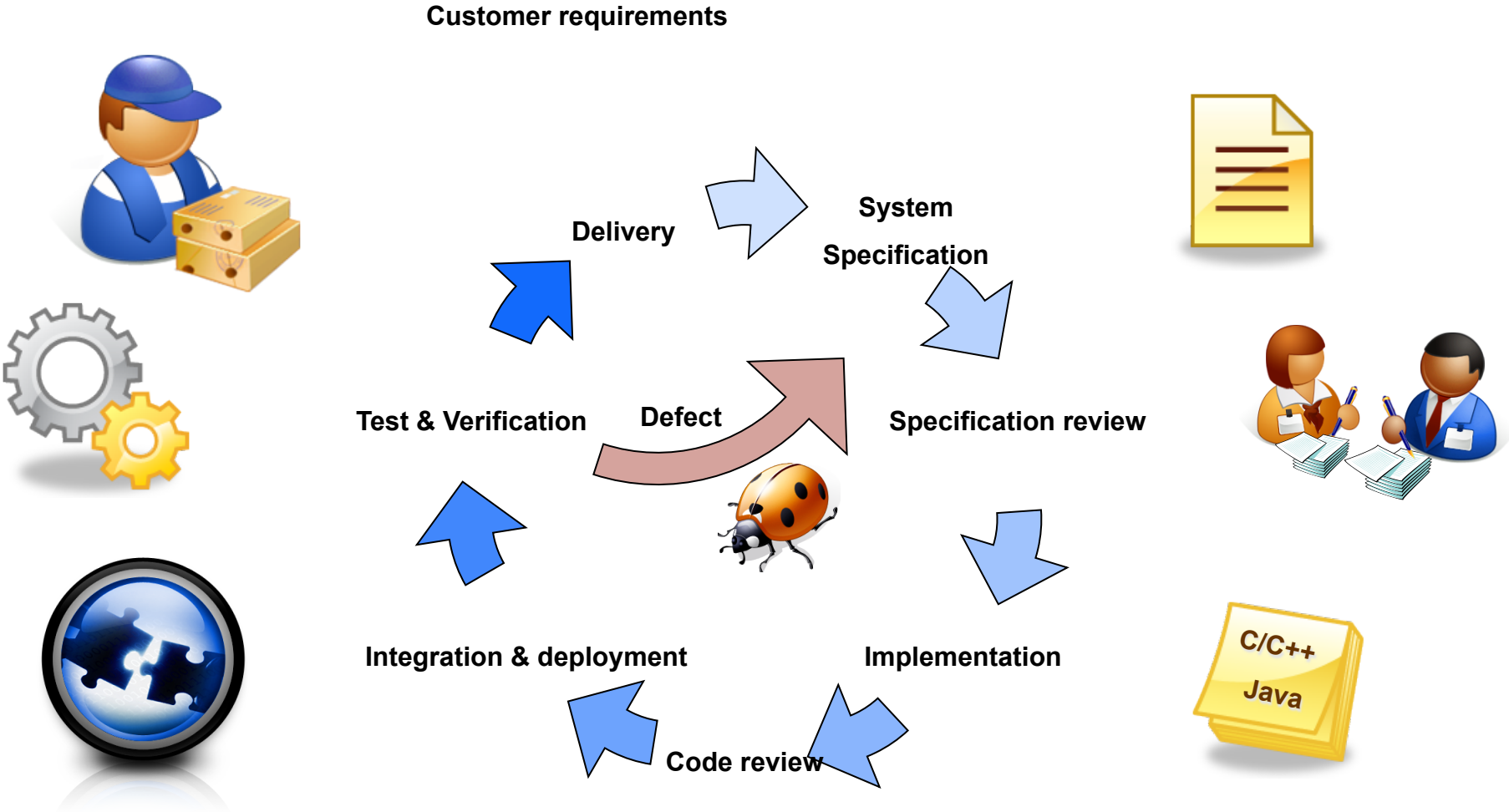


# Traditional Development Process

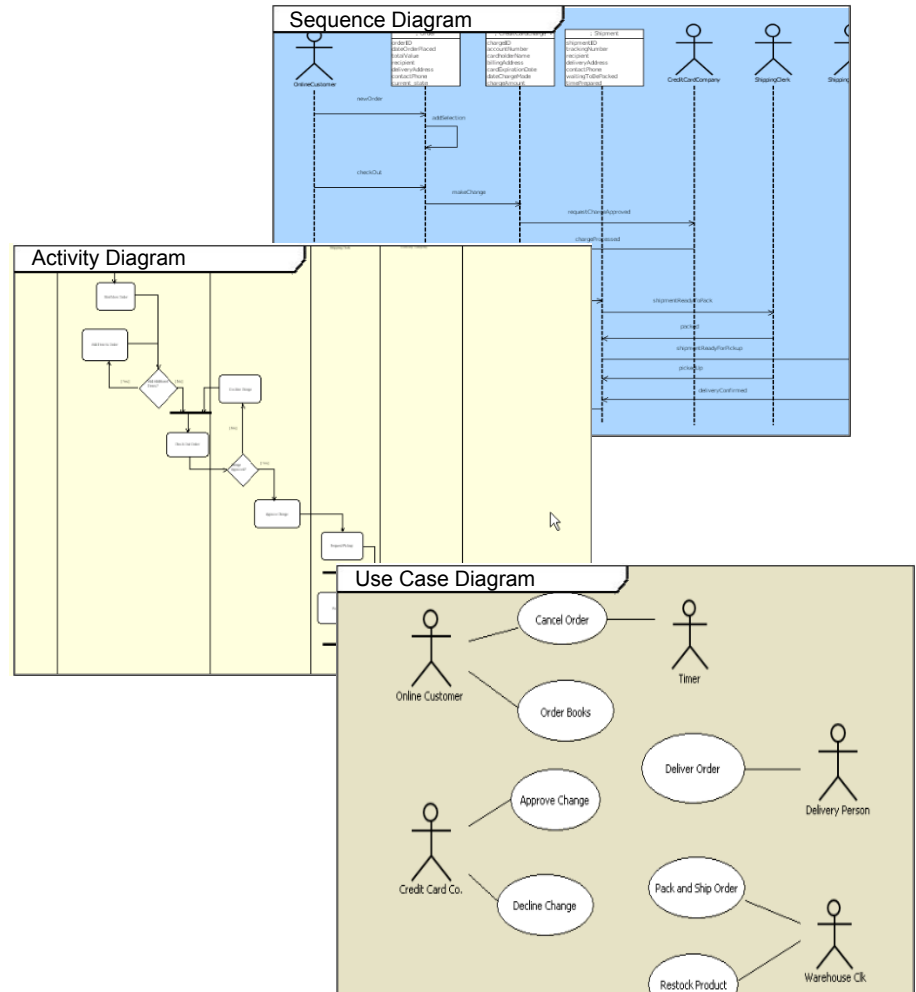


# Levels of Commitment

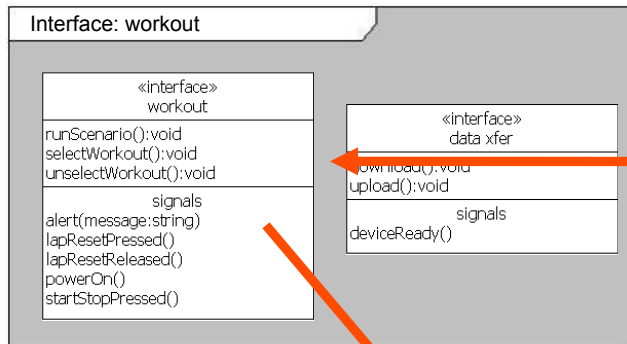
- 1. Natural language and informal diagrams**
  - Use case, sequence diagrams etc.
- 2. Structural models**
  - Interconnected components
  - Interfaces
  - Data types
- 3. Passive class models**
  - Classes
- 4. Behavioral models**
  - State machines
  - Active ports

# Natural Language and Informal Diagrams

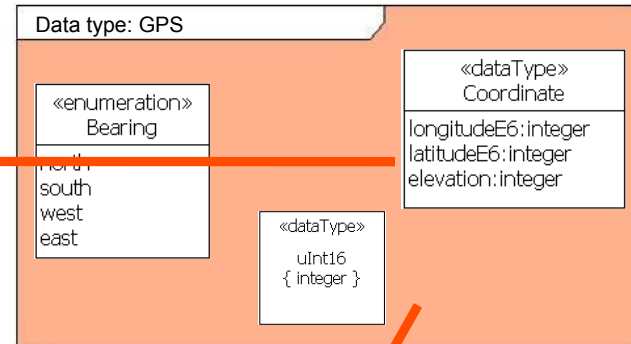
- ◆ Common tool environment
- ◆ Well known concepts
- ◆ Report generation



