diagrams are constructed from a limited number of shapes, connected with arrows. The most important shape types:

- *rounded rectangles* represent *activities*;
- *diamonds* represent *decisions*;
- *bars* represent the start (*split*) or end (*join*) of concurrent activities;
- a *black circle* represents the start (*initial state*) of the work-flow;
- an *encircled black circle* represents the end (*final state*).

Arrows run from the start towards the end and represent the order in which activities happen.” These most often used shapes are shown in Fig-2, with an example of a model in Fig-3..

Fig-2: Most important activity diagram shapes

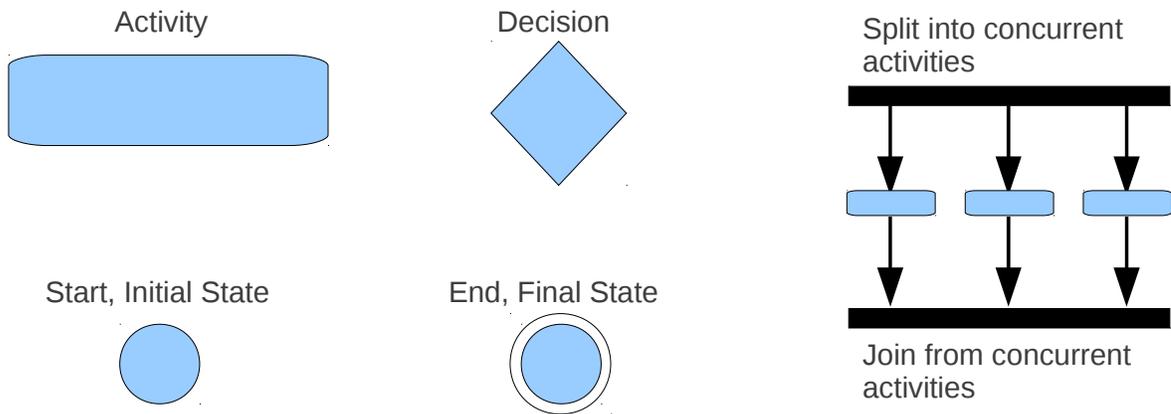
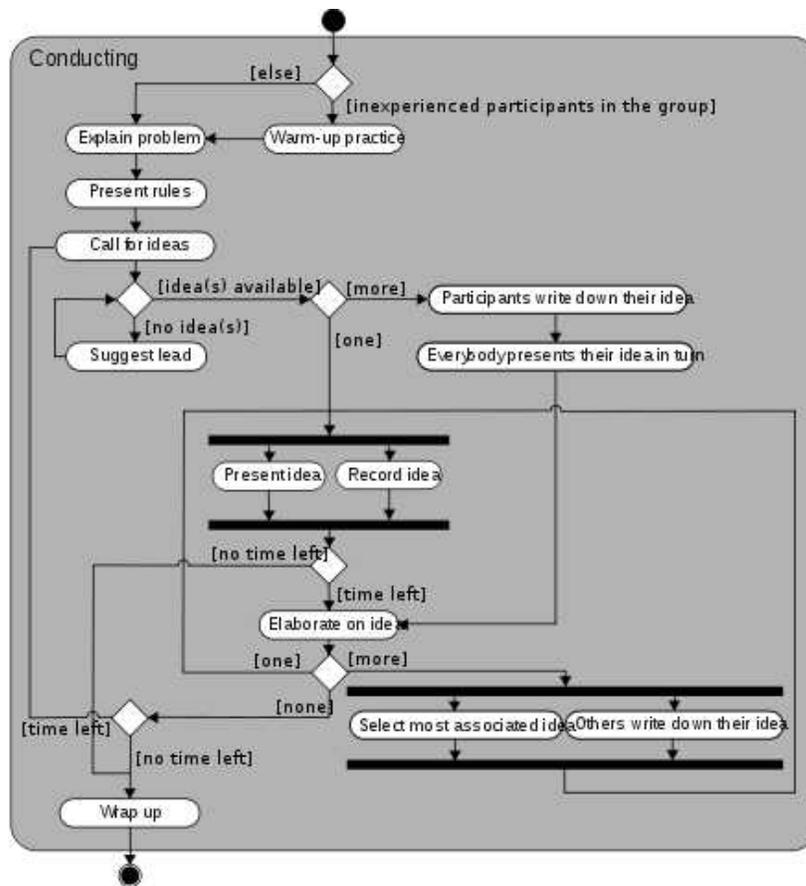


Fig-3: Activity diagram of the brainstorming process.



### Sequence Diagram:

Quoted from [4]. **“Sequence Diagrams:** show how processes operate with one another and in what order. A sequence diagram shows, as parallel vertical lines (*lifelines*), different processes or objects that live simultaneously, and, as horizontal arrows, the messages exchanged between them, in the order in which they occur.”

Sequence Diagrams are excellent for representing message passing of parallel processes. If you've ever taken a computer networking class and remember the diagrams drawn, with messages being passed

from one computer to another, these were the Sequence Diagrams. For example, assume I need to quickly show how a Neural Network works, and the pattern of signal passing between the sensors, neurons, and actuators of this type of distributed system. It is very simple to do so using this diagram, as shown in Fig-4. Another example is shown in Fig-5. Some diagramming methods are better suited for particular jobs than others.

