



# OO Analysis and Design with UML 2 and UP

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# Introduction to the Unified Process



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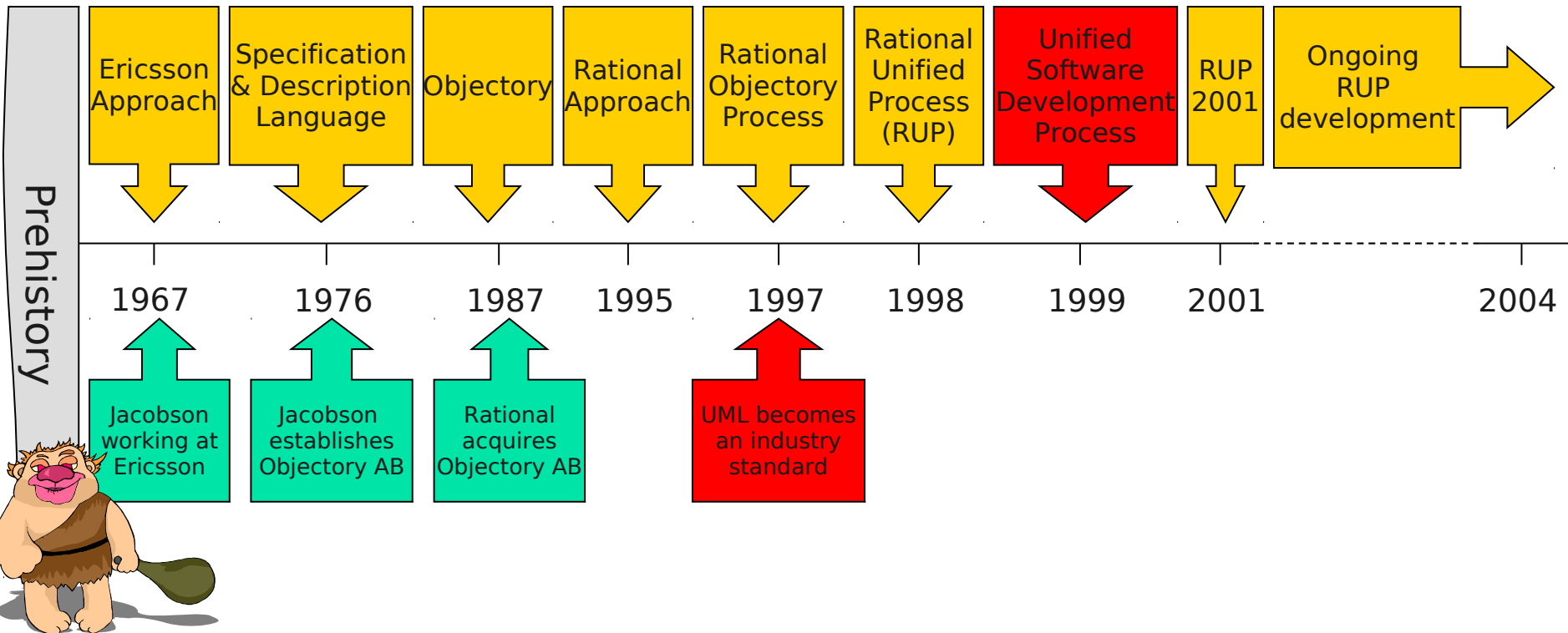


# The Unified Process (UP)

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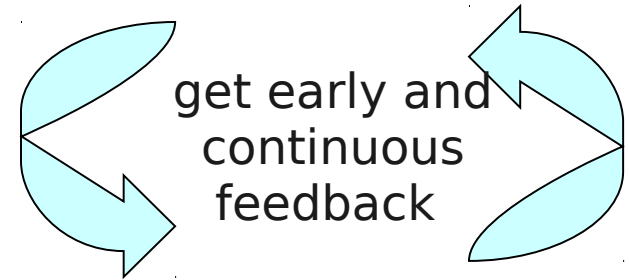
- The Unified Software Development Process is an industry standard software engineering process
  - It is commonly referred to as the "Unified Process" or UP
  - It is the generic process for the UML
  - It is free - described in "The Unified Software Development Process", ISBN:0201571692"
- UP is:
  - Use case (requirements) driven
  - Risk driven
  - Architecture centric
  - Iterative and incremental
- UP is a generic software engineering process. It has to be customised (instantiated) for your project
  - In house standards, document templates, tools, databases, lifecycle modifications, ...
- Rational Unified Process (RUP) is an instantiation of UP
  - RUP is a product marketed and owned by Rational Corporation
  - RUP also has to be instantiated for your project