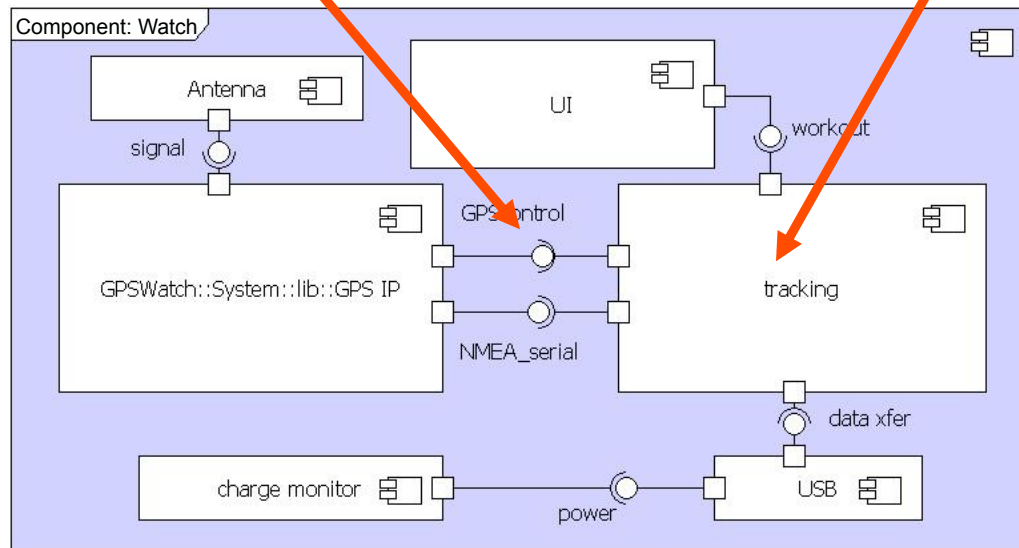
# Structural Models



System level interfaces declare messages that carry data



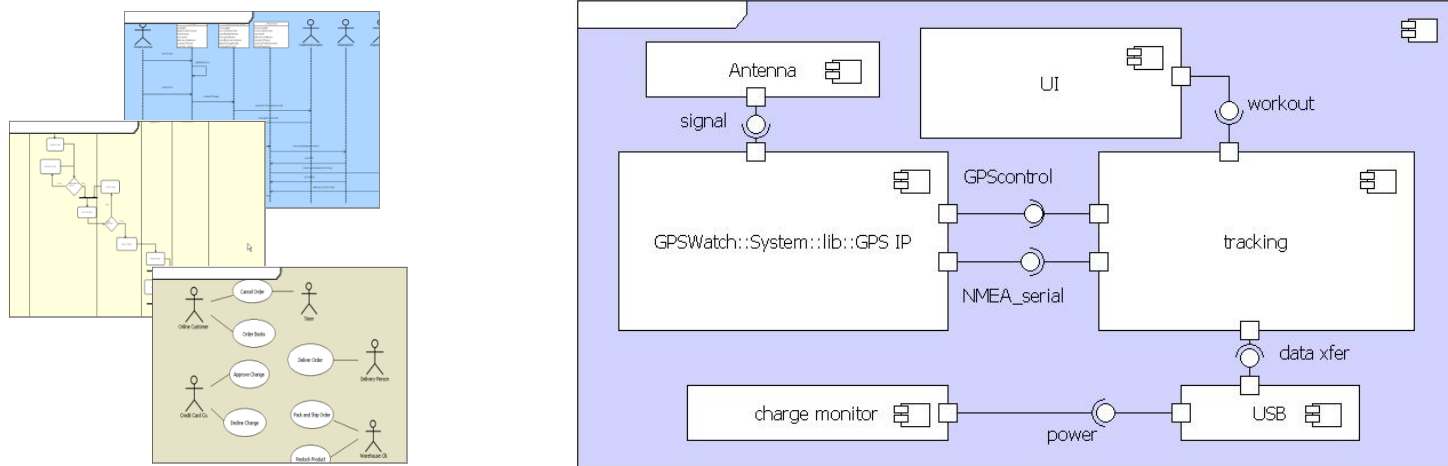
System level data types



Interfaces are provided and required by components

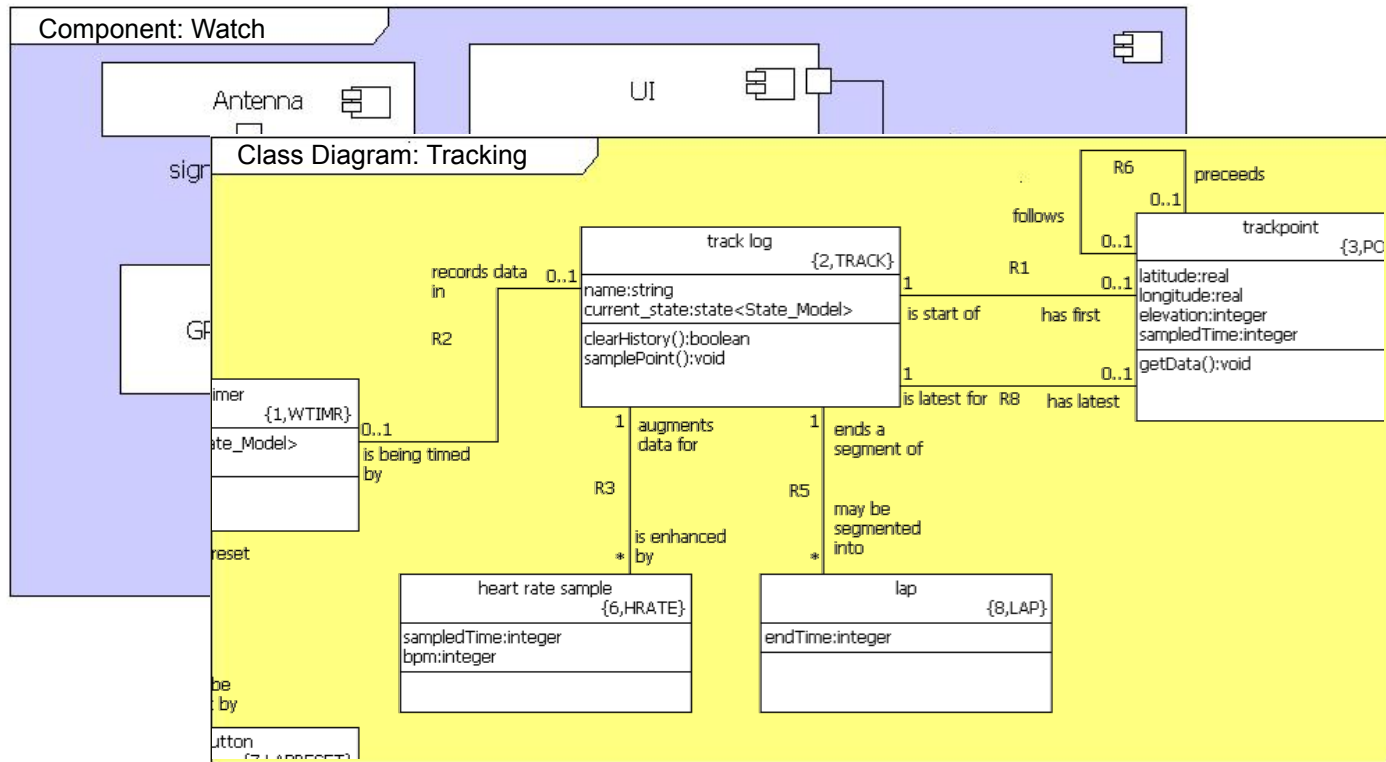
Data types are used in component design

