

SWE 621

FALL 2022

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# DESIGN AS DOMAIN MODELING

# IN CLASS EXERCISE

- ▶ How do you decide what classes to create?

# WHAT IS A DOMAIN?

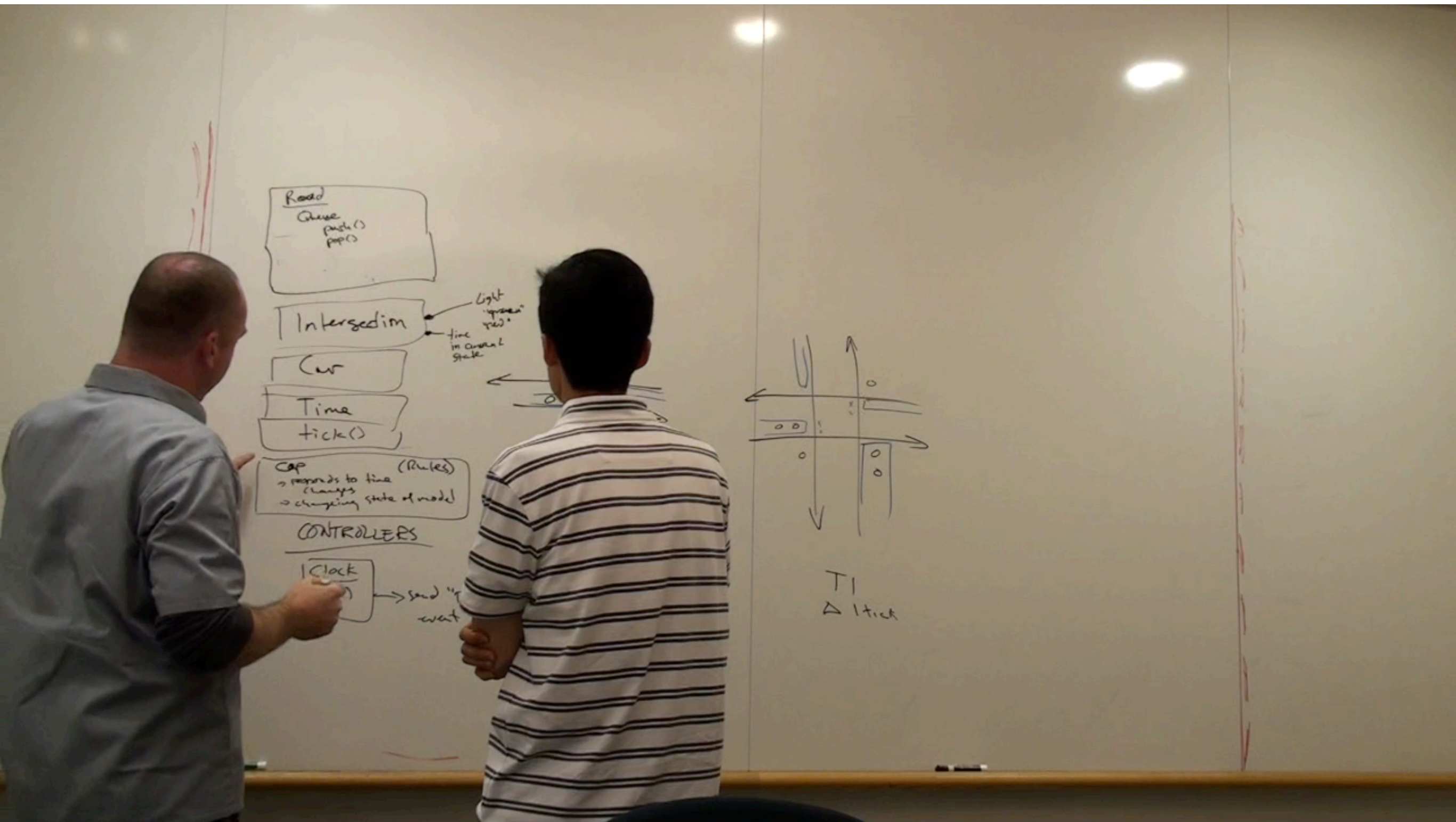
- ▶ What the software is "about"
  - ▶ The program is designed to manipulate information in the domain
- ▶ For systems that model real world, domain is aspect of real world that is being modeled
  - ▶ A shipping management system ---> how the shipping business works
  - ▶ A todo application --> how todos are manipulated
- ▶ For technical systems, system may be its own domain model
  - ▶ An operating system --> an operating system (?)