# UP history



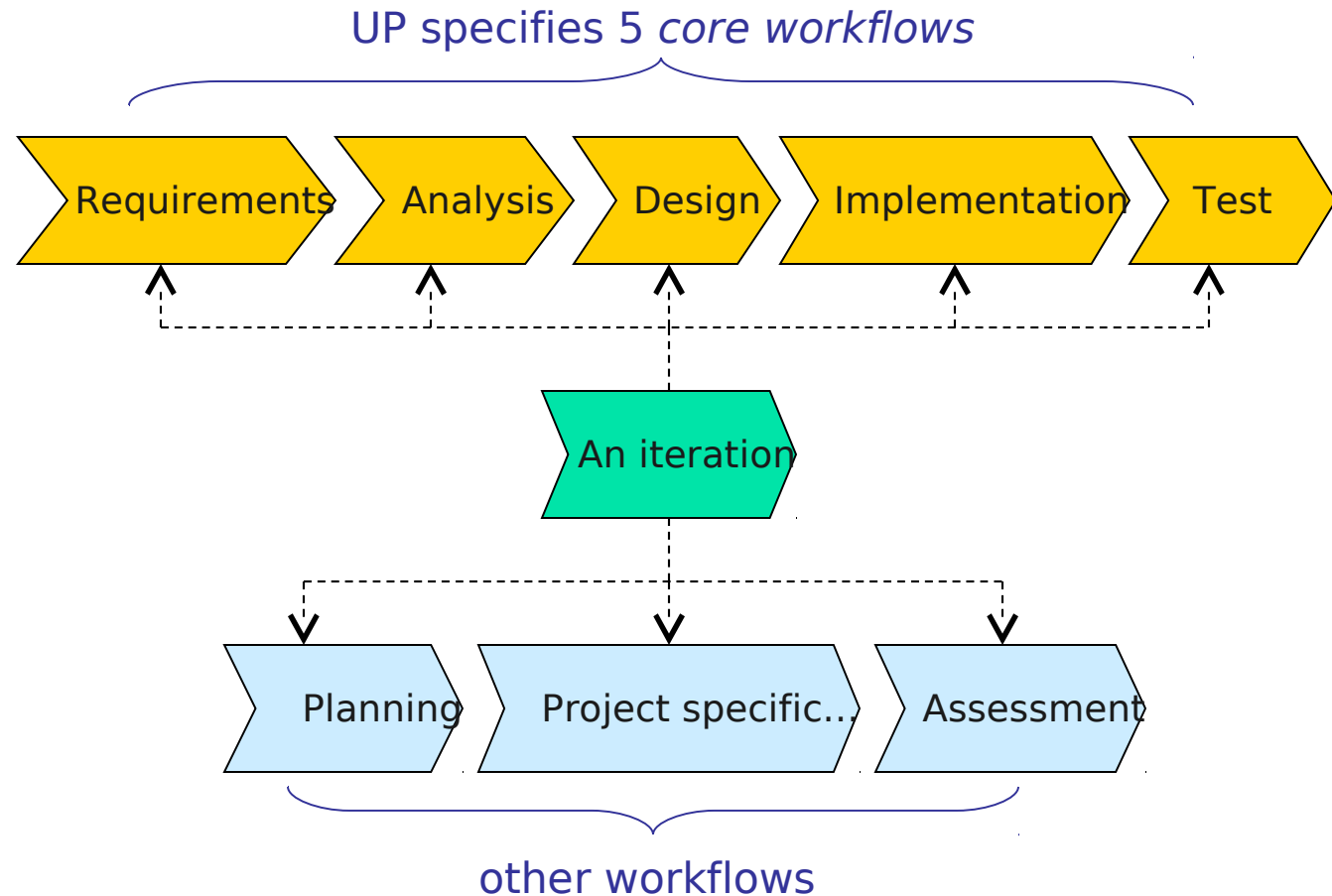
# Iterations

- Iterations are the key to the UP
- Each iteration is like a mini-project including:
  - Planning
  - Analysis and design
  - Implementation
  - Integration and test
  - An internal or external release
- We arrive at a final product release through a sequence of iterations
- Iterations can overlap - this allows parallel development and flexible working in large teams
  - Requires careful planning
- Iterations are organised into phases