Fig-4: A simple neural network (NN) architecture, and the pattern of signal passing between the network's elements. First the sensor process (independent parallel program) sends a signal to N1 & N2 , N1 & N2 process the signal, then N1 sends its output to N3, and N2 sends its output to N4. N3 sends its output to the actuator, and N4 replies to N2 and sends an output to the actuator as well. Sometime later, the user from the outside, terminates all the elements of this neural network.

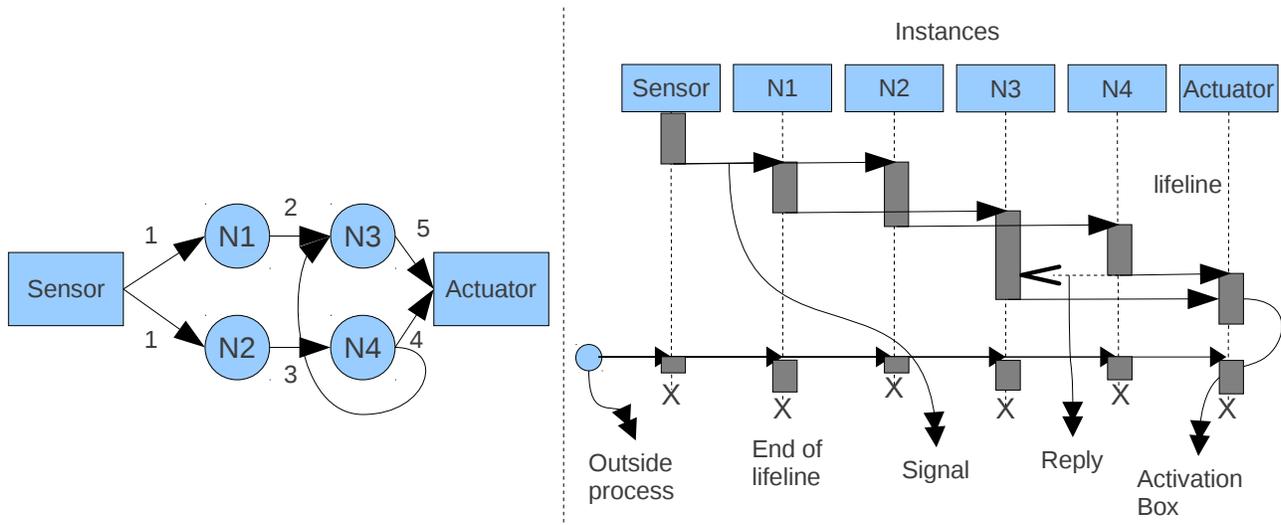
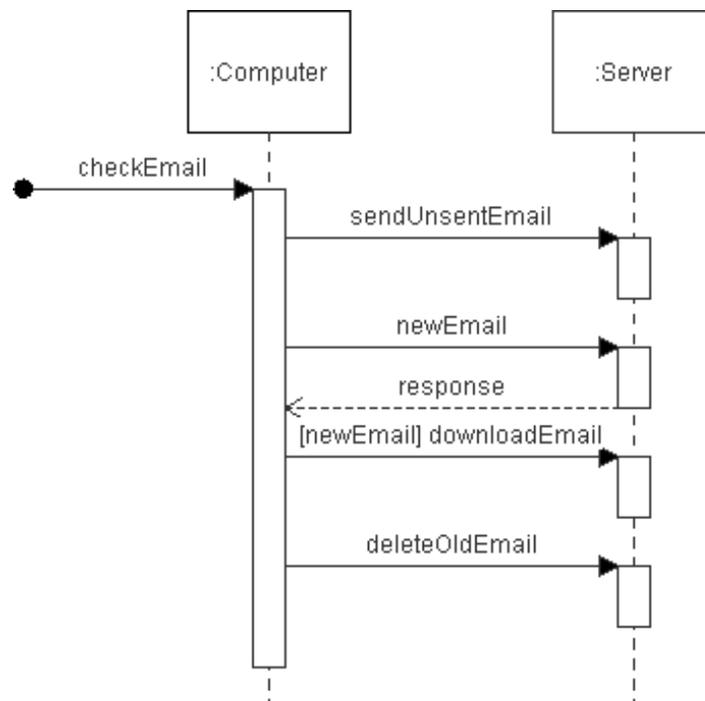


Fig-5: Sequence diagram of checking your email.



### “Diagram Building blocks:

If the lifeline is that of an object, it demonstrates a role. Note that leaving the instance name blank can represent anonymous and unnamed instances.

In order to display interaction, messages are used. These are horizontal arrows with the message name written above them. Solid arrows with full heads are synchronous calls, solid arrows with stick heads are asynchronous calls and dashed arrows with stick heads are return messages.

Activation boxes, or method-call boxes, are opaque rectangles drawn on top of lifelines to represent that processes are being performed in response to the message.

Objects calling methods on themselves use messages and add new activation boxes on top of any others to indicate a further level of processing.

When an object is destroyed (removed from memory), an X is drawn on top of the lifeline, and the dashed line ceases to be drawn below it. It should be the result of a message, either from the object itself, or another.

A message sent from outside the diagram can be represented by a message originating from a filled-in circle or from a border of sequence diagram.”

### Use Case Diagram:

Quoted from [5]: **Use Case Diagram:** is a type of behavioral diagram defined by and created from a Use-cases analysis. Its purpose is to present a graphical overview of the functionality provided by a system in terms of actors, their goals (represented as use cases), and any dependencies between those use cases. The main purpose of a use case diagram is to show what system functions are performed for which actor.

