



Introduction to  
*S*oftware Engineering Design

Processes, Principles, and Patterns with UML2

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# Contents

*Preface* ix

## **Part I Introduction 1**

<b>Chapter 1</b>	<b>A Discipline of Software Engineering Design</b>	<b>3</b>
	1.1 What Is Software Design?	3
	1.2 Varieties of Design	12
	1.3 Software Design in the Life Cycle	16
	1.4 Software Engineering Design Methods*	24
	<i>Further Reading, Exercises, Review Quiz Answers</i>	27
<b>Chapter 2</b>	<b>Software Design Processes and Management</b>	<b>33</b>
	2.1 Specifying Processes with UML Activity Diagrams	33
	2.2 Software Design Processes	47
	2.3 Software Design Management*	56
	<i>Further Reading, Exercises, Review Quiz Answers</i>	63

## **Part II Software Product Design 69**

<b>Chapter 3</b>	<b>Context of Software Product Design</b>	<b>71</b>
	3.1 Products and Markets	71
	3.2 Product Planning	74
	3.3 Project Mission Statement	79
	3.4 Software Requirements Specification	85
	<i>Further Reading, Exercises, Review Quiz Answers</i>	92
<b>Chapter 4</b>	<b>Product Design Analysis</b>	<b>98</b>
	4.1 Product Design Process Overview	98
	4.2 Needs Elicitation	104
	4.3 Needs Documentation and Analysis	109
	<i>Further Reading, Exercises, Review Quiz Answers</i>	115
<b>Chapter 5</b>	<b>Product Design Resolution</b>	<b>120</b>
	5.1 Generating Alternative Requirements	121
	5.2 Stating Requirements	126
	5.3 Evaluating and Selecting Alternatives	131

	5.4 Finalizing a Product Design	136	
	5.5 Prototyping	142	
	<i>Further Reading, Exercises, Review Quiz Answers</i>		149
<b>Chapter 6</b>	<b>Designing with Use Cases</b>	<b>157</b>	
	6.1 UML Use Case Diagrams	158	
	6.2 Use Case Descriptions	168	
	6.3 Use Case Models	178	
	<i>Further Reading, Exercises, Review Quiz Answers</i>		185
<b>Part III</b>	<b>Software Engineering Design</b>	<b>191</b>	
<b>Chapter 7</b>	<b>Engineering Design Analysis</b>	<b>193</b>	
	7.1 Introduction to Engineering Design Analysis		194
	7.2 UML Class and Object Diagrams	200	
	7.3 Making Conceptual Models	212	
	<i>Further Reading, Exercises, Review Quiz Answers</i>		220
<b>Chapter 8</b>	<b>Engineering Design Resolution</b>	<b>226</b>	
	8.1 Engineering Design Resolution Activities		226
	8.2 Engineering Design Principles	231	
	8.3 Modularity Principles	233	
	8.4 Implementability and Aesthetic Principles		244
	<i>Further Reading, Exercises, Review Quiz Answers</i>		248
<b>Chapter 9</b>	<b>Architectural Design</b>	<b>253</b>	
	9.1 Introduction to Architectural Design	254	
	9.2 Specifying Software Architectures	259	
	9.3 UML Package and Component Diagrams		269
	9.4 UML Deployment Diagrams*	277	
	<i>Further Reading, Exercises, Review Quiz Answers</i>		281
<b>Chapter 10</b>	<b>Architectural Design Resolution</b>	<b>287</b>	
	10.1 Generating and Improving Software Architectures		288
	10.2 Evaluating and Selecting Software Architectures		300
	10.3 Finalizing Software Architectures	307	
	<i>Further Reading, Exercises, Review Quiz Answers</i>		312
<b>Chapter 11</b>	<b>Static Mid-Level Object-Oriented Design: Class Models</b>		<b>318</b>
	11.1 Introduction to Detailed Design	319	
	11.2 Advanced UML Class Diagrams	324	

11.3	Drafting a Class Model	336	
11.4	Static Modeling Heuristics	345	
	<i>Further Reading, Exercises, Review Quiz Answers</i>		352
<b>Chapter 12</b>	<b>Dynamic Mid-Level Object-Oriented Design: Interaction Models</b>	<b>359</b>	
12.1	UML Sequence Diagrams	359	
12.2	Interaction Design Process	374	
12.3	Interaction Modeling Heuristics	381	
	<i>Further Reading, Exercises, Review Quiz Answers</i>		389
<b>Chapter 13</b>	<b>Dynamic Mid-Level State-Based Design: State Models</b>		<b>395</b>
13.1	UML State Diagrams	395	
13.2	Advanced UML State Diagrams*	407	
13.3	Designing with State Diagrams	415	
	<i>Further Reading, Exercises, Review Quiz Answers</i>		423
<b>Chapter 14</b>	<b>Low-Level Design</b>	<b>429</b>	
14.1	Visibility, Accessibility, and Information Hiding		430
14.2	Operation Specification	439	
14.3	Algorithm and Data Structure Specification*		448
14.4	Design Finalization	452	
	<i>Further Reading, Exercises, Review Quiz Answers</i>		456
<b>Part IV</b>	<b>Patterns in Software Design</b>		<b>461</b>
<b>Chapter 15</b>	<b>Architectural Styles</b>	<b>463</b>	
15.1	Patterns in Software Design	463	
15.2	Layered Architectures	467	
15.3	Other Architectural Styles	473	
	<i>Further Reading, Exercises, Review Quiz Answers</i>		486
<b>Chapter 16</b>	<b>Mid-Level Object-Oriented Design Patterns</b>		<b>490</b>
16.1	Collection Iteration	490	
16.2	The Iterator Pattern	498	
16.3	Mid-Level Design Pattern Categories	504	
	<i>Further Reading, Exercises, Review Quiz Answers</i>		506
<b>Chapter 17</b>	<b>Broker Design Patterns</b>	<b>510</b>	
17.1	The Broker Category	510	
17.2	The Façade and Mediator Patterns	513	

	17.3 The Adapter Patterns	522	
	17.4 The Proxy Pattern*	529	
	<i>Further Reading, Exercises, Review Quiz Answers</i>		534
<b>Chapter 18</b>	<b>Generator Design Patterns</b>	<b>540</b>	
	18.1 The Generator Category	540	
	18.2 The Factory Patterns	544	
	18.3 The Singleton Pattern	553	
	18.4 The Prototype Pattern*	557	
	<i>Further Reading, Exercises, Review Quiz Answers</i>		564
<b>Chapter 19</b>	<b>Reactor Design Patterns</b>	<b>568</b>	
	19.1 The Reactor Category	568	
	19.2 The Command Pattern	572	
	19.3 The Observer Pattern	578	
	<i>Further Reading, Exercises, Review Quiz Answers</i>		586
 <b>Appendices</b>			
<b>Appendix A</b>	<b>Glossary</b>	<b>591</b>	
<b>Appendix B</b>	<b>AquaLush Case Study</b>	<b>609</b>	
<b>Appendix C</b>	<b>References</b>	<b>689</b>	
	 <b>Index</b>	 <b>693</b>	