# LOGISTICS

- ▶ HW1 due next week on 9/19 before class
- ▶ Post any questions on Piazza or setup meeting with TA

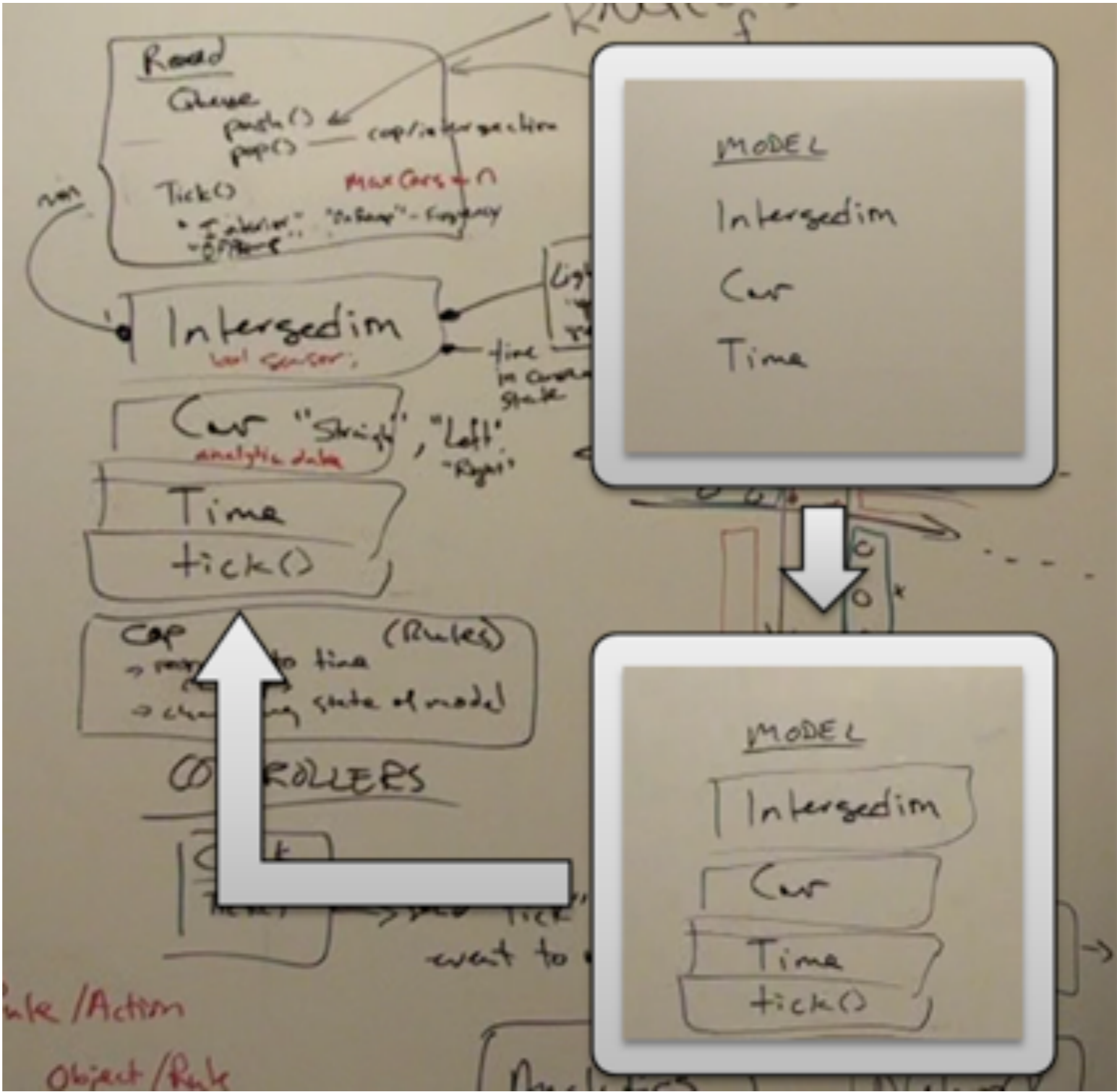
# WHAT IS IT THAT EXPERTS ARE DOING WHEN THEY'RE DESIGNING?

