

# Τεχνολογία Λογισμικού

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UML diagrams, consistency, facets, examples

# Παραδοτέα εργασίας, revisited

Παραδοτέο	Ομάδα 5 ατόμων	Ομάδα 6 ατόμων	Ομάδα 7 ατόμων					
Documentation - Diagrams								
Εγγραφο StRS - Stakeholders Requirements Specification	NAI	NAI	NAI					
Εγγραφο SRS - Software Requirements Specification	2-3 Use Cases	3-4 Use Cases	4-5 Use Cases					
Διαγράμματα UML Use Case	NAI	NAI	NAI					
Διαγράμματα UML Activity	А	ντίστοιχα με τα Use Case	9S					
Διαγράμματα UML Sequence ή Communication	Διαγράμματα UML Sequence ή Communication Αντίστοιχα με τα Use Cases							
Διαγράμματα UML Deployment / Component	NAI	NAI	NAI					
Διαγράμματα UML Class	NAI	NAI	NAI					
Διαγράμματα ER	NAI NAI		NAI					
Source code - implementation								
Πηγαίος κώδικας εφαρμογής - web client	NAI	NAI	NAI					
Πηγαίος κώδικας εφαρμογής - server	NAI	NAI	NAI					
RESTful API	NAI	NAI	NAI					
Mobile app		Προαιρετικό	Προαιρετικό					
Εκτελέσιμη μορφή	NAI	NAI	NAI					

#### **UML**: a communication tool

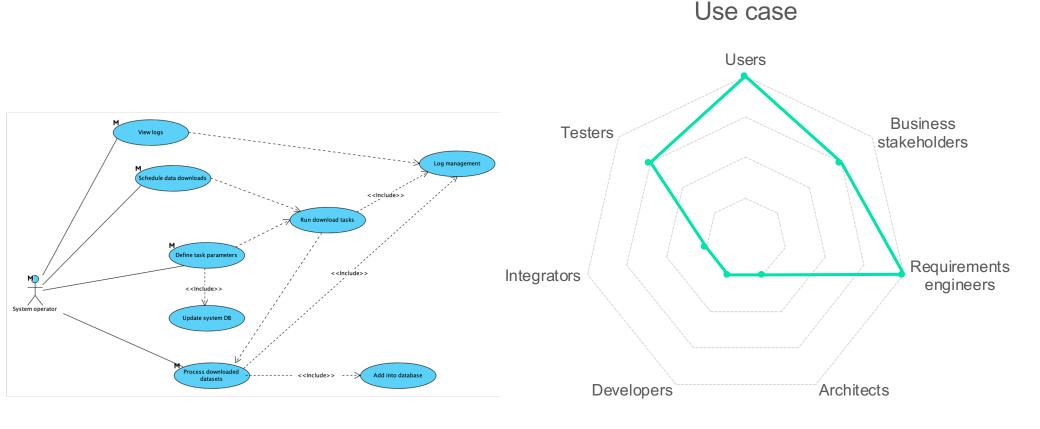
#### What is communication about:

- Who communicates?
- What is communicated?
- To whom is it communicated?

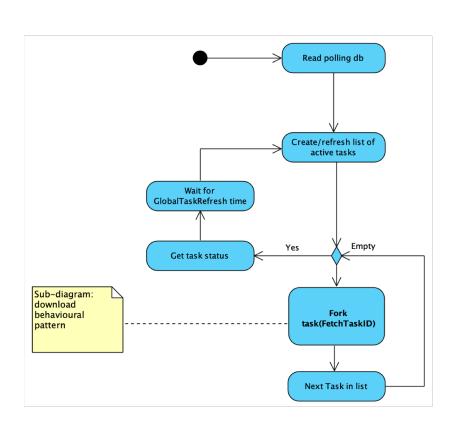
#### Challenges

- Not uniform (if any, at all) understanding of the means of communication
- Different perspectives
- Conflicting interests, mutually exclusive constraints and goals

Use case diagrams communicate system's aspects visible to users



Activity diagrams communicate system's (intended) behavior in a comprehensive, familiar form