# Structural Models

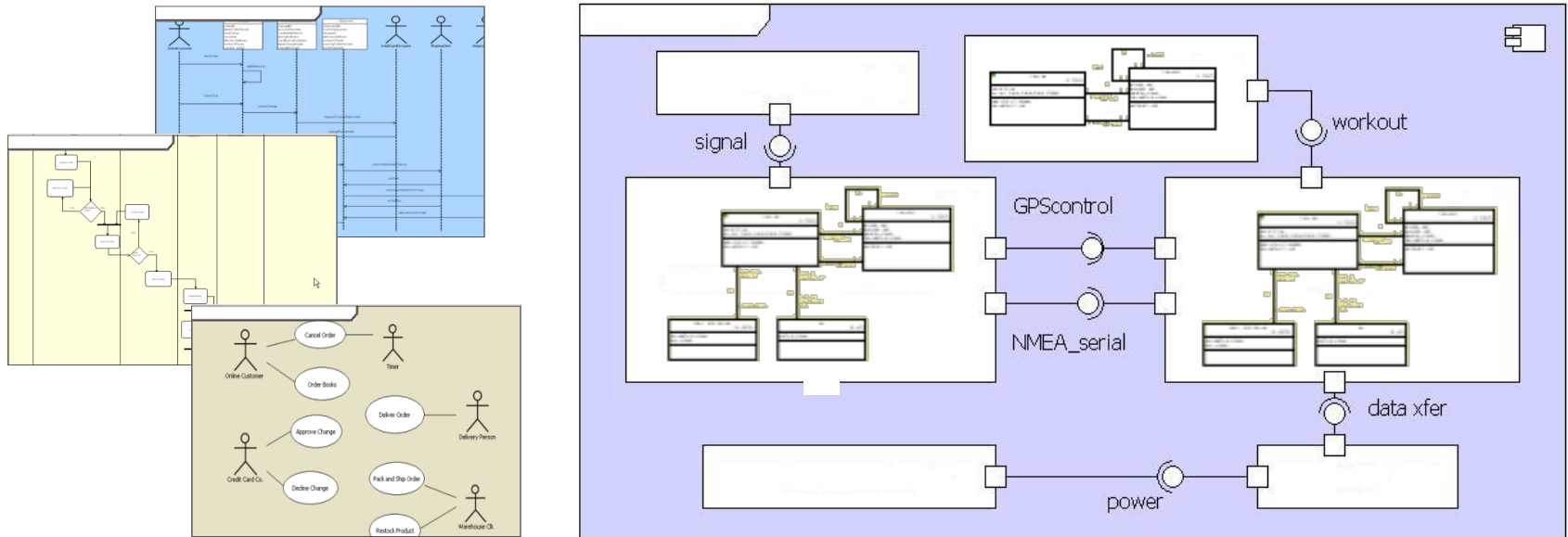


- ◆ **Work that is already being done**
- ◆ **No inconsistencies – one source of information**
- ◆ **Reuse of components, interfaces and data types**
- ◆ **Model diff reveals communication changes**
- ◆ **Allow informal models to be formalized**