#### Diagram Building Blocks:

*Use cases* : A use case describes a sequence of actions that provide something of measurable value to an actor and is drawn as a horizontal ellipse.

*Actors*: An actor is a person, organization, or external system that plays a role in one or more interactions with the system.

*System boundary boxes (optional)* : A rectangle is drawn around the use cases, called the system boundary box, to indicate the scope of system. Anything within the box represents functionality that is in scope and anything outside the box is not.

*Include*: In one form of interaction, a given use case may *include* another. "Include is a Directed Relationship between two use cases, implying that the behavior of the included use case is inserted into the behavior of the including use case".

*The first use case often depends on the outcome of the included use case.* This is useful for extracting truly common behaviors from multiple use cases into a single description. The notation is a dashed arrow from the including to the included use case, with the label "«include»". This usage resembles a macro expansion where the included use case behavior is placed in-line in the base use case behavior. There are no parameters or return values. To specify the location in a flow of events in which the base use case includes the behavior of another, you simply write *include* followed by the name of use case you want to include.

*Extend*: In another form of interaction, a given use case (the extension) may *extend* another. The relationship indicates that the behavior of the extension use case may be inserted in the extended use case under some conditions. The notation is a dashed arrow from the extension to the extended use

case, with the label "«extend»". The notes or constraints may be associated with this relationship to illustrate the conditions under which this behavior will be executed.

Modelers use the «extend» relationship to indicate use cases that are "optional" to the base use case. Depending on the modeler's approach "optional" may mean "potentially not executed with the base use case" or it may mean "not required to achieve the base use case goal".

*Generalization:* In the third form of relationship among use cases, a *generalization/specialization* relationship exists. A given use case may have common behaviors, requirements, constraints, and assumptions with a more general use case. In this case, describe them once, and deal with it in the same way, describing any differences in the specialized cases. The notation is a solid line ending in a hollow triangle drawn from the specialized to the more general use case (following the standard generalization notation)

*Associations:* Associations between actors and use cases are indicated in use case diagrams by solid lines. An association exists whenever an actor is involved with an interaction described by a use case. Associations are modeled as lines connecting use cases and actors to one another, with an optional arrowhead on one end of the line. The arrowhead is often used to indicate the direction of the initial invocation of the relationship or to indicate the primary actor within the use case. The arrowheads imply control flow and should not be confused with data flow.”

Fig-4 & Fig-5 show use case diagram examples, while Fig-6 presents the diagram building blocks.

Fig-4: Use case diagram example, simple restaurant model.

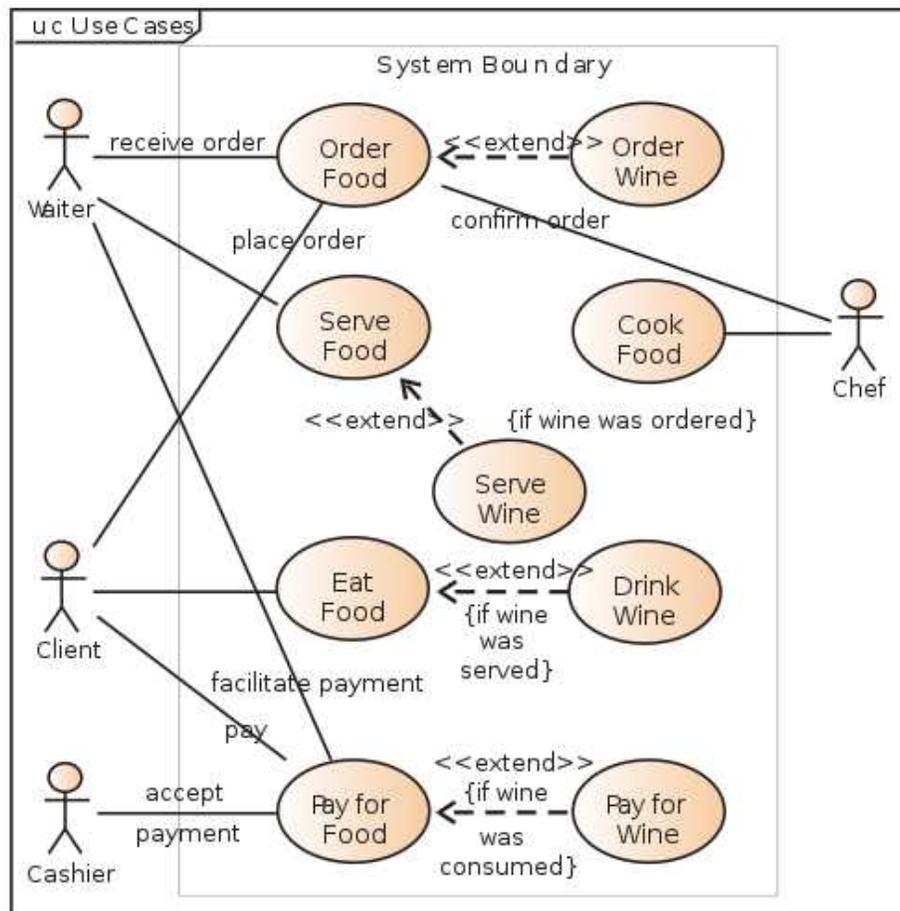


Fig-5: Use case diagram example, simpler restaurant model.