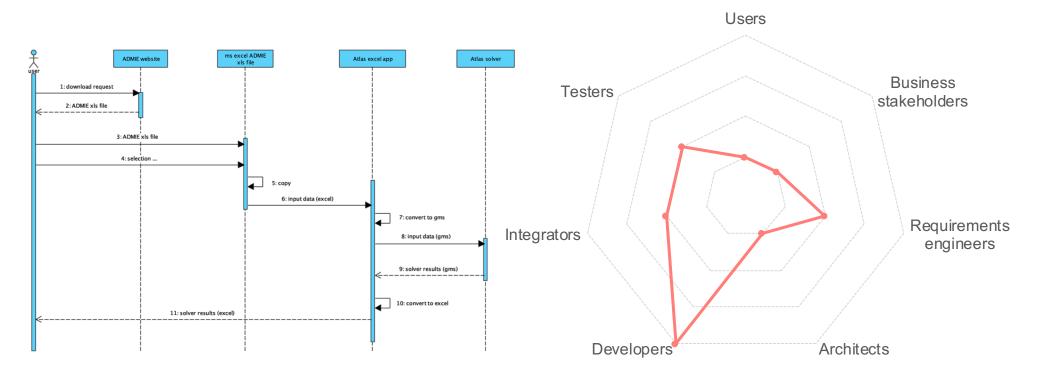


# Testers Business stakeholders Requirements engineers Developers Architects

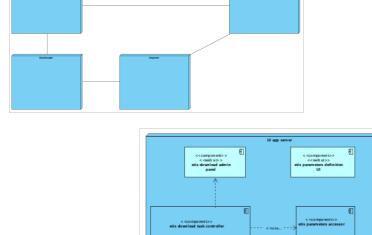
**Activity** 

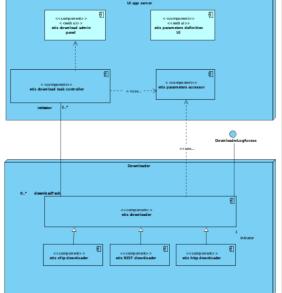
Sequence and communication (collaboration) diagrams communicate detailed interactions between system's components

Sequence, Communication

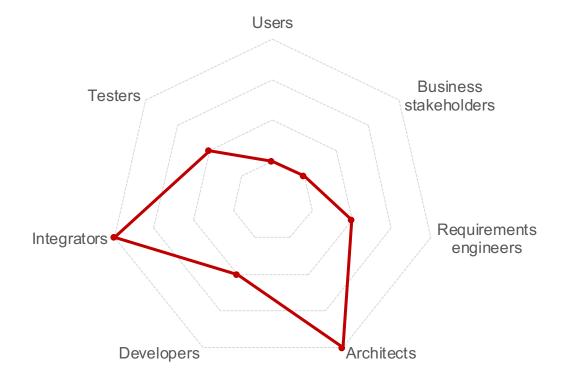


Deployment and component diagrams communicate aspects of system's structure

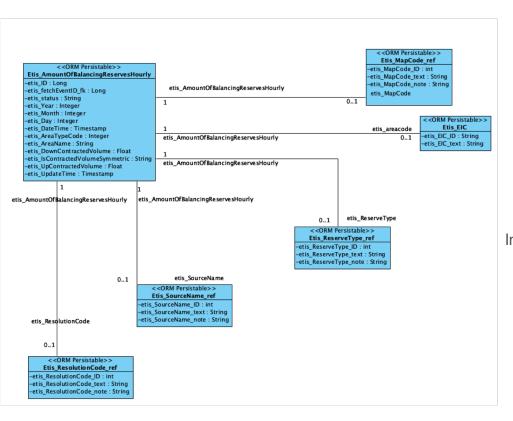




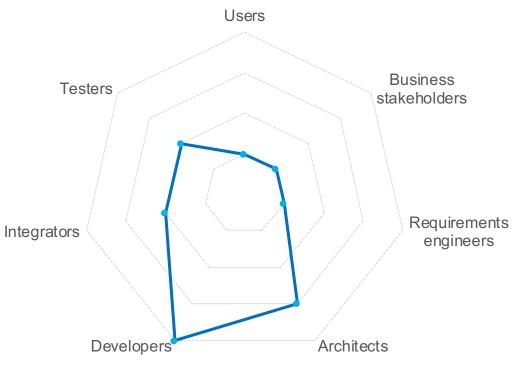
Deployment, component



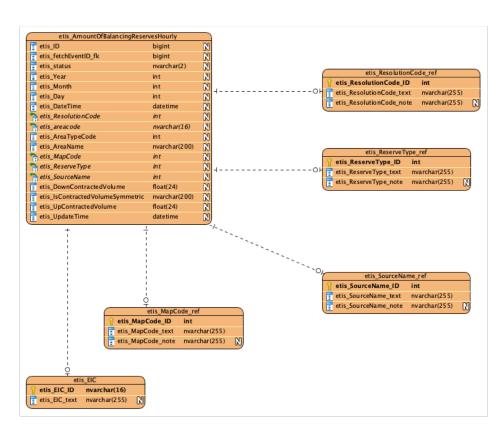
Class diagrams communicate implementation aspects at a high level of detail