# HOW DO EXPERT DEVELOPERS DESIGN?



Mangano, LaToza, Petre, van der Hoek. (2015). How software designers interact with sketches at the whiteboard. *Transactions on Software Engineering*.

# SKETCHES SUPPORT DESIGN CONVERSATIONS



# DESIGNERS MODEL THE DOMAIN

EDIT MAP - Draw Roads, Name Roads, Assign Speeds  
 SPEC INTERSECTIONS/LIGHTS - Choose Left → or No? Has Sensor? Specify light timings  
 TRAFFIC/CARS - How many? Direction of travel? Destination? Source?  
 SIMULATION - How to visualize? How to modify during simulation

how to save different simulation?

Road - Judy  
 Intersection  
 Light  
 Light Settings  
 Intersection Approach  
 LANE N  
 AN S  
 AN E  
 AN W

Block  
 A1 → A2

10% L  
 10% S  
 10% R → L

Time of Day

Simulation

Intersection B2  
 Cycle Duration 100 sec

Traffic Parameters

|    |    |
|----|----|
| AE | 15 |
| AN | 10 |
| BE | 25 |
| BN | 20 |
| CE |    |
| CN |    |
| DE |    |
| DN |    |

100 cars/min

Roads  
 A 35 mph  
 B 30 mph

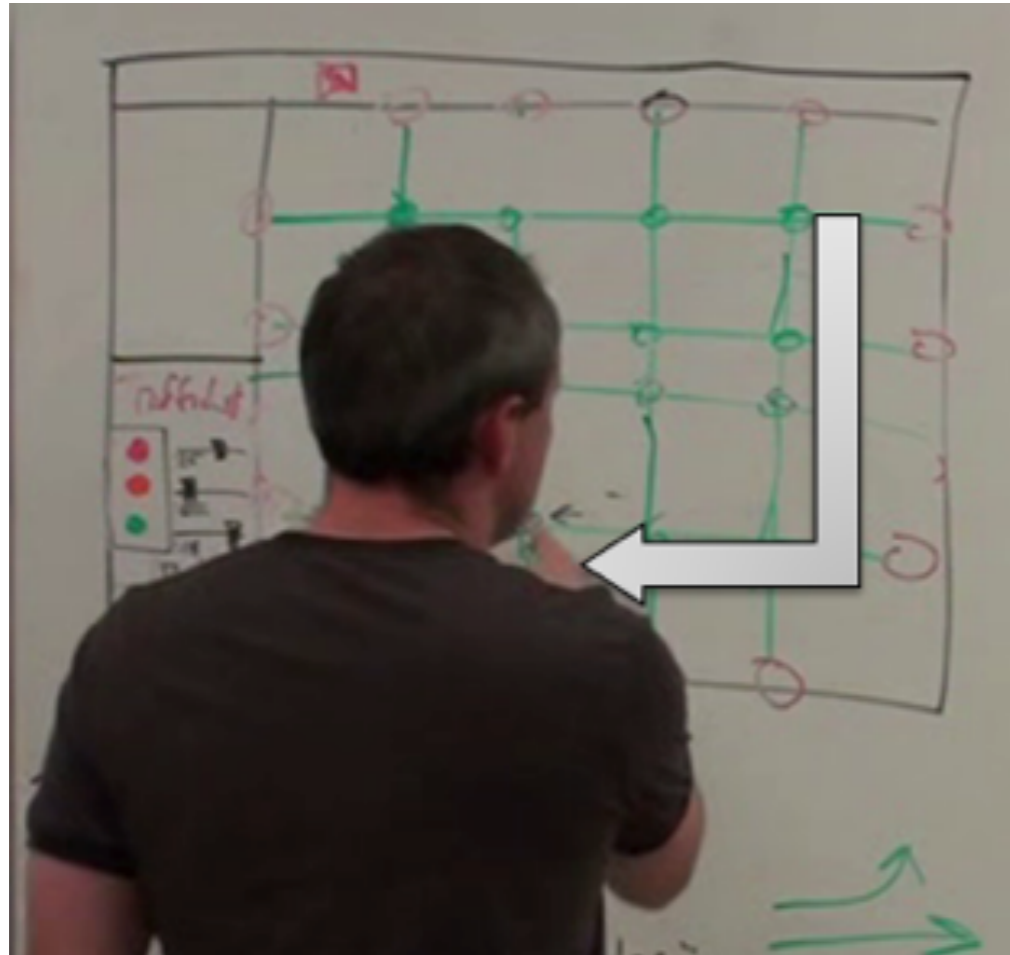
Blocks  
 A1 → A2 100 ft  
 A2 → A3 100 ft