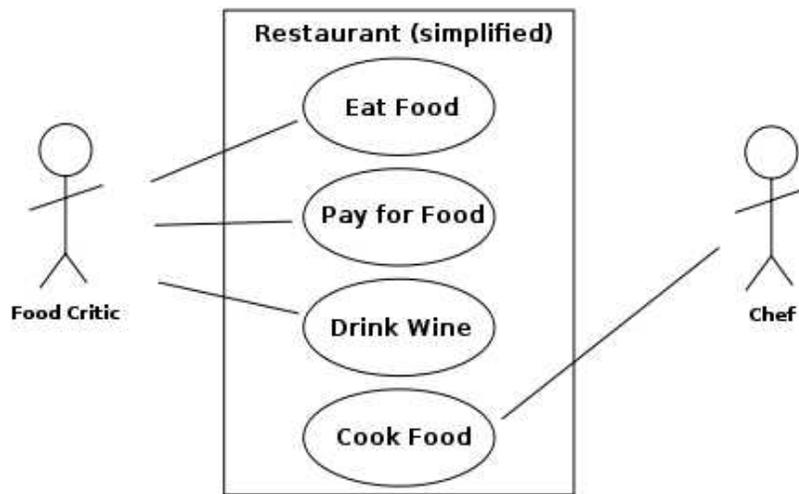
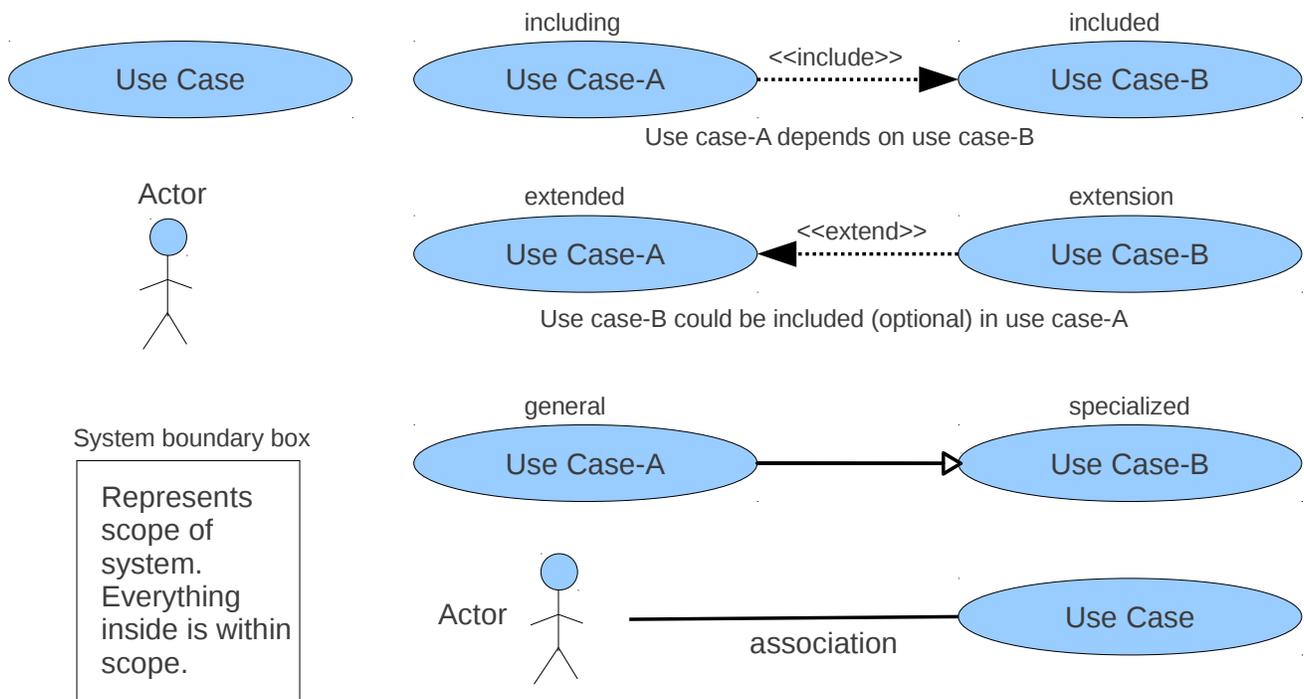


Fig-6: Use case diagram building blocks.



[3] [http://en.wikipedia.org/wiki/Activity\\_diagram](http://en.wikipedia.org/wiki/Activity_diagram)

[4] [http://en.wikipedia.org/wiki/Sequence\\_diagram](http://en.wikipedia.org/wiki/Sequence_diagram)