# Passive Class Models

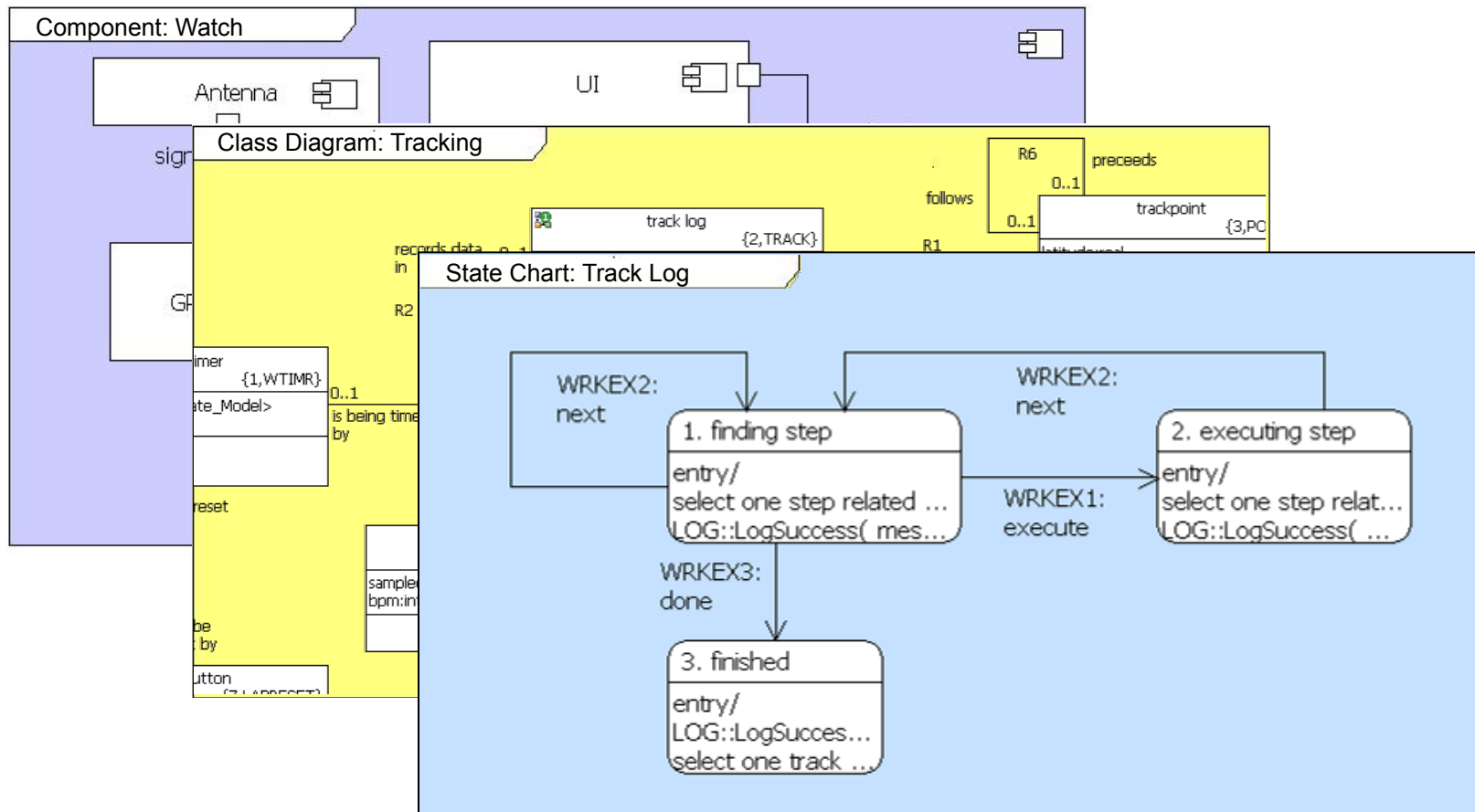


# Passive Class Models



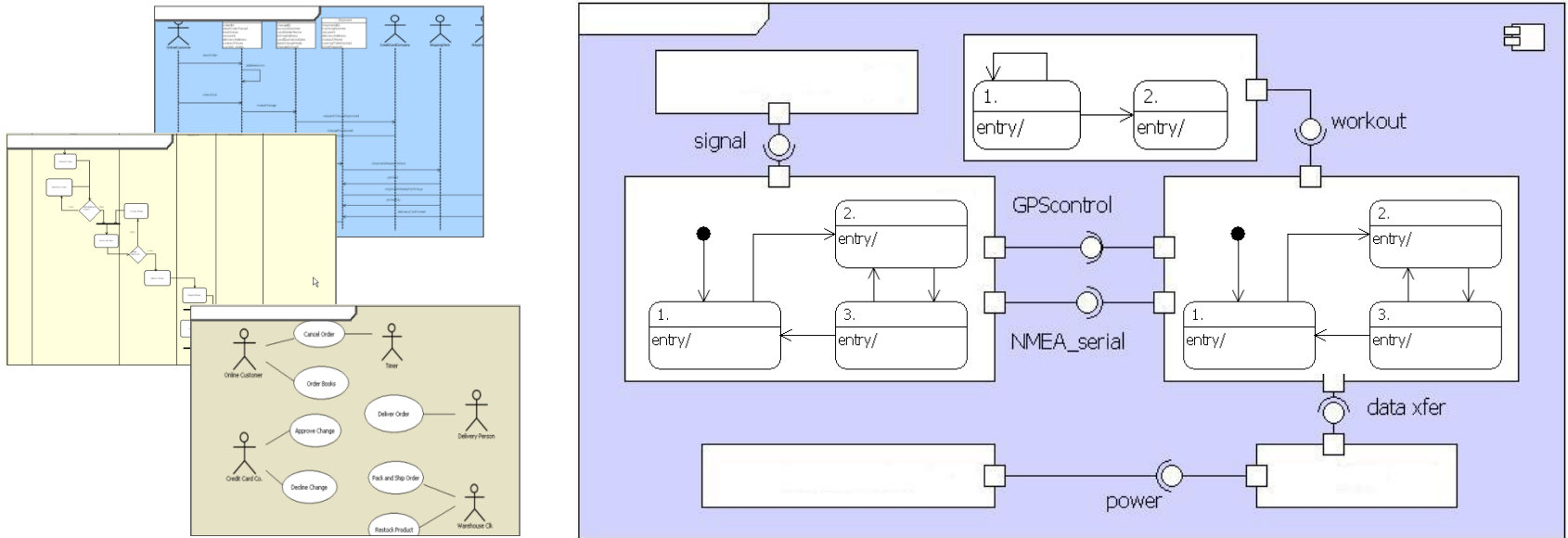
- ◆ **Significantly improves impact analysis**
- ◆ **Class model reuse**
- ◆ **Reachable with no risk and little effort**

# Behavioral Models





# Behavioral Models



- ◆ **Forced to deal with the hard questions up front**
- ◆ **Execution reveals defects early**
- ◆ **Can be introduced in small portions**
- ◆ **Reuse behavioral models in design phase**

---

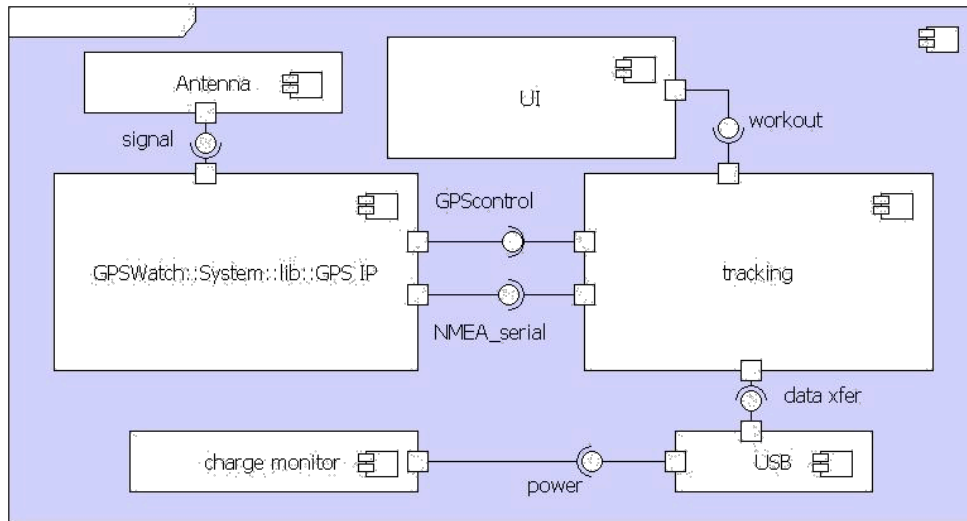
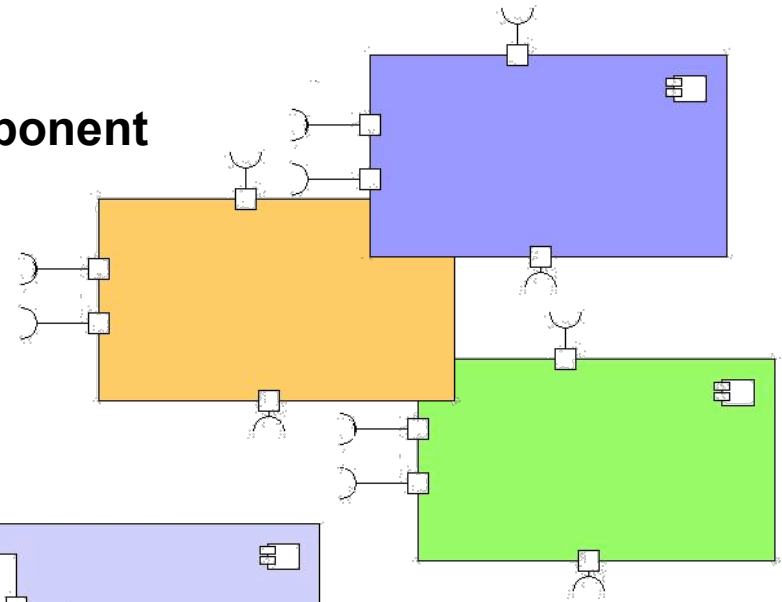
# Sumo Robot Competition – Round 3