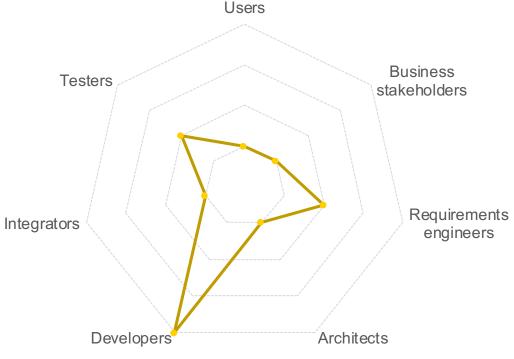
#### Class



Entity-Relationship diagrams communicate data organization aspects (from semantic to DBMS implementation)



#### Entity-relationship



#### Possible communications in software engineering

Interactions (read from row to column)	Users	Business stakeholders	Requirements engineers		Architects		Developers	Integrators	Testers	
Users		Provide insights		egotia eature	ate es		ments	Scuss on Developers		Collaborate on UAT
Business stakeholders	Propose features			xplai ness			Integra st	on implemen Archite		
Requirements engineers	Confirm feature requests	Agree on product features				Elabo archi		Discuss on implementation decisions		Align perspectives
Architects		Discuss strategies	Provi	de op	otions			Discuss on implementation decisions	Discuss on deployment options	Provide test cases
Developers		Negotiate salaries ©	0011	sult w reede			orate on entation		Provide feedback if needed	Receive feedback & tickets
Integrators		Discuss costing					vide lback	Provide support		
Testers	Propose UAT	Provide executive reports	Fina	alize l	JAT		se test ses	Define test cases	Propose test cases	

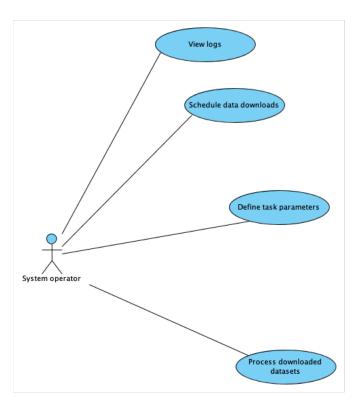
## Possible communications in software engineering

Interactions (read from row to column)	Users	Business stakeholders	Requirements engineers	Architects	Developers	Integrators	Testers
Users		Provide insights	Negotiate features				Collaborate on UAT
Business stakeholders	Propose features		Explain business case				
Requirements engineers	Confirm feature requests	Agree on product features		Elaborate on architecture	Discuss on implementation decisions		Align perspectives
Architects		Discuss strategies	Provide options		Discuss on implementation decisions	Discuss on deployment options	Provide test cases
Developers		Negotiate salaries ☺	Consult when needed	Collaborate on implementation		Provide feedback if needed	Receive feedback & tickets
Integrators		Discuss costing		Provide feedback	Provide support		
Testers	Propose UAT	Provide executive reports	Finalize UAT	Propose test cases	Define test cases	Propose test cases	

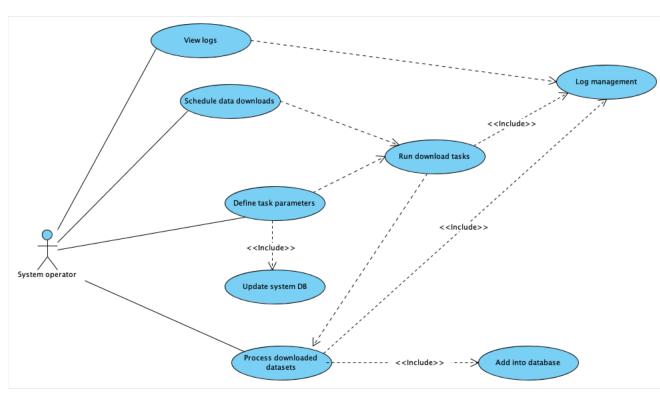
#### UML as a communication tool in software development

Interactions (read from row to column)	Users	Business stakeholders	Requirements engineers	Architects	Developers	Integrators	Testers
Users		Provide insights Use case	Negotiate features Activity, Use case				Collaborate on UAT Activity, Use case
Business stakeholders	Propose features Use case		Explain business case Use case				
Requirements engineers	Confirm feature requests Use case, activity	Agree on product features Use case, deployment		Elaborate on architecture  Deployment,  component	Discuss on implementation decisions Deployment, component, class		Align perspectives Deployment, component, class
Architects		Discuss strategies  Deployment	Provide options  Deployment,  component		Discuss on implementation decisions Component, sequence, communication, ER	Discuss on deployment options Deployment, component	Provide test cases Component, deployment
Developers		Negotiate salaries © No UML diagram (yet?)	Consult when needed Use case	Collaborate on implementation Component, sequence, communication, ER		Provide feedback if needed Component	Receive feedback & tickets Component, class, communication, sequence, ER
Integrators		Discuss costing  Deployment		Provide feedback  Deployment,  component	Provide support Component		
Testers	Propose UAT Use case	Provide executive reports  Deployment, use case	Finalize UAT Use case	Propose test cases Use case, deployment	Define test cases Component, class	Propose test cases Component, use case	

A use case diagram...