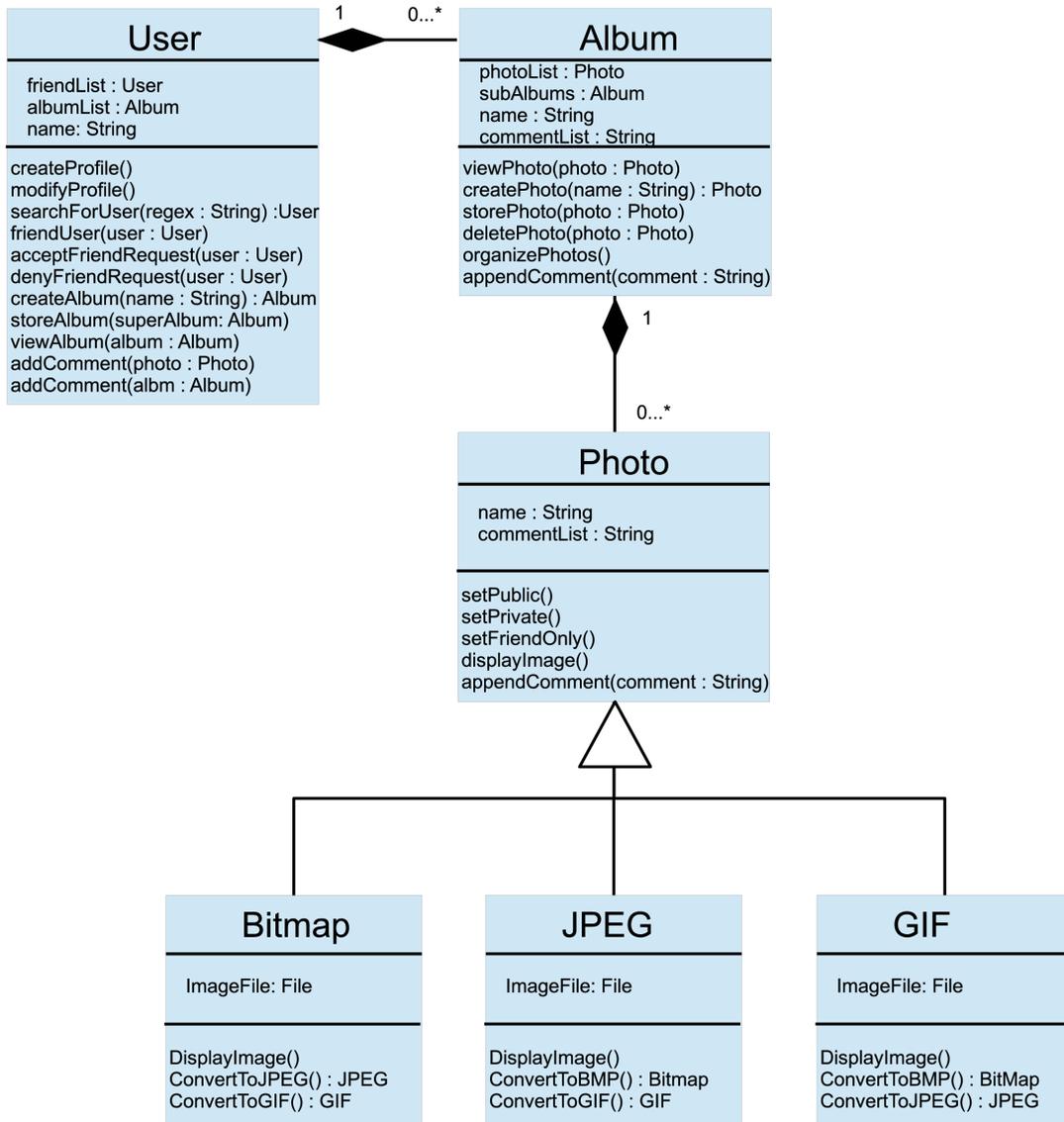
[5] [http://en.wikipedia.org/wiki/Use\\_case\\_diagram](http://en.wikipedia.org/wiki/Use_case_diagram)

### Class Diagram Example:

Suppose you are responsible for designing an online photograph library. Users should be able to create and modify their profile, upload and manage their images, and share their images with selected friends. You assume the roles of both the system analyst and the developer. Following are the requirements of the system:

- \*Each user should be able to create and modify their profile
- \*Each user should be able to search for and friend other users
- \*Each user should be able to accept or deny friend requests
- \*Each user should be able to create, store and view albums
- \*Each user should be able to create, delete, store, view, and organize photos
- \*Each user should be able to mark their photos as public, private, or friends-only
- \*Each user should be able to add comments to both photos and albums

Class Diagram: Include the following classes: Photo, JPEG, Bitmap, GIF, Photo Album, User:



