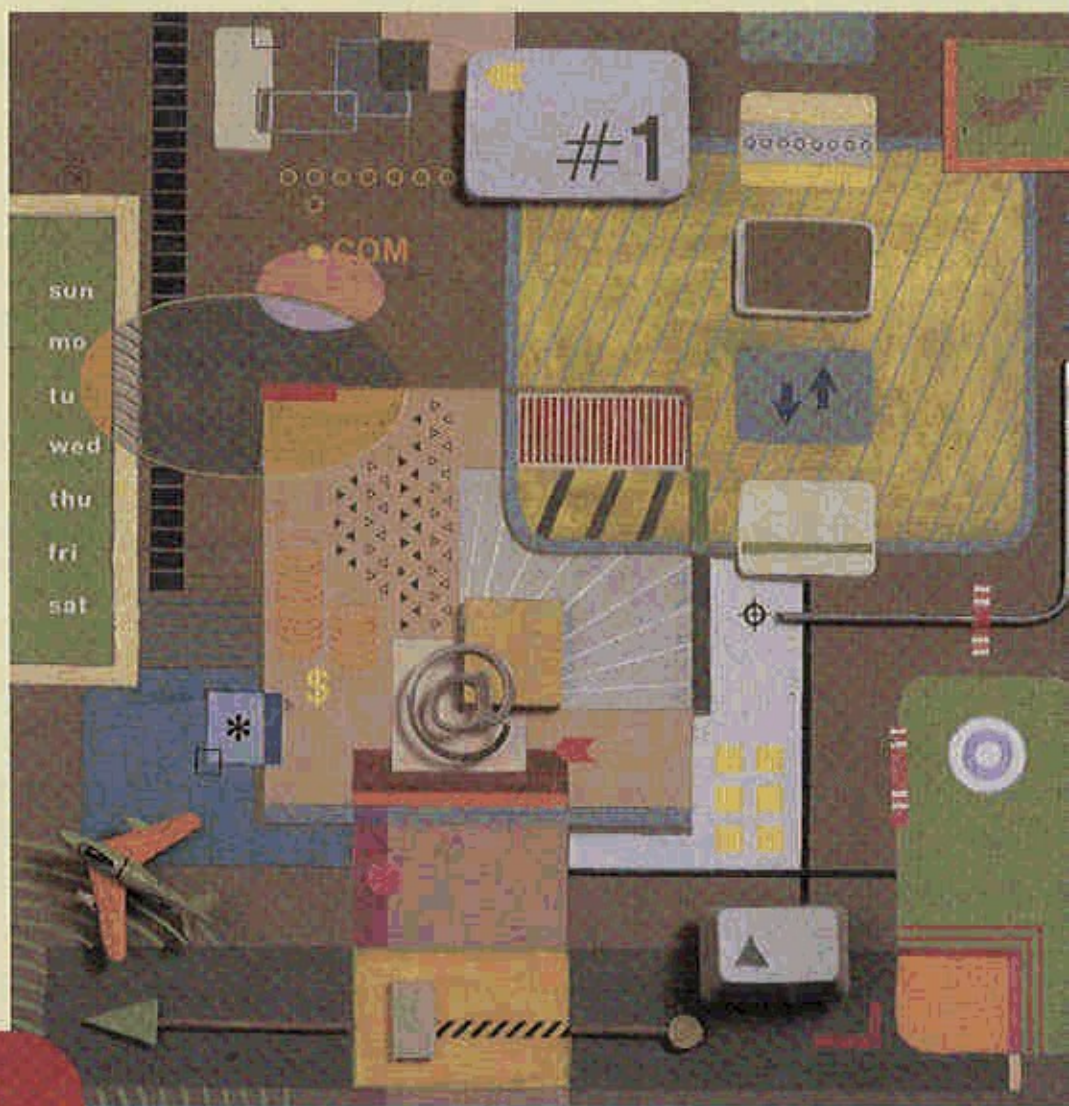


# Object-Oriented Analysis & Design

with the Unified Process

Access to  
NEW integrated  
Web Companion  
included!

