


Questions First


- n On class?
- n On project?
- n On material we've discussed?
- n Other?



CSE403 Section 2:

Techniques for Gathering Requirements and Doing Design


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Techniques for Gathering Requirements


- n Use cases / usage scenarios
- n Commonality and variability analysis
- n Frequent customer feedback

Note: This list is necessarily incomplete.




Use Cases

- n Example: Reading your web-based mail
(e.g., @ hotmail, yahoo, gmail, etc.)



Commonality and Variability Analysis

- n Example: Computing the price for a
purchase at an e-commerce site



Frequent Customer Feedback

- n Are requirements going to change?
 - n When are they final?
- n Are they ever exact and clear?



Your Questions on Gathering Requirements



Techniques for Design

- "Treat design as a wicked, sloppy, heuristic process. Don't settle for the first design that occurs to you. Collaborate. Strive for simplicity. Prototype when you need to. Iterate, iterate, and iterate again. You'll be happy with your designs."

Steve McConnell, *Code Complete, 2nd ed.*, chap 5,
<http://www.cc2e.com/docs/Chapter5-Design.pdf>

- Best practices for software system design
- Standard notations for expressing designs
 - Dataflow / state diagram
 - Class diagram
 - Sequence diagram



One-minute Feedback

- What one or two ideas discussed today captured your attention and thinking the most?