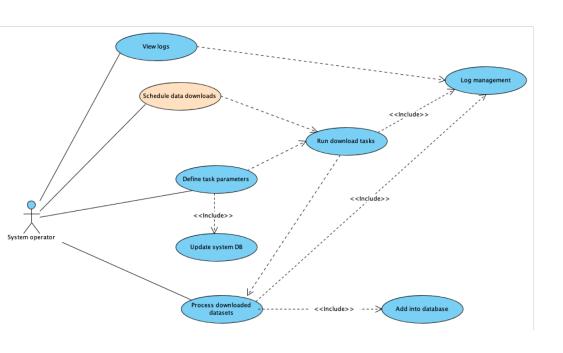


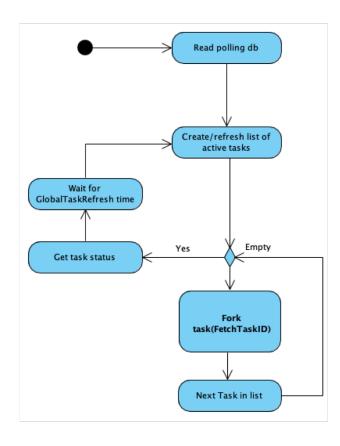
as users would see it...



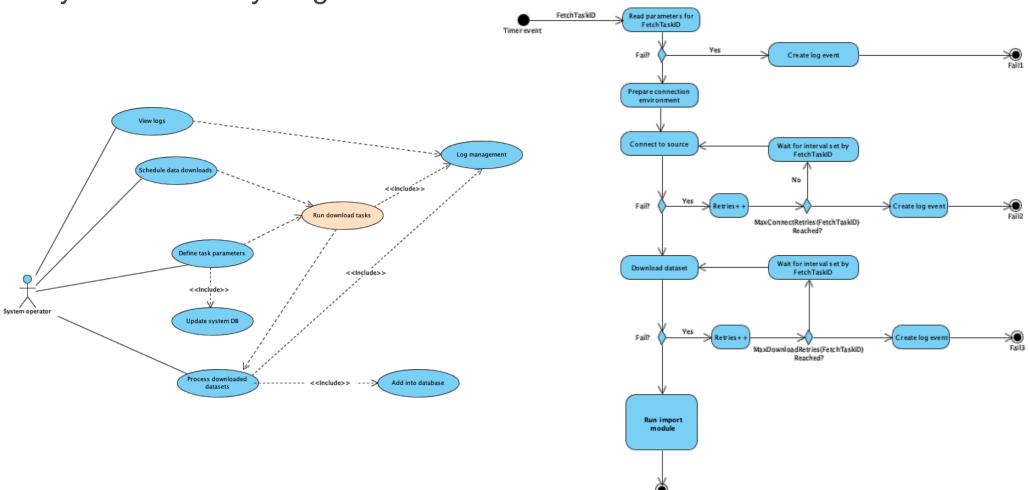
as requirement engineers would further work with it...

Description (specification) of the functionality in a Use Case by a UML activity diagram

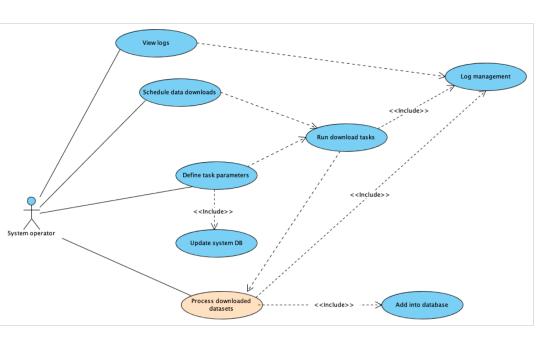


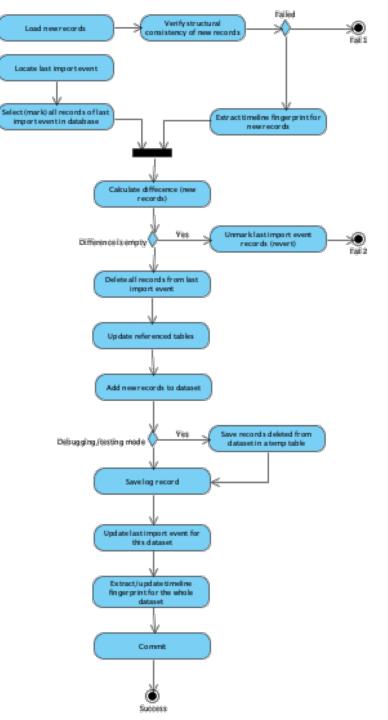


Description (specification) of the functionality in a Use Case by a UML activity diagram