Avg. Travel Time  
 Avg. # of Cars  
 Avg. Turn 2 → 1 MAP



# DESIGNERS PERFORM MENTAL SIMULATIONS

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Simulated

- data and control flow through system
- how model changed over time

83 ± 17% supported by sketches

30 ± 30% involved edits

9 ± 11% involved creating new sketches

Sketches used as an external medium for illustrating scenarios

Reused for multiple scenarios rather than created special purpose

Appropriate old sketches to discuss new designs

# DESIGNERS WORK WITH SMALL GROUPS OF SKETCHES



25 ± 6% of focus periods involved <3 sec momentary references:

- 43 ± 14% quick glances - gather information or seek confirmation
- 37 ± 14% pointing - guide attention to explain, review, or simulate
- 20 ± 10% split focus - reasoning using multiple sketches

# WHY MODEL A DOMAIN?

- ▶ Where do elements in your design come from (e.g., classes, packages, namespaces, folders, etc.)?
- ▶ How should computation be distributed to these elements?
- ▶ How should these elements be named?

# EXAMPLE: TEXTUAL MODEL OF DOMAIN

| Type               | Definition   |
|--------------------|--|
| Advertisement (Ad) | An Ad is a solicitation to find a Person to employ in a Job at a Company.  |
| Company            | A Company is an employer that offers Jobs to People.   |
| Contact            | A Contact is a relationship between two People that indicates that they know each other.                         |
| Employment         | Employment is a relationship indicating that the Person is or was employed at a Job at the Company.              |
| Job                | A Job is a role at a Company where a Person works.   |
| Job Match          | A Job Match is a relationship between a Job and a Person indicating that the Person may be suitable for the Job. |
| Person             | Someone who can be employed.   |

# UBIQUITOUS LANGUAGE

- ▶ Domain models are often a bridge between your understanding of the problem and domain experts understanding of the problem
- ▶ Ensure that the terminology you use for element identifiers, state, and relationships matches terminology domain experts use
  - ▶ Makes it easier to walk through domain description and check with some model
  - ▶ Makes it easier for domain experts to inspect
- ▶ This domain model can then serve as a starting point for your design model

# IDENTIFYING ELEMENTS

- ▶ Can just pick them from the domain
  - ▶ Find the nouns! These are classes. Verbs are operations.
- ▶ But...
  - ▶ What about processes?
  - ▶ What about operations that might be swapped out for other operations?

