

# OSP 3rd Cycle

Software Modeling and Analysis

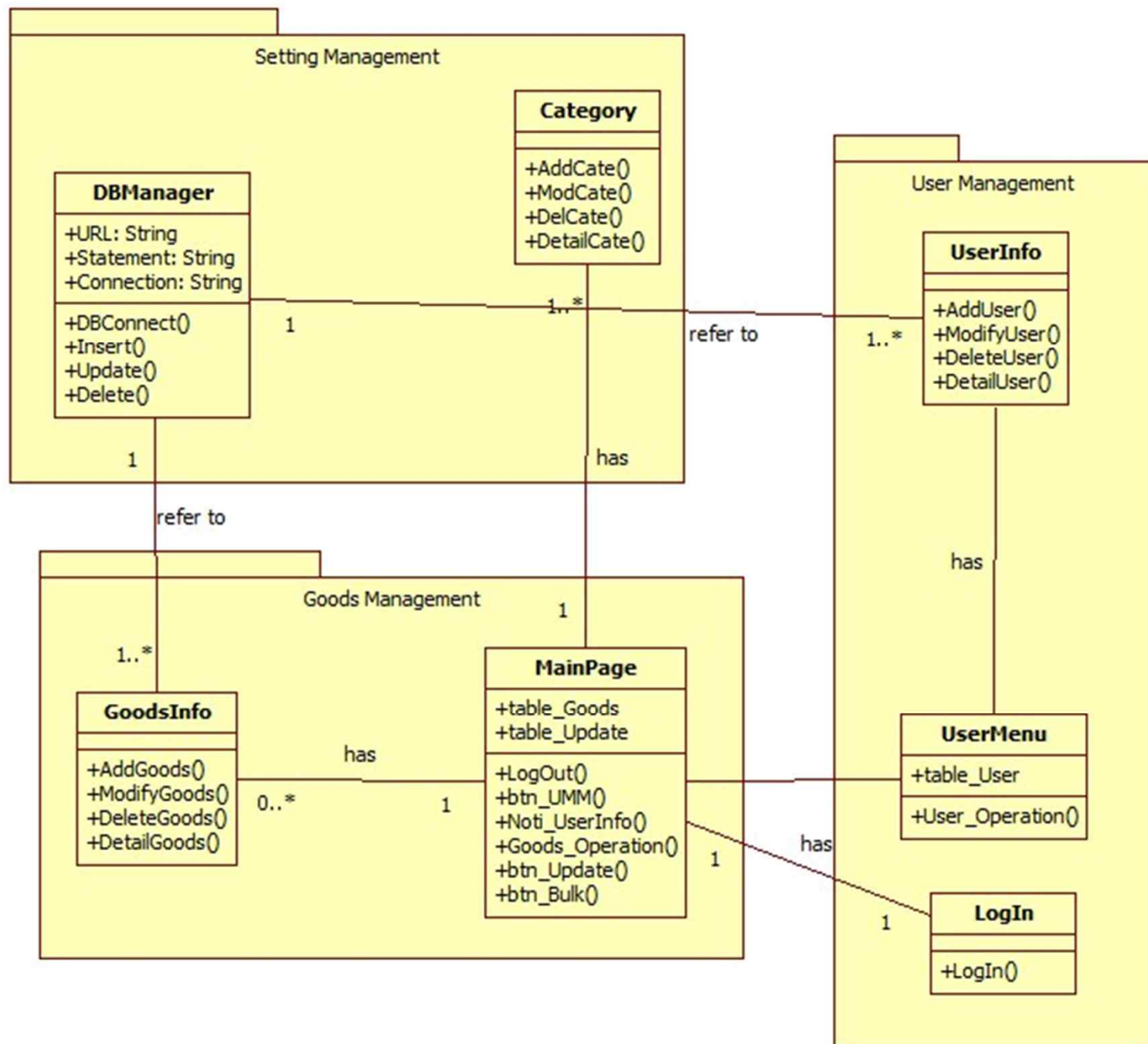
TEAM 7



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# Final Class Diagram



# About OSP 1000



# About OSP 1000

- Draft Plan
- Functional Requirement
- Non-Functional Requirement
- Risk Management

## Draft Plan

- We planned a program that be used easily at **convenience store** or **major supermarket**.