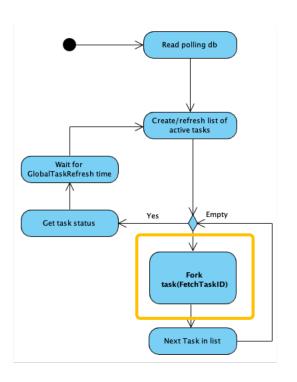


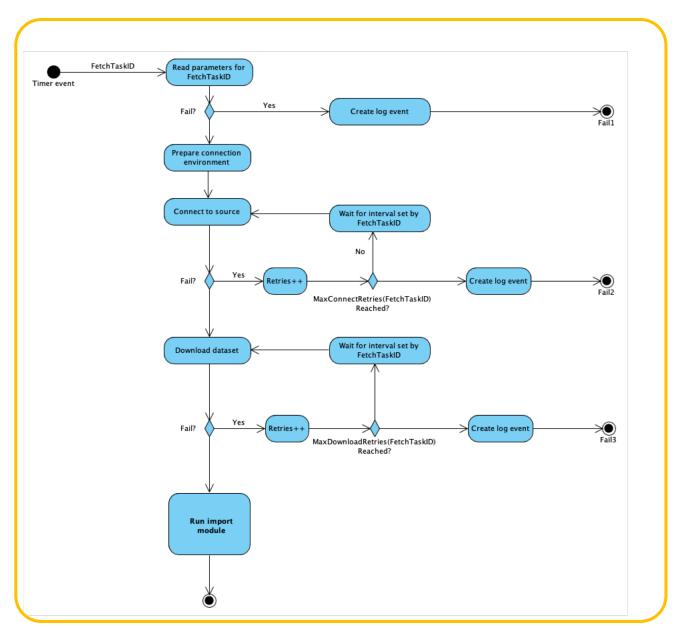
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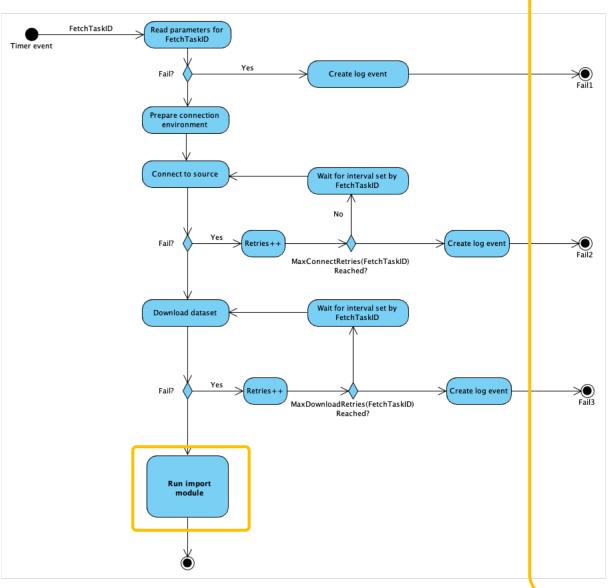


