



## *2c. Object-Oriented Modeling*

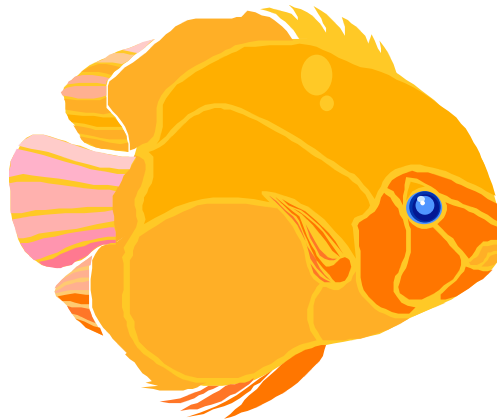
*Object-Oriented Analysis Techniques*

*Coad's OOA Technique*

*Short History*

*Terminological Comparison*

*Remarks*





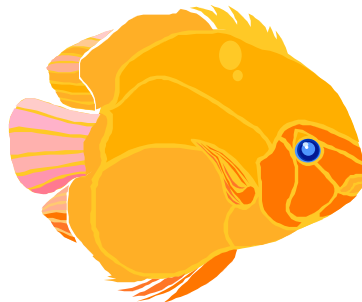
# Object-Oriented Analysis

- 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.





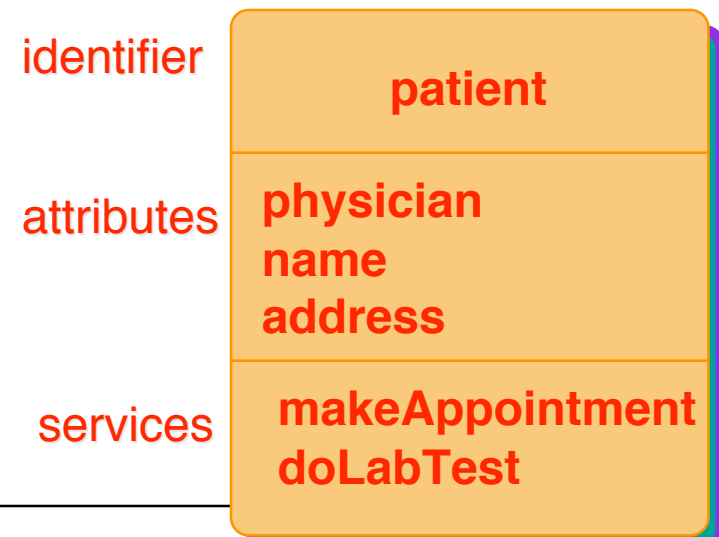
# Origins of Object-Oriented Analysis

- **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

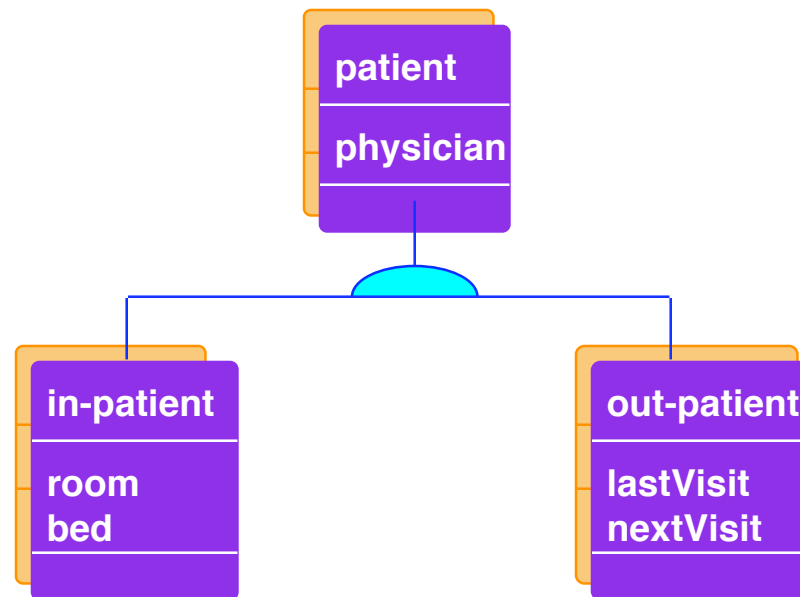
- Proposed by Peter Coad [Coad91].
- An **object** is defined as a real world entity related to the problem domain, with “crisply defined boundaries”.
- Objects are encapsulated with attributes and behaviour.
- OOA offers five kinds of concepts: **objects**, **attributes**, **structures**, **services**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