# Iteration workflows

- Each iteration may contain all of the core workflows but with a different emphasis depending on where the iteration is in the lifecycle



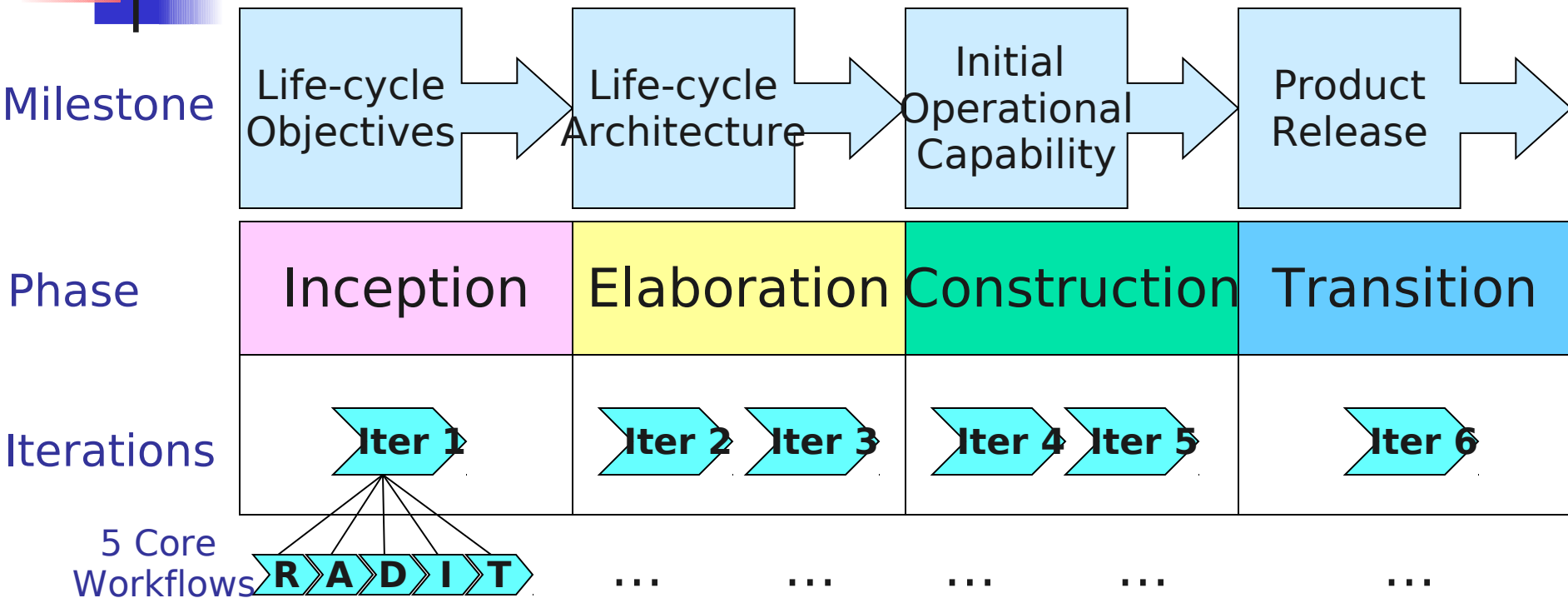


# Baselines and increments

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- Each iteration generates a baseline
- A baseline is a set of reviewed and approved artefacts that:
  - Provide an agreed basis for further review and development
  - Can be changed only through formal procedures such as configuration and change management
- An *increment* is the difference between the baseline generated by one iteration and the baseline generated by the next iteration
  - This is why the UP is called “iterative and incremental”