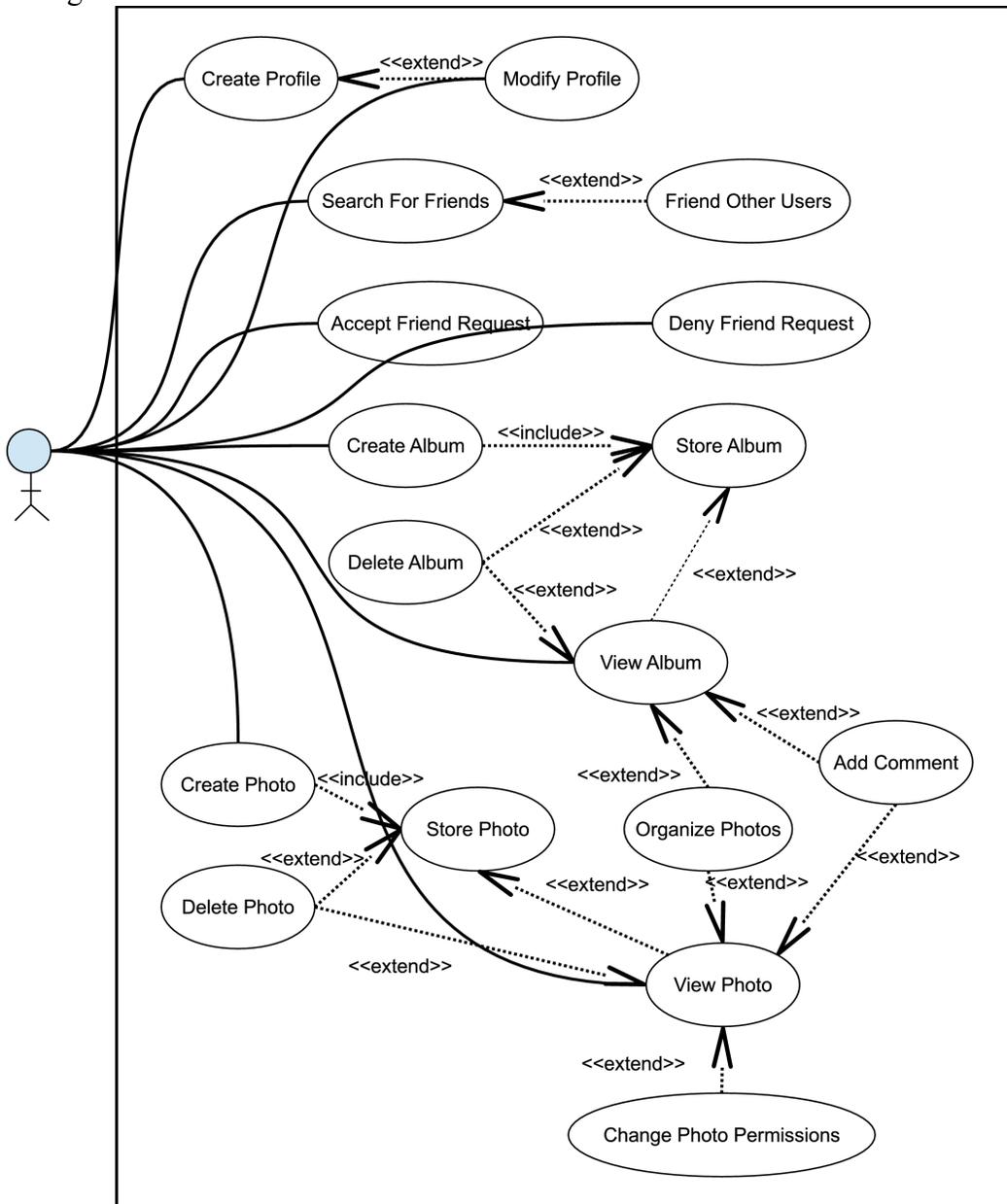
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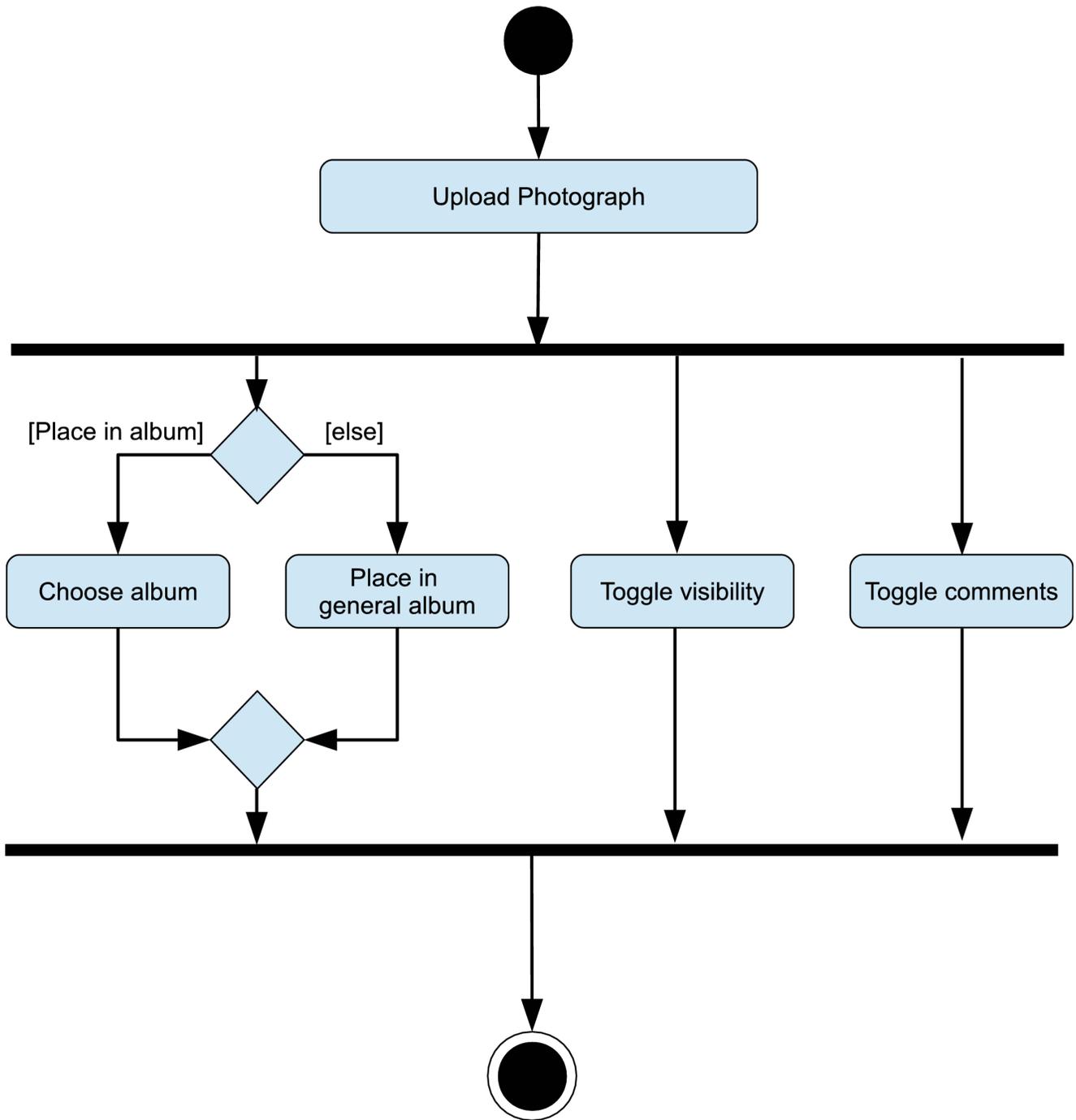
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(a) Use case diagram