# IDENTIFYING ELEMENTS, TAKE 2

- ▶ Elements are things that have identity
  - ▶ Has state, stored in attributes
  - ▶ Has operations
  - ▶ Has associations with other elements

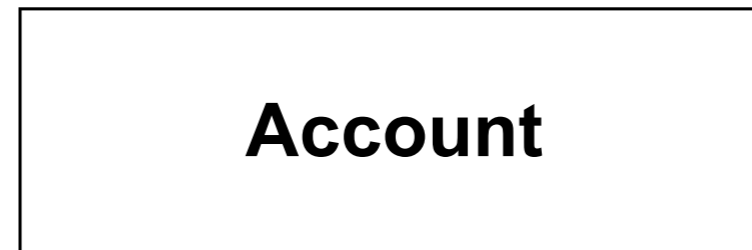
# SOME SIMPLE NOTATION

- ▶ Can use UML class diagrams for modeling domain
- ▶ Modeling your understanding of how the domain works
  - ▶ Not yet a model of how it will be designed or implemented in code
- ▶ Trying to make more precise how to think about the domain
  - ▶ What elements exist?
  - ▶ How are these elements related?
  - ▶ Differentiate between types of elements and individual instances of elements

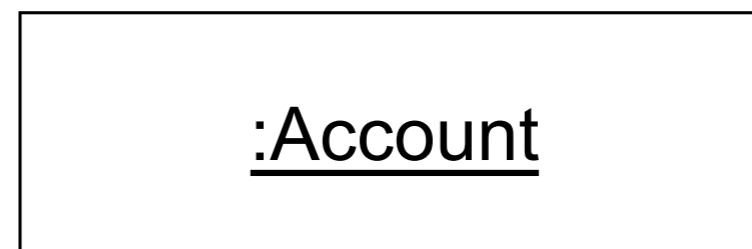
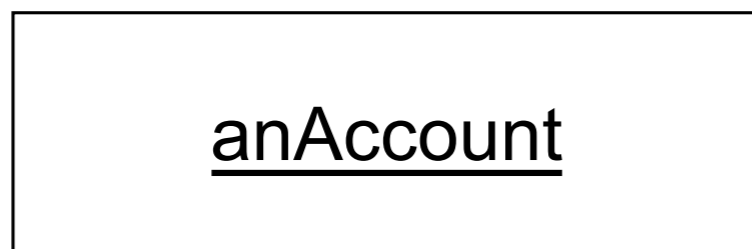
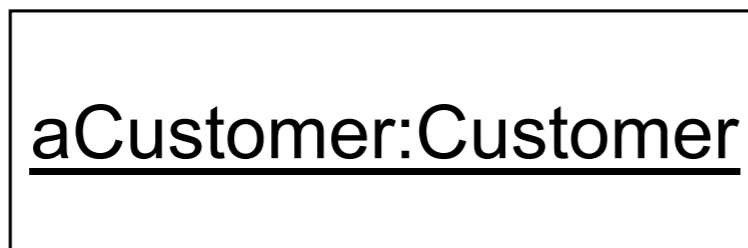


# SIMPLIFIED UML CLASS NOTATION: ELEMENTS

## Class

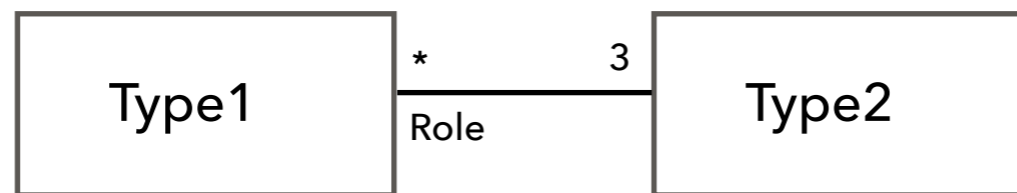


## Instance