Satzinger • Jackson • Burd



# CONTENTS

chapter 1	<b>The World of the Modern Systems Analyst</b>	2
	<i>A Systems Analyst at Consolidated Refineries</i>	3
	Overview	3
	The Analyst as a Business Problem Solver	4
	Systems That Solve Business Problems	6
	Required Skills of the Systems Analyst	10
	The Environment Surrounding the Analyst	13
	The Analyst's Role in Strategic Planning	15
	Rocky Mountain Outfitters and Its Strategic Information Systems Plan	18
	The Analyst as a System Developer (the Heart of the Course)	27
	Summary	30
	Key Terms	30
	Review Questions	31
	Thinking Critically	31
	Experiential Exercises	32
	Case Studies	32
	Further Resources	35
chapter 2	<b>Object-Oriented Development and the Unified Process</b>	36
	<i>Development Approaches at Ajax Corporation, Consolidated Concepts, and Pinnacle Manufacturing</i>	37
	Overview	37
	The Systems Development Life Cycle	38
	Methodologies, Models, Tools, and Techniques	47
	The Unified Process as a System Development Methodology	50
	The UP Disciplines	55
	Overview of Object-Oriented Concepts	60
	Tools to Support System Development	68
	Summary	74
	Key Terms	74
	Review Questions	75
	Thinking Critically	75
	Experiential Exercises	76
	Case Studies	76
	Further Resources	77

# CONTENTS

chapter 3	<b>Project Management and the Inception Phase</b>	78
	<i>Blue Sky Mutual Funds: A New Development Approach</i>	79
	Overview	79
	Project Management	80
	The Unified Process and the Inception Phase	86
	Completing the Inception Phase	114
	Project Monitoring and Control	114
	Summary	116
	Key Terms	116
	Review Questions	117
	Thinking Critically	117
	Experiential Exercises	119
	Case Studies	120
	Further Resources	121
<b>PART 2</b>	<b>MODELING AND THE REQUIREMENTS DISCIPLINE</b>	<b>123</b>
chapter 4	<b>The Requirements Discipline</b>	124
	<i>Mountain States Motor Sports</i>	125
	Overview	125
	The Requirements Discipline in More Detail	126
	System Requirements	129
	Models and Modeling	131
	Techniques for Information Gathering	135
	Validating the Requirements	153
	Summary	159
	Key Terms	159
	Review Questions	160
	Thinking Critically	160
	Experiential Exercises	161
	Case Studies	162
	Further Resources	163
chapter 5	<b>Use Cases and Domain Classes</b>	164
	<i>Waiters on Call Meal-Delivery System</i>	165
	Overview	165
	Events and Use Cases	166
	Problem Domain Classes	178

# CONTENTS

	The Class Diagram	185
	Locations and the CRUD Matrix	197
	Use Cases, the Domain Model, and Iteration Planning	201
	Summary	202
	Key Terms	202
	Review Questions	203
	Thinking Critically	203
	Experiential Exercises	205
	Case Studies	206
	Further Resources	209
<b>chapter 6</b>	<b>Use Case Modeling and Detailed Requirements</b>	<b>210</b>
	<i>Electronics Unlimited, Inc.: Integrating the Supply Chain</i>	211
	Overview	211
	Detailed Object-Oriented Requirements Definitions	212
	System Processes—A Use Case/Scenario View	214
	Identifying Inputs and Outputs—The System Sequence Diagram	226
	Identifying Object Behavior—The Statechart Diagram	237
	Integrating Object-Oriented Models	246
	Summary	249
	Key Terms	249
	Review Questions	250
	Thinking Critically	250
	Experiential Exercises	254
	Case Studies	255
	Further Resources	258
<b>chapter 7</b>	<b>Design Activities and Environments</b>	<b>260</b>
	<i>Fairchild Pharmaceuticals: Finalizing Architectural Design for a Production System</i>	261
	Overview	261
	Moving from Business Modeling to Requirements to Design	262
	Understanding the Elements of Design	263
	Design Discipline Activities	263
	Project Management—Coordinating the Project	267
	Deployment Environment	270
	Software Architecture	277
	Network Design	283
	Summary	287
	Key Terms	287
	Review Questions	288
	Thinking Critically	288
	Experiential Exercises	289
	Case Studies	289
	Further Resources	291