# UP Structure

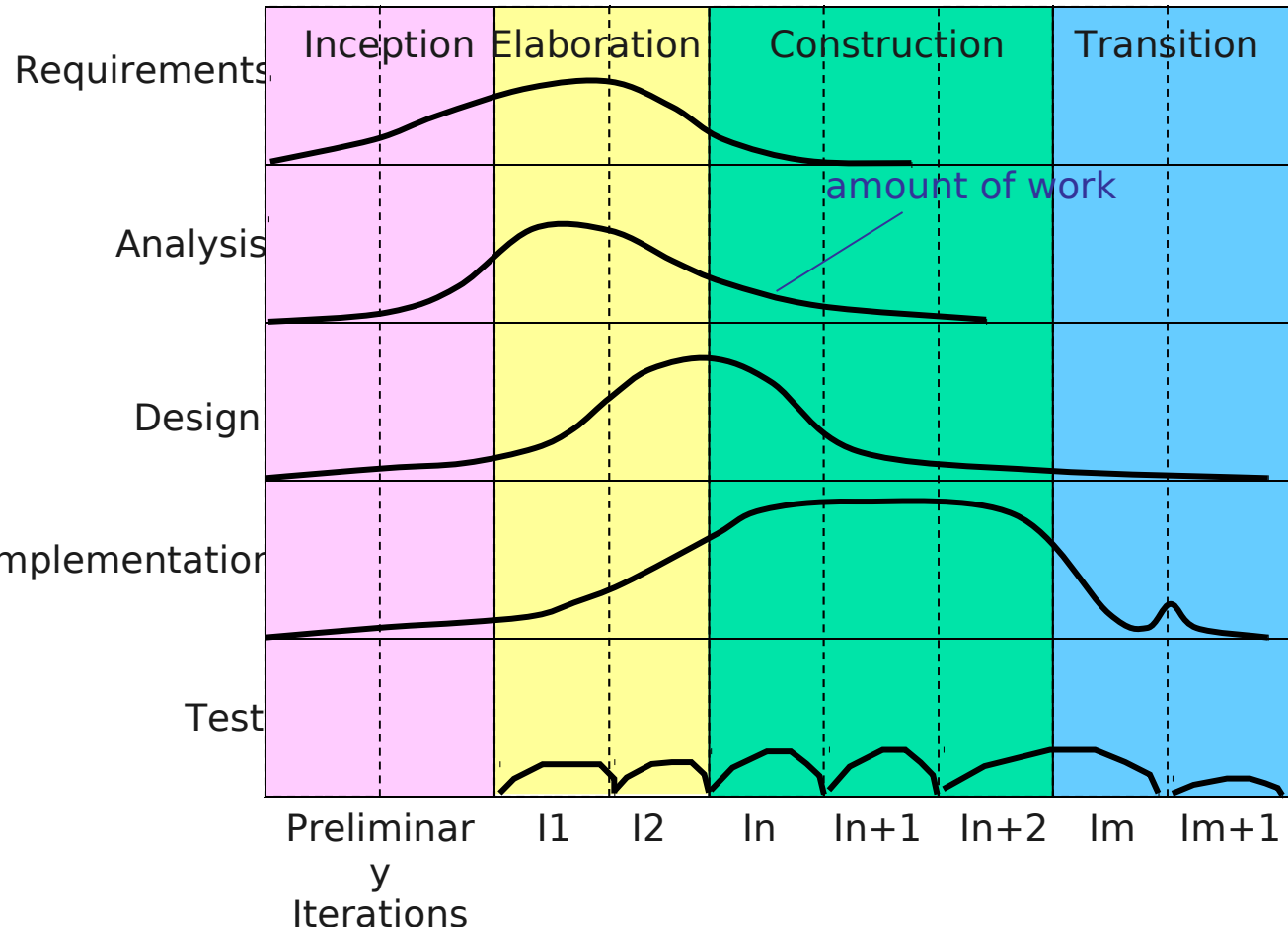


- Each phase can include several iterations
  - The exact number of iterations per phase depends on the size of the project! e.g. one iteration per phase for small projects
- Each phase concludes with a major milestone



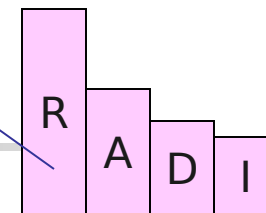
# Phases and Workflows

- This figure is the key to understanding UP!
- For each phase we will consider:
  - The focus in terms of the core workflows
  - The goal for the phase
  - The milestone at Implementation the end of the phase



# Inception

amount of work  
in each core workflow



		Inception	Elaboration	Construction	Transition
<b>Focus</b>	<b>Requirements</b> - establish business case and scope. Capture core requirements	High	Medium	Low	Very Low
	<b>Analysis</b> - establish feasibility	Low	High	Medium	Low
	<b>Design</b> - design proof of concept or technical prototypes	Low	Medium	High	Medium
	<b>Implementation</b> - build proof of concept or technical prototype	Low	Low	High	Very High
	<b>Test</b> - not generally applicable	Low	Low	Low	High
<b>Goals</b>	Establish feasibility of the project - create proof of concept/technical prototypes Create a business case Scope the system - capture key requirements Identify critical risks				