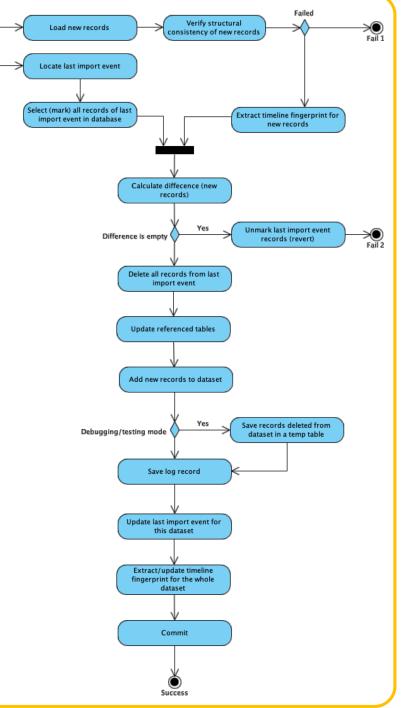


#### Use of sub diagrams

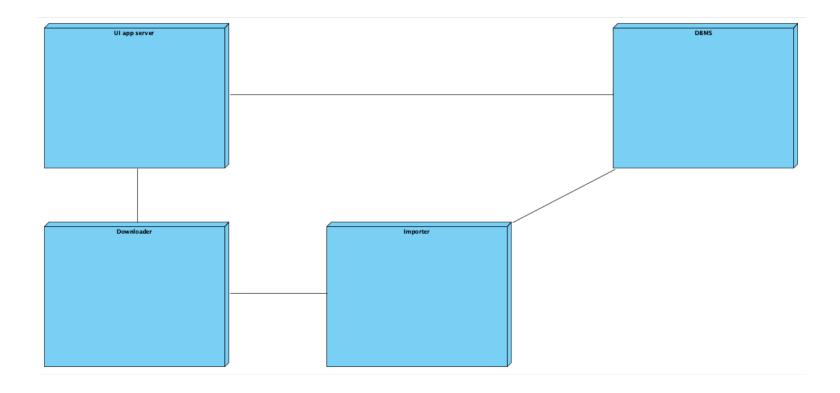


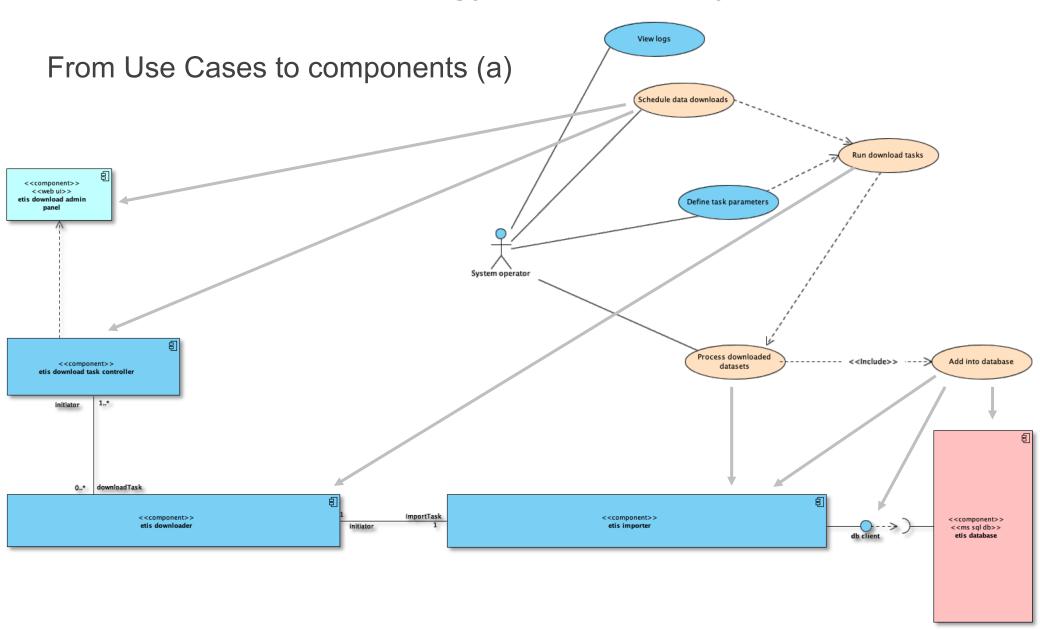




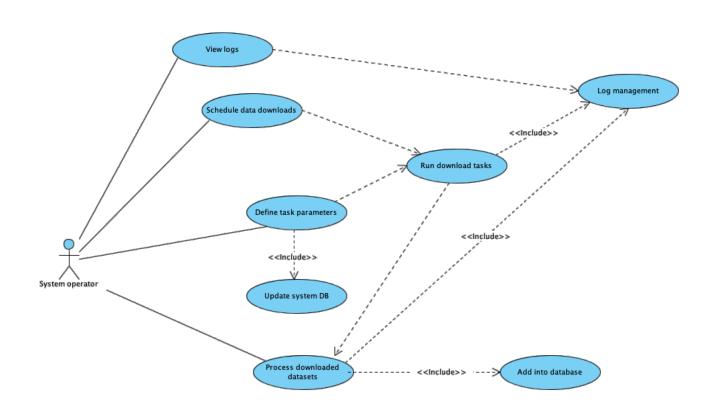