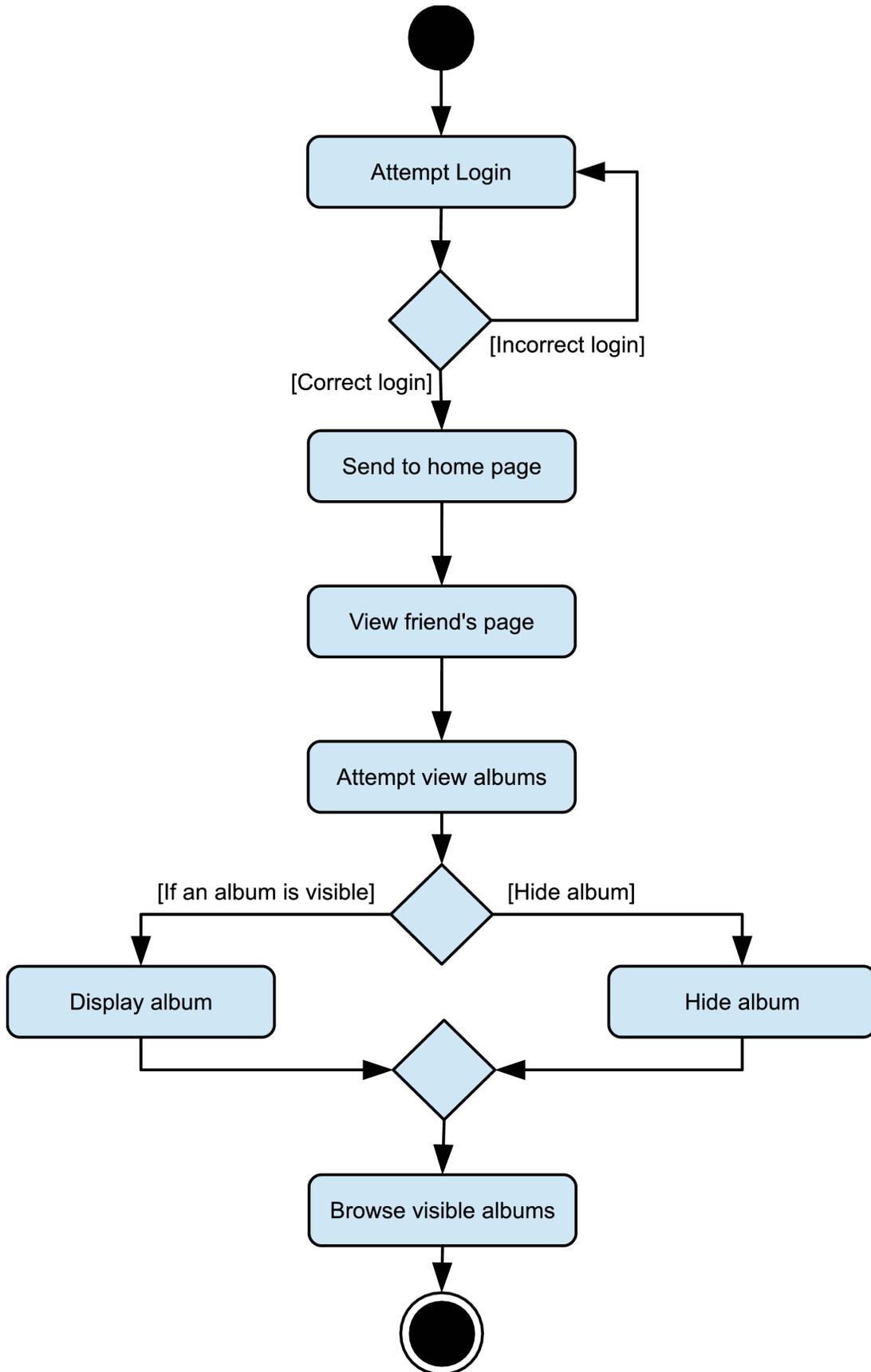


(b) Activity diagram for the following processes

1. Uploading a new photograph (include album placement, visibility, and comments)

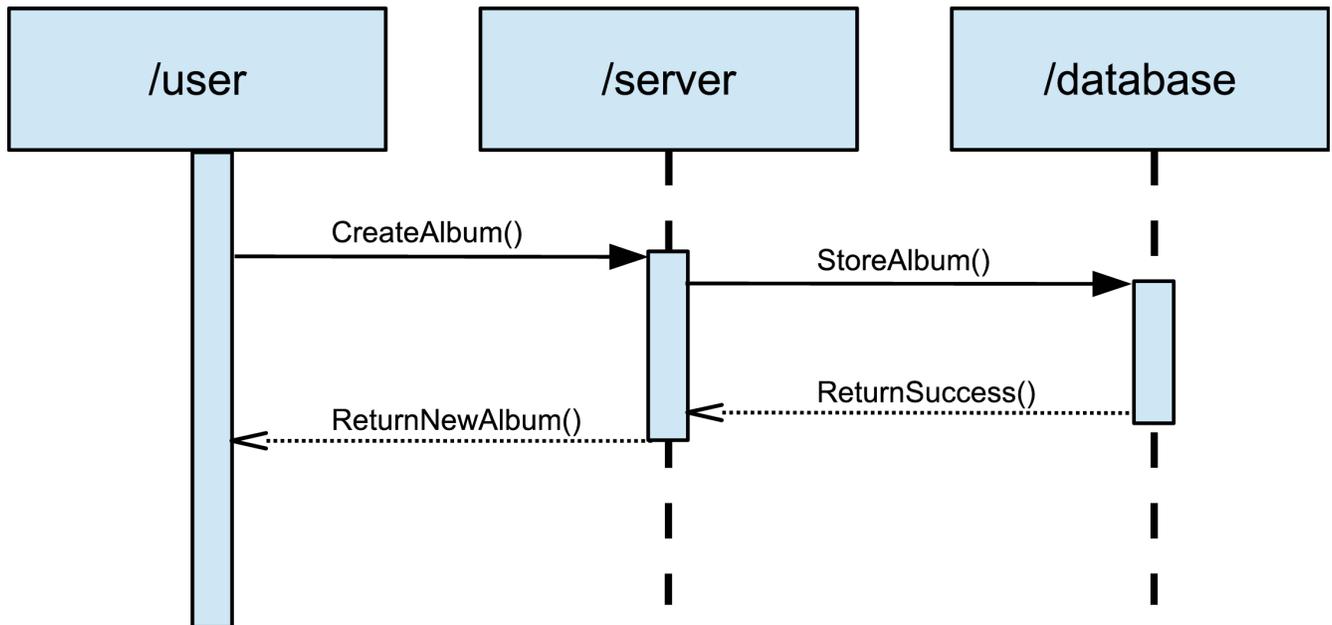