# Functional Requirement

Functional Requirement	Implementation
User Account Management (Create/Modify/Delete)	Done
Administrator Authorization	Done
Goods Management Function	Done
Inquiry Update Status	Done
Classified Goods depends on Goods' Information	Delete on OSP 2000
Automatics Goods Update	Delete on OSP 2000
Inquiry Goods Status	Done partially
Notify Recommended Amount of Goods	Delete on OSP 2000
Notification Manual Goods Update	Done
Support Preferences	Done
Periodic Backup	Delete on OSP 2000



# Non-Functional Requirement

- Accuracy
- Scalability
- Security
- Real-Time
- Stability

# Risk Management

<b>Risk</b>	<b>Impact</b>	<b>Handle</b>
Team Communication	8	3
First Adoption of OSP	6	5
First Adoption of StarUML	1	10
Lack of OO Experience	3	4
Lack of Java	7	6
Lack of Tool Skill	7	6
Problem of Requirement Change	9	3
Lack of Glossary	2	7
Changes during Code Generation	10	1

# About OSP 2030



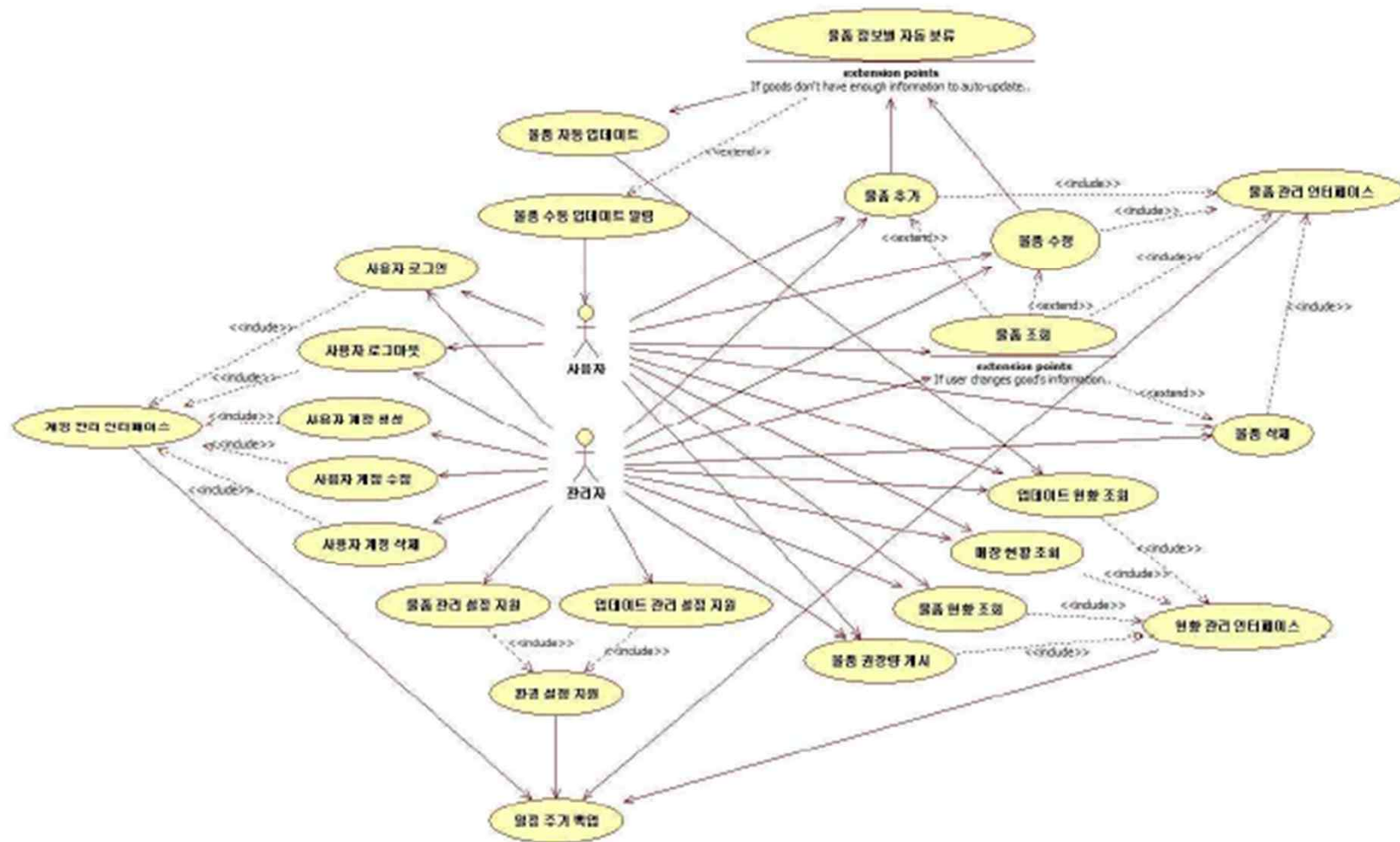
# About OSP 2030

- Essential Use Case
- Use Case Diagram
- Domain Model

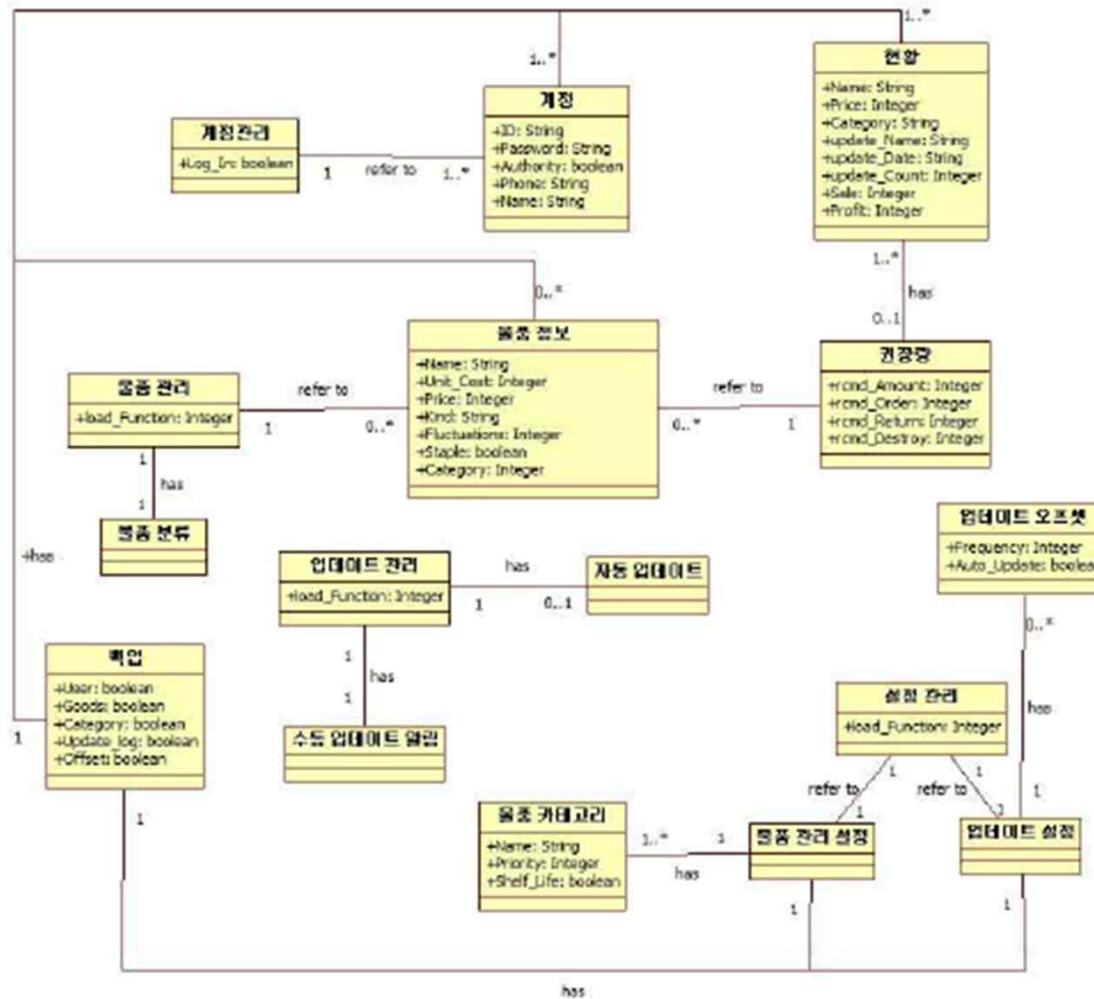
# Essential Use Case

- OSP 1000 'Functional Requirement'  
-> OSP 2030 'Essential Use Case'
- Think About Use Case Operation Mechanism
- OSP 2030's Critical Section

# Use Case Diagram



# Domain Model



# About OSP 2040





# About OSP 2040

- Real Use Case
- Define UI
- Interaction Diagram
- Class Diagram

# Real Use Case

- Design Use Case for 'Real' Project