# UML 2.0 Component Definition

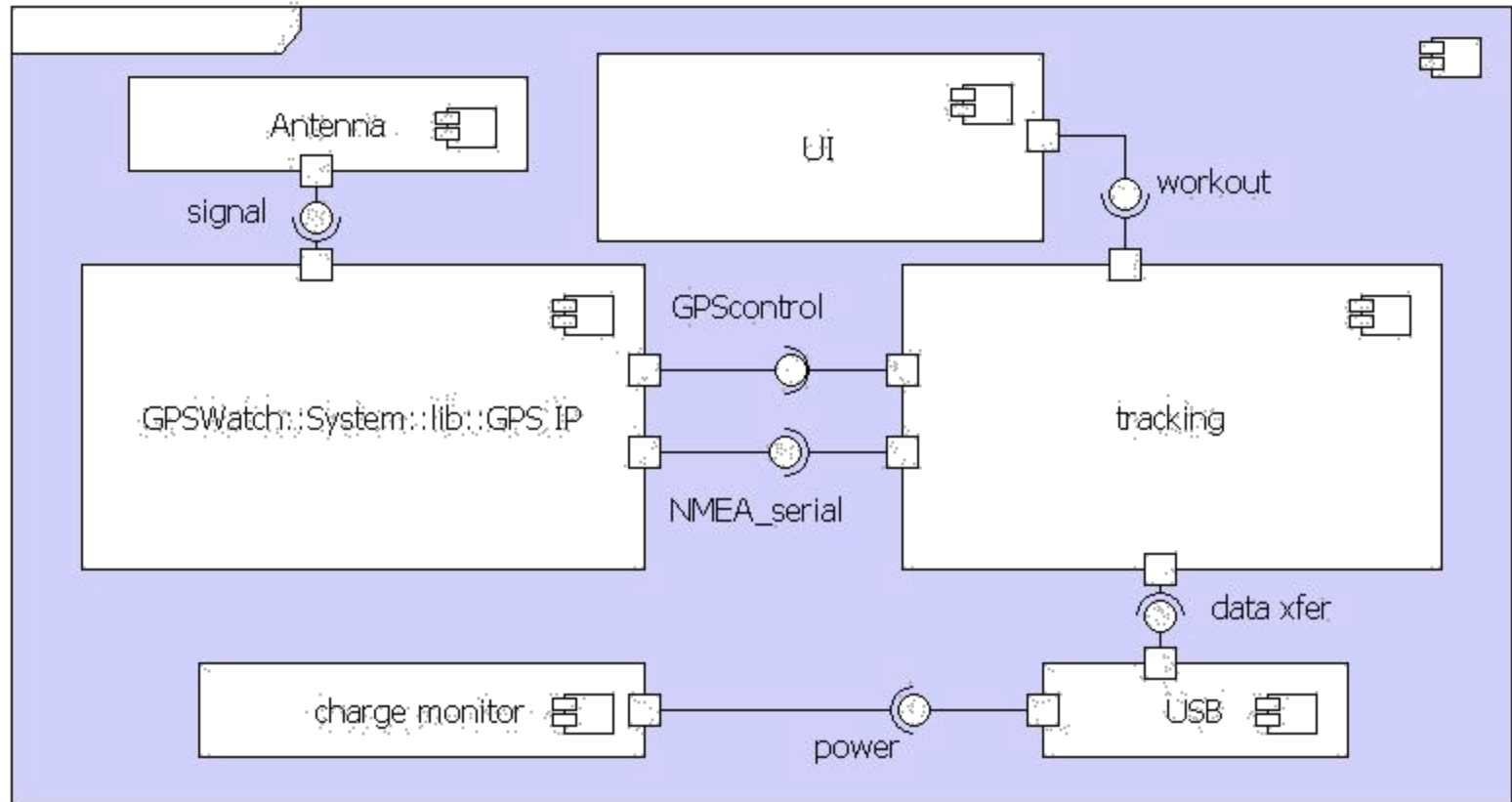
- ◆ **A modular part of a system design that hides its implementation behind a set of external interfaces**
- ◆ **Within a system, components satisfying the same set of interfaces may be substituted freely**

# Components and Substitution

- ◆ A component may be:
  - Behavioral system level component
  - Implementation component
  - Test stub
  - External code
  - Others...