A conceptual (but useful!) deployment diagram

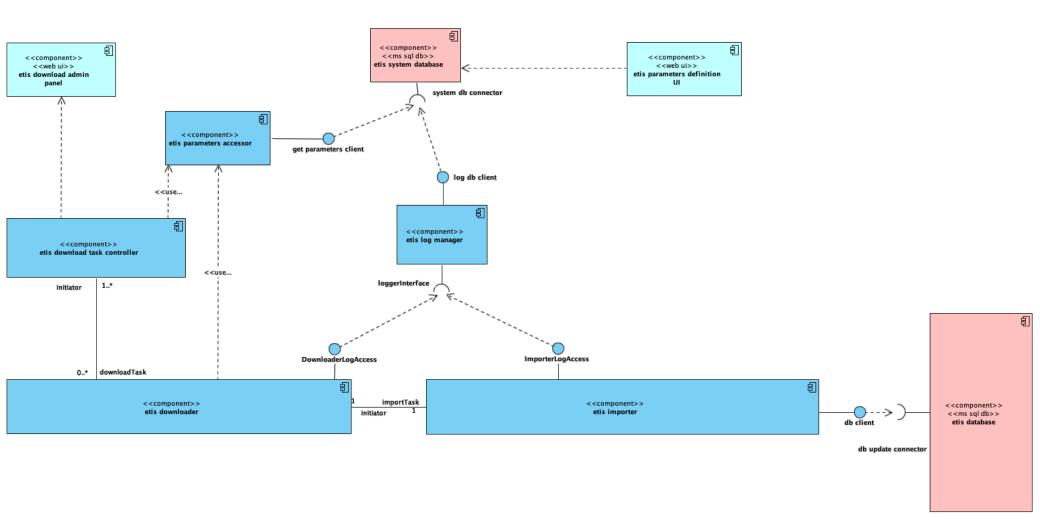


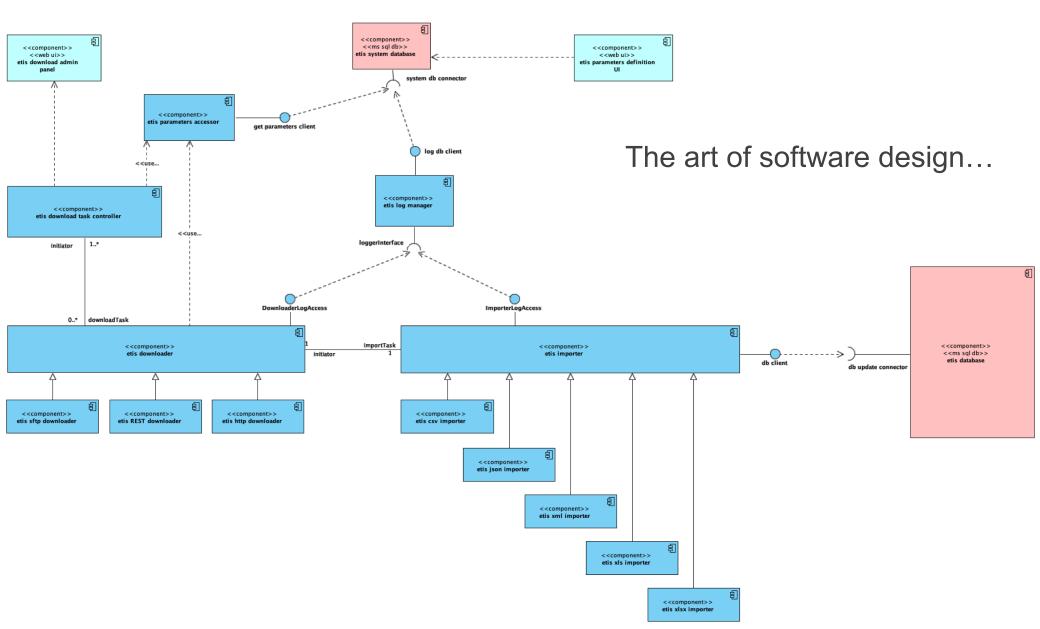


From Use Cases to components (b)