- Make Suitable Use Case for Domain Model
- Should Consider UI

# Define UI

The image displays two screenshots of a web application interface titled "DMS+U".

The top screenshot shows the "Settings" tab. It includes a "User Info" section with fields for ID (Admin#1), Name (Kim Seul Ki), and Authority (Administrator), along with buttons for "User Management Menu" and "Log Out". A "Notification" section indicates "2 Goods Need to Update!!". The "Settings" section has tabs for "Inventory", "Update Info", and "Settings". Under "Settings", there is a "Category Settings" section with a dropdown menu set to "Foodstuff" and an "Information" section with a "Name" field set to "Foodstuff" and a "the period of Update" field set to "5". There are "Add", "Modify", and "Delete" buttons. A "Group" section displays statistics: "the # of registered user: 5", "the # of Goods: 28", "the # of Category: 10", and "the total amount of Update: 8123". There are checkboxes for "Enable to Main Page Update Notification" and "Enable to Change Goods' Information".

The bottom screenshot shows the "Update Info" tab. It includes the same "User Info" and "Notification" sections. The "Update Info" section features a table with the following data:

Name	Category	Last Updated	State
Goods#2	Snack	2012-04-16	Need Update!!
Goods#7	Default	2012-04-10	Need Update!!
Goods#3	Default	2012-04-23	Recently Updated