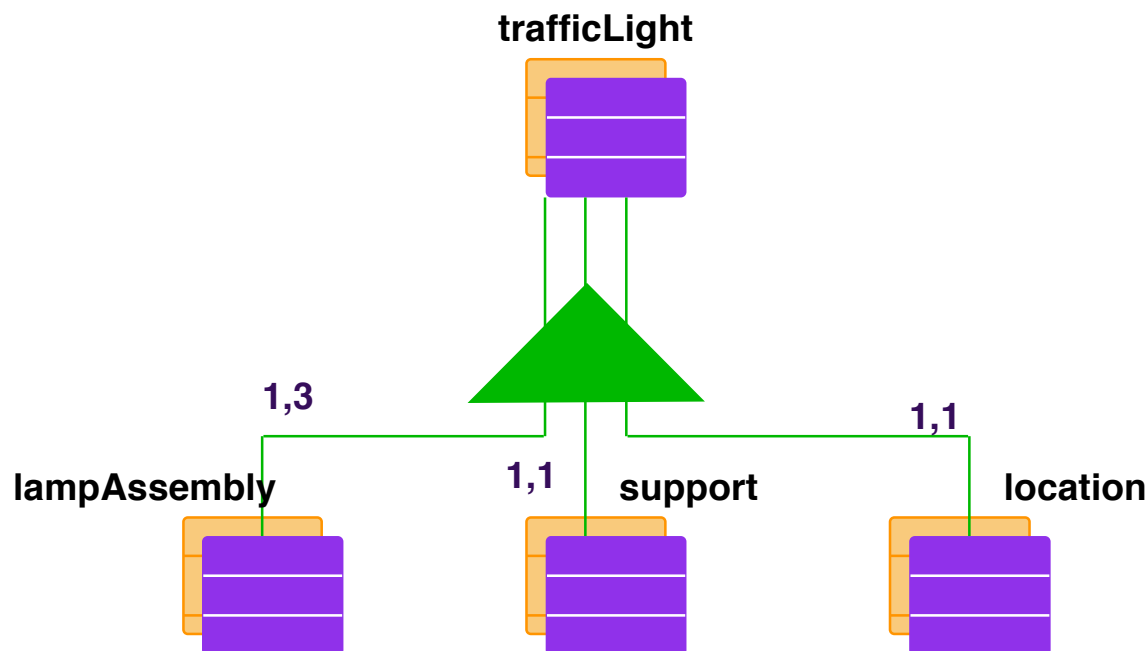
# Gen-Spec Structures

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

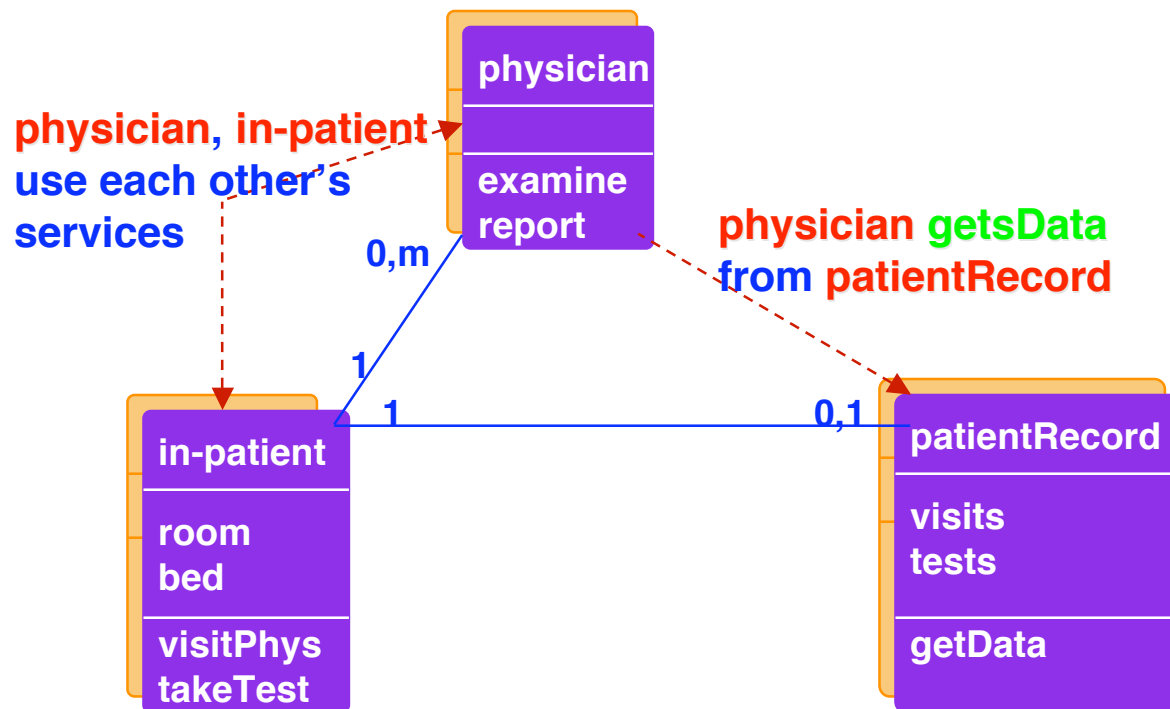
- ⇒ Objects provide *services* to other objects in their environments. For example, a physician object may provide services *examine*, *report*.
- ⇒ Coad distinguishes three types of services:
  - ✓ *Occurrence services*, whereby objects are created, destroyed, changed,...;
  - ✓ *Calculate services*, 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

Object

Gen-Spec

Whole-Part

Instance conn.

Message Stimuli

Message conn.

Attribute

Service

Subject

(Execution thread)

(User)

## OOSE

(Jacobson)

Instance Object

Inheritance

Consists-of

Acquaintance

Communication

Attribute

Operation

~View (subsystem)

Use case

Actor

## OOD

(Booch)

Metaclass

inherits

Message Event

## OMT

(Rumbaugh)

Object

Generalization

Aggregation

Link

Attribute

Operation

Sheet

~Scenario



# *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)

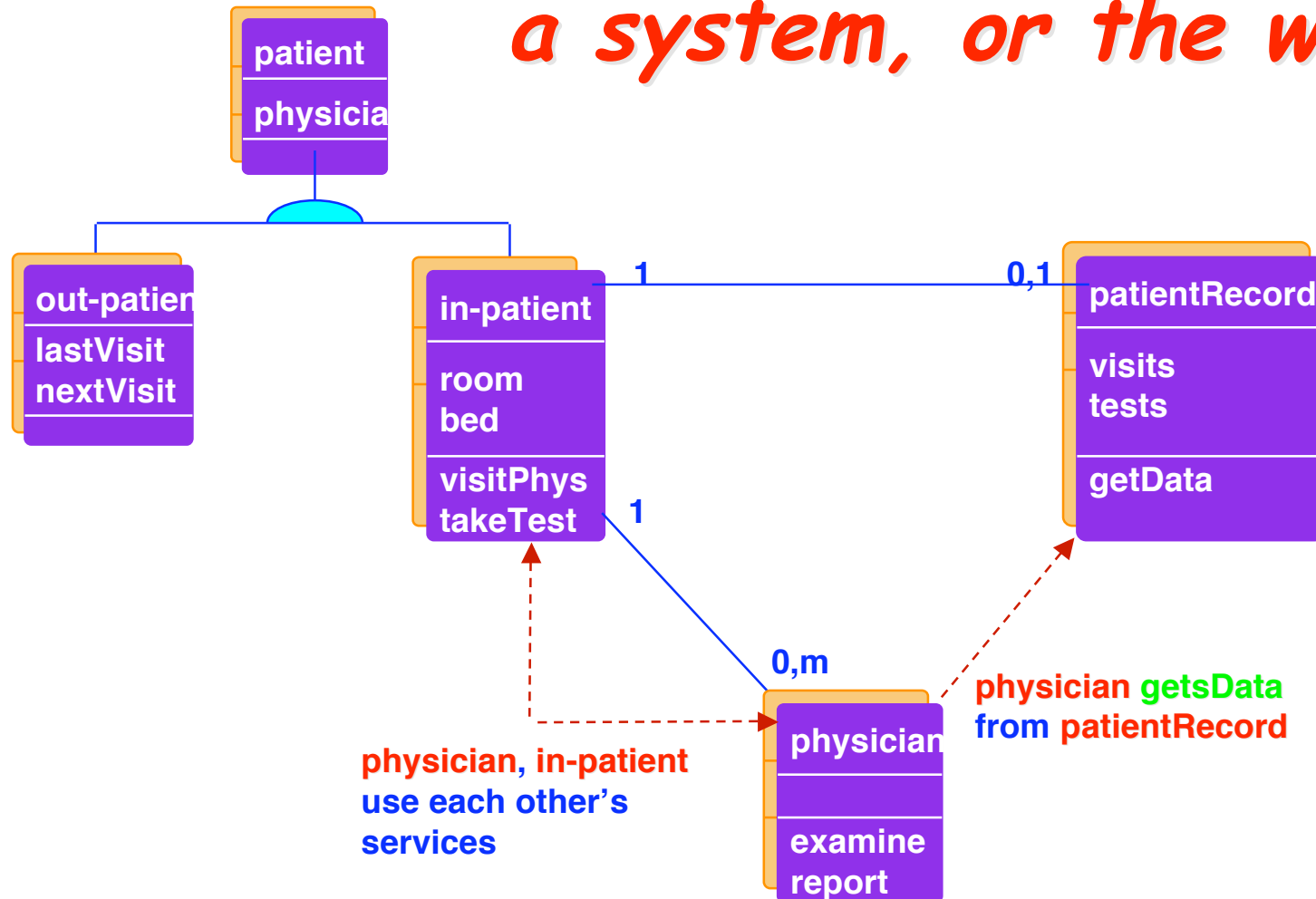


# What is Questionable About OOA?

- 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)*

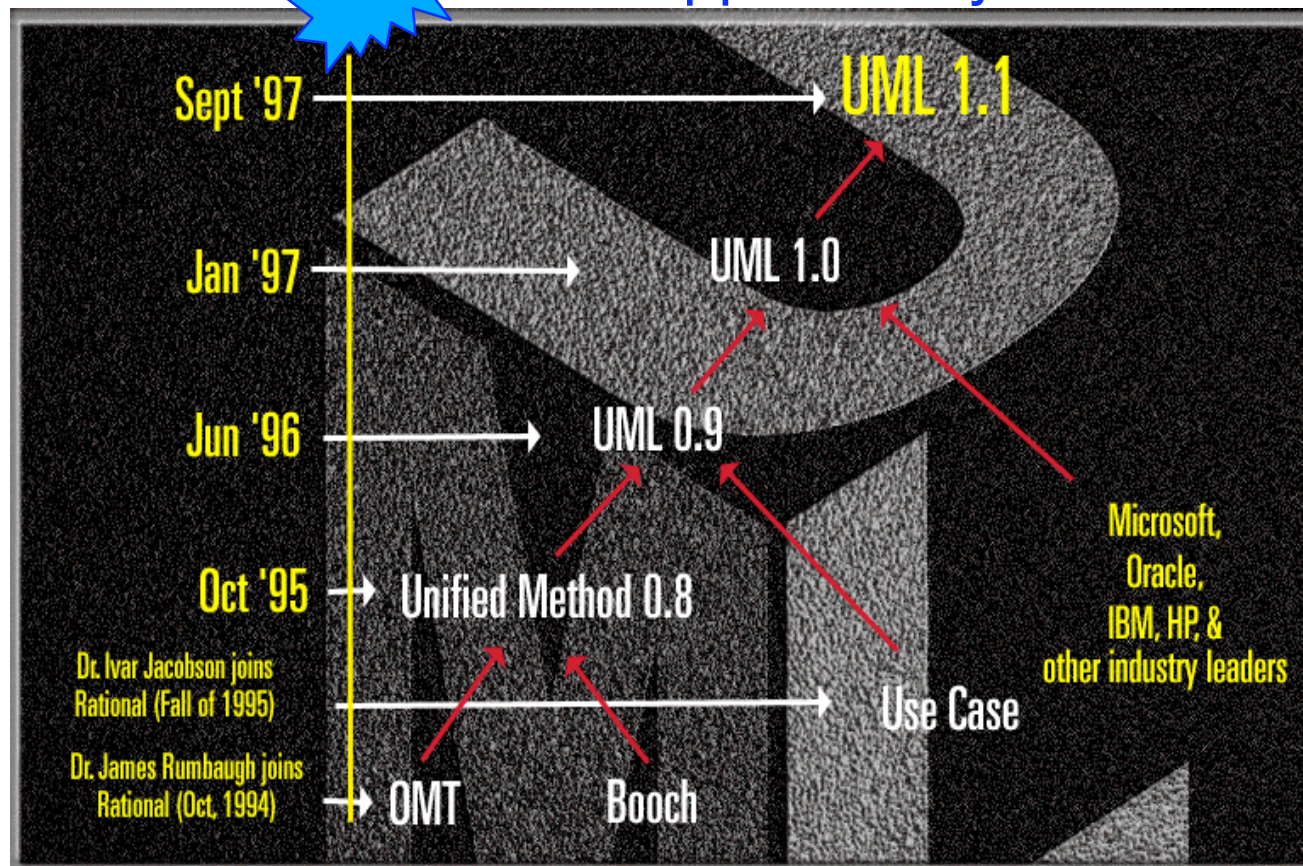
- Booch and Rumbaugh started working towards a unified modelling language (UML) in 1994 under the auspices of Rational Inc. They were later joined by Jacobson.
- UML only offers a notation, not a methodology for modeling (as various OOA techniques do).
- Combines Jacobson's use cases with Booch and Rumbaugh 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>