# CONTENTS

## chapter 8

<b>Use Case Realization: The Design Discipline within UP Iterations</b>	<b>292</b>
<i>New Capital Bank: Part 1</i>	293
Overview	293
Object-Oriented Design—The Bridge between Requirements and Implementation	294
Design Classes and Design Class Diagrams	302
Interaction Diagrams—Realizing Use Cases and Defining Methods	312
Designing with Sequence Diagrams	315
Designing with Communication Diagrams	334
Updating the Design Class Diagram	337
Package Diagrams—Structuring the Major Components	339
Implementation Issues for Three-Layer Design	342
Summary	345
Key Terms	345
Review Questions	346
Thinking Critically	347
Experiential Exercises	353
Case Studies	353
Further Resources	357

## chapter 9

<b>Advanced Topics in Object-Oriented Design</b>	<b>358</b>
<i>New Capital Bank: Part 2</i>	359
Overview	359
Modeling System Behavior and Method Logic with Design Statecharts	360
Design Principles and Design Patterns	366
Designing Enterprise-Level Systems	376
Summary	389
Key Terms	389
Review Questions	390
Thinking Critically	390
Experiential Exercises	393
Case Studies	394
Further Resources	395

## chapter 10

<b>Designing the Data Access Layer</b>	<b>396</b>
<i>Nationwide Books: Designing a New Database</i>	397
Overview	397
Databases and Database Management Systems	398
Object-Oriented Databases	400
Relational Databases	407
Object-Relational Interaction	420
Distributed Databases	423
Database Design within the UP	431
Summary	434
Key Terms	434
Review Questions	435
Thinking Critically	436
Experiential Exercises	437
Case Studies	437
Further Resources	439

# CONTENTS

chapter 11	<b>Designing the User-Interface Layer</b>	<b>440</b>
	<i>Interface Design at Aviation Electronics</i>	441
	Overview	441
	Identifying and Classifying Inputs and Outputs	442
	Understanding the User Interface	444
	Guidelines for Designing User Interfaces	453
	Documenting Dialog Designs	457
	Guidelines for Designing Windows and Browser Forms	464
	Guidelines for Designing Web Sites	469
	Designing Dialogs for Rocky Mountain Outfitters	471
	Summary	479
	Key Terms	479
	Review Questions	480
	Thinking Critically	480
	Experiential Exercises	481
	Case Studies	482
	Further Resources	485
chapter 12	<b>Designing System Interfaces, Controls, and Security</b>	<b>486</b>
	<i>Downslope Ski Company: Designing a Secure Supplier System Interface</i>	487
	Overview	487
	Identifying System Interfaces	488
	Designing System Inputs	492
	Designing System Outputs	497
	Designing Integrity Controls	506
	Designing Security Controls	513
	Summary	522
	Key Terms	522
	Review Questions	523
	Thinking Critically	523
	Experiential Exercises	525
	Case Studies	525
	Further Resources	527
<b>PART 4</b>	<b>IMPLEMENTATION, TESTING, AND DEPLOYMENT DISCIPLINES</b>	<b>529</b>
chapter 13	<b>Making the System Operational</b>	<b>530</b>
	<i>Tri-State Heating Oil: Juggling Priorities to Begin Operation</i>	531
	Overview	531
	Implementation	532
	Testing	533
	Configuration and Change Management	540
	Deployment	547
	Planning and Managing Implementation, Testing, and Deployment	553
	Putting It All together—RMO Revisited	565
	Summary	569

# CONTENTS

	Key Terms	569
	Review Questions	570
	Thinking Critically	570
	Experiential Exercises	571
	Case Studies	571
	Further Resources	573
<b>chapter 14</b>	<b>Current Trends in System Development</b>	<b>574</b>
	<i>Valley Regional Hospital: Measuring a Project's Progress</i>	575
	Overview	575
	Software Principles and Practices	576
	Adaptive Approaches to Development	580
	Model-Driven Architecture—Generalizing Solutions	594
	Frameworks and Components	598
	Summary	606
	Key Terms	607
	Review Questions	607
	Thinking Critically	607
	Experiential Exercises	608
	Case Studies	609
	Further Resources	611

The following appendices are available on the student Companion Web Site [www.course.com/OOAD](http://www.course.com/OOAD):

appendix A	Principles of Project Management
appendix B	Developing a Project Schedule with PERT/CPM Charts
appendix C	Calculating Net Present Value, Payback Period, and Return on Investment
appendix D	Presenting the Results to Management
appendix E	Guide to Microsoft Project 2003