Goods#4	Foodstuff	2012-04-23	Recently Updated
Goods#5	Drinks	2012-04-22	Recently Updated
Goods#1	Fast Food	2012-04-23	Recently Updated
Goods#6	Sundries	2012-04-22	Recently Updated
Goods#8	Fast Food	2012-04-23	Recently Updated
Goods#9	Fast Food	2012-04-23	Recently Updated

Buttons for "Update" and "Change All to 'Updated'" are visible on the right side of the table.

# Interaction Diagram

- Real Use Case Operation Course
- Describe Interaction between Each Class
- Closely related to Class Diagram

# Class Diagram

- We conclude that  
this part is most 'Important' part in  
OSP 2040.
- In Implement Phase,  
Betide Gap between Class Diagram and  
Generated Code.
- This part is Our 'Major Stumbling' Obstacle.

# About OSP 2050



# About OSP 2050

- Code Generation
- Modifying Class Diagram  
and Interaction Diagram

# Code Generation

- It was most hardest part to Our Team.
- Many Risk erupted in this part.
  - Java versus JSP due to lack of communication
  - Unsuitable Code
    - for Class Diagram and Interaction Diagram
- We failed to complete the project
  - until 2<sup>nd</sup> Cycle



# Modifying Class Diagram And Interaction Diagram

- Problem and Risk at the Code Generation
- Because Our Class Diagram and Interaction Diagram had error, Our generated code is different with designed class diagram.
- Eventually, We criticized about that.

# About Software Modeling

# Project Demonstration

**THANK**

**YOU**