Life of a software

Activities during the construction of a software

- Requirement analysis
- Domain analysis
- Design
- Implementation
- Verification: testing (or formal methods)

Problem of communication



Requirement analysis





Requirement analysis

- Non-functional requirements
- Functional requirements

This may happen...



But sometimes the requirements are difficult to understand!

We need a software to help us to write down judgments. The software should reason about facts and laws. We should be able to write down also some documents that explains how the automated reasoning should occur. Simply it should be very near from how a judge actually reasons...



The risk... after one year...



The risk...





Functional requirements

We identify:

- use cases
- and actors (user, outside computer program, etc.)

Aim:

- Understand the requirements clearly
- Role hierarchy
- Permissions
- Authentification

No overview over role hierarchy etc. with textual documents

- A student can obtain a grant, loan from the financial institution.
- The financial institution can ask a student to pay fees.
- The financial institution may reimburse course fees.
- A student can be enrolled into a seminar.
- Etc.

Solution: UML use case diagram



Simple UML use cases diagram (and when it is stupid to draw a diagram)



















Qui utilise des use cases ?

• À l'Observatoire de Bordeaux

http://www.obs.u-bordeaux1.fr/amor/VWakelam/kida/kida_atelier0209_pdf/use-case.pdf

Un cours de `use case' pour astrochimistes !

Analysis of the domain

• What are the entities and their relations?

Example: students, courses, airport traffic, biology, plants, chemical products, etc.





Aim: to understand the domain

The developer is not familiar with the domain;
 → she needs to understand the client





Informal/formal, textual/graphical

	Textual (boring)	Graphical (fun, understandable)
Informal (only for humans)	Un héros possède des armes. Une arme n'est possédée par qu'un seul héros.	heroz armeb
formal	$ \begin{aligned} \forall x, \forall y, possede(x, y) &\rightarrow heros(x) \land arme(y) \\ \forall y, card(\{x \mid possede(x, y)\}) &= 1 \end{aligned} $	Heros possede Arme 1 0*
	 Automated generation of code Automated consistency checking 	

UML class diagram



Inheritance





Associations

Heros	possede		Arme
	1	0*	



Analysis of the domain: ping-pong with the client



UML Object diagram



UML sequence diagram (to detail the use cases)

customer:Customer bank Mgr:Bank Mgr bank:Bank Teller 1: apply for loan 2: callMgr «create» 2.1: creditAgency 2.2: EnterData 2.3: EnterData 3: callMgr 4:\Approve\ «destroy» 4.1:

Source : http://pic.dhe.ibm.com/infocenter/rsasehlp/v7r5m0/index.jsp?topic=%2Fcom.ibm.xtool

Design

• Share the work

 \rightarrow decomposing in packages

 Enable to change the technology and add new features

Not interesting for the client !

 \rightarrow design patterns

Design by contract



Design by contract

- OCL
- Eiffel
- JML

Implementation...



Unit tests



Integration tests



Test

- Program testing can be used to show the presence of bugs, but never to show their absence!
 - (Dijkstra's Turing Award Lecture in 1972)



Formal methods

- Proof by hands
- Proof assistant
- Model checking techniques

Proof assistant



Model checking



Tests VS formal methods

Tests

- Fastidious to create
- Easy to run
- Not complete

Formal methods

- Fastidious to use
- A HUGE cost of \$\$
 - OS kernel \$500/lines of code (10K lines of code)
 - NASA software \$80/lines of code
- Complete

Who uses formal methods?







European Space Agency Agence spatiale européenne

- Not critical
- Updates...

Critical

Life cycle models

• How the activities are organized in the time?

Waterfall model (does not work)



 \rightarrow Distribution of the article of Royce (1970)

V-model (AFNOR)

Association française de normalisation



The risk...





Spiral model

Analyse détaillée



Each time, we address a new use case !

Comparison

V-model

- Comfort
- Not for innovation

Spiral-model

- Disturbing
- Adapted to innovation



Agile manifesto (2001)

- Livraison fréquente
- Lien direct avec le client
- Extreme programming