2. Viewing a friend's albums (include login, permission checks, and browsing)

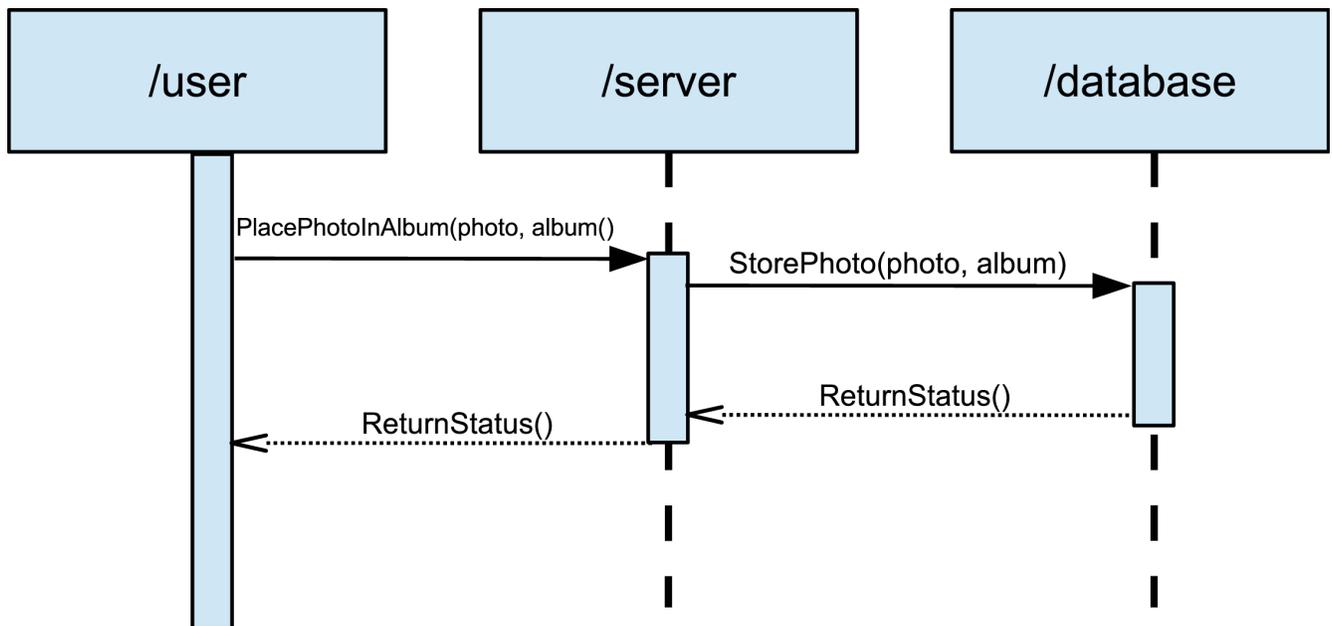


C) Sequence diagrams

1) Creating a new album



2) Placing an existing photo within an existing album



3) Sending a friend request to another user