# Refining the model for code generation



System spec

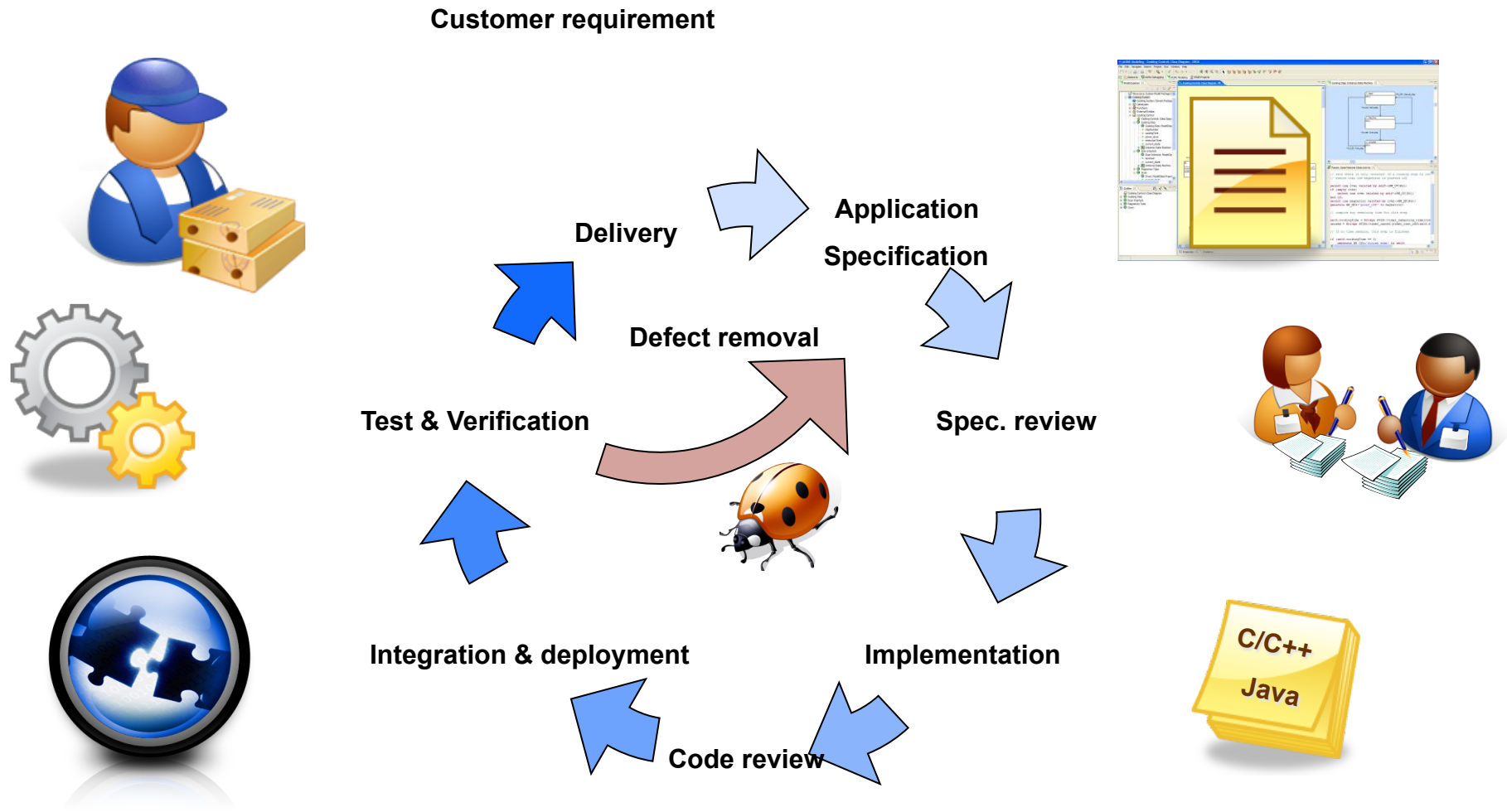


Implementation



Test stub

# Improved Development Process



# Conclusions

- ◆ **Executable specs can be introduced in small increments in existing modeled or non-modeled systems**
- ◆ **Verification takes place early when recovery is cheap**
  - Increase productivity and improve quality
- ◆ **Executable specs are unambiguous**
- ◆ **System level models may be reused in design phase**
  - Minimal handover
  - Bridge the gap between system and design