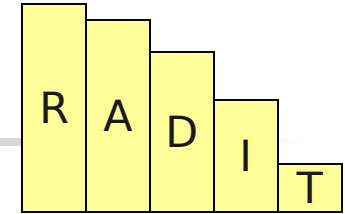


# Inception - milestone

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- Life Cycle Objectives - conditions of satisfaction:
  - System scope has been defined
  - Key requirements for the system have been captured. These have been defined and agreed with the stakeholders
  - An architectural vision exists. This is just a sketch at this stage
  - A Risk Assessment
  - A Business Case
  - Project feasibility is confirmed
  - The stakeholders agree on the objectives of the project

# Elaboration



		Inception	Elaboration	Construction	Transition
<b>Focus</b>	<b>Requirements</b> - refine system scope and requirements				
	<b>Analysis</b> - establish what to build				
	<b>Design</b> - create a stable architectural baseline				
	<b>Implementation</b> - build the architectural baseline				
	<b>Test</b> - test the architectural baseline				
<b>Goals</b>	Create an executable architectural baseline Refine Risk Assessment and define quality attributes (defect rates etc.) Capture use cases to 80% of the functional requirements Create a plan with sufficient detail for the construction phase Formulate a bid which includes resources, time, equipment, staff, cost				

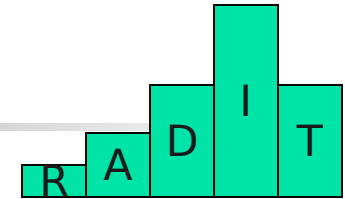


# Elaboration - milestone

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- Lifecycle Architecture - conditions of satisfaction:
  - A resilient, robust executable architectural baseline has been created
  - The Risk Assessment has been updated
  - A project plan has been created to enable a realistic bid to be formulated
  - The business case has been verified against the plan
  - The stakeholders agree to continue

# Construction



		Inception	Elaboration	Construction	Transition
<b>Focus</b>	<b>Requirements</b> - uncover any requirements that had been missed	[Graph: Curve starts low, rises through Inception and Elaboration, peaks in Elaboration, then declines through Construction and Transition]			
	<b>Analysis</b> - finish the analysis model	[Graph: Curve starts low, rises through Inception and Elaboration, peaks in Elaboration, then declines through Construction and Transition]			
	<b>Design</b> - finish the design model	[Graph: Curve starts low, rises through Inception and Elaboration, peaks in Elaboration, then declines through Construction and Transition]			
	<b>Implementation</b> - build the Initial Operational Capability	[Graph: Curve starts low, rises through Inception and Elaboration, peaks in Construction, then declines through Transition]			
	<b>Test</b> - test the Initial Operational Capability	[Graph: Curve starts low, rises through Inception and Elaboration, peaks in Construction, then declines through Transition]			
<b>Goals</b>	Complete use case identification, description and realization Finish analysis, design, implementation and test Maintain the integrity of the system architecture Revise the Risk Assessment				

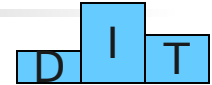


# Construction - milestone

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- Initial Operational Capability - conditions of satisfaction:
  - The product is ready for beta testing in the user environment

# Transition



		Inception	Elaboration	Construction	Transition
<b>Focus</b>	<b>Requirements</b> - not applicable				
	<b>Analysis</b> - not applicable				
	<b>Design</b> - modify the design if problems emerge in beta testing				
	<b>Implementation</b> - tailor the software for the user site. Fix bugs uncovered in beta testing				
	<b>Test</b> - perform beta testing and acceptance testing at the user site				
<b>Goals</b>	Correct defects Prepare the user site for the new software and tailor the software to operate at the user site Modify software if unforeseen problems arise Create user manuals and other documentation Provide customer consultancy Conduct post project review				





# Transition - milestone

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- Product Release - conditions of satisfaction:
  - Beta testing, acceptance testing and defect repair are finished
  - The product is released into the user community



# Summary

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- UP is a risk and use case driven, architecture centric, iterative and incremental software development process
- UP has four phases:
  - Inception
  - Elaboration
  - Construction
  - Transition
- Each iteration has five core workflows:
  - Requirements
  - Analysis
  - Design
  - Implementation
  - Test