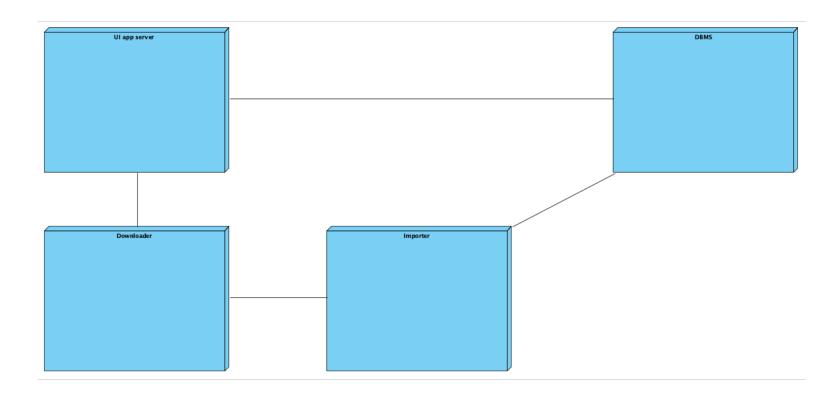


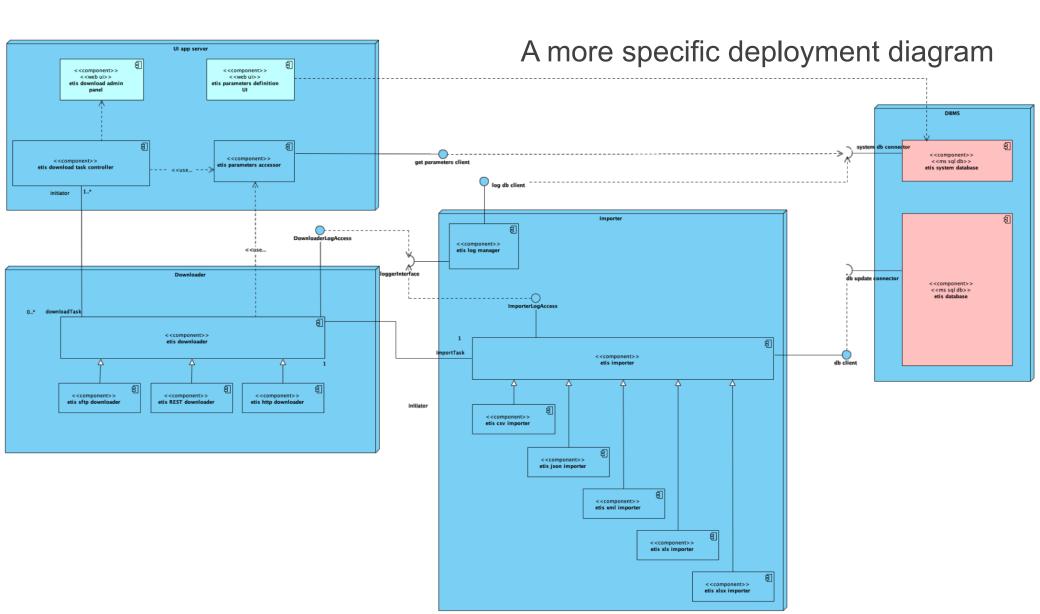
From Use Cases to components (b)

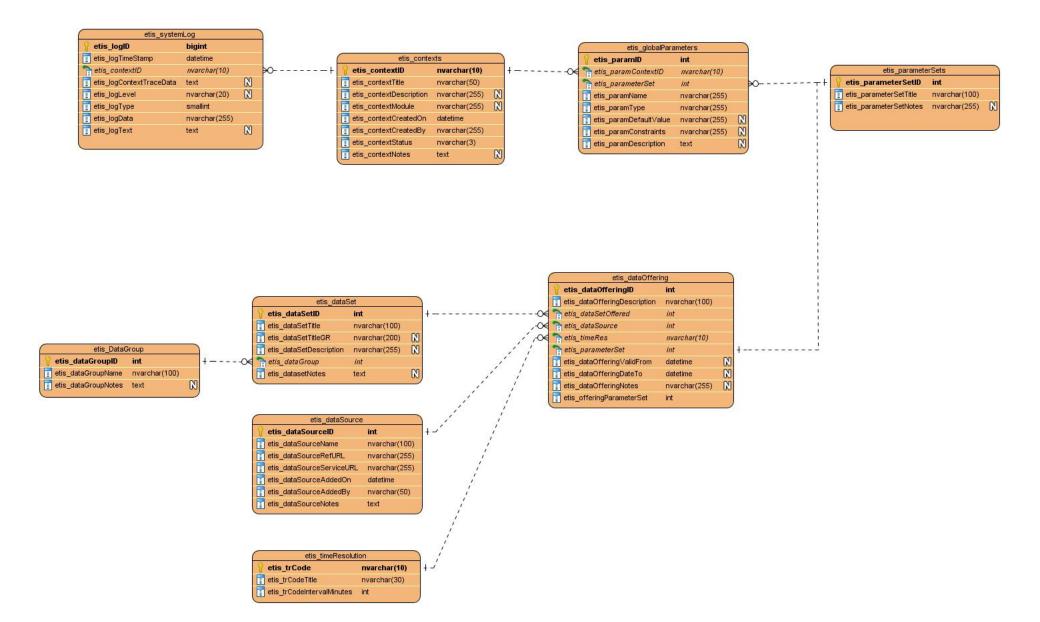




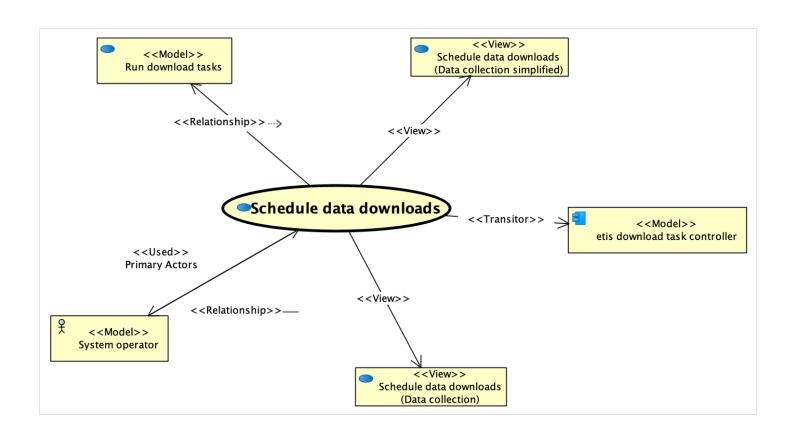
Let's make the deployment diagram more specific







## A UML model is more than the sum of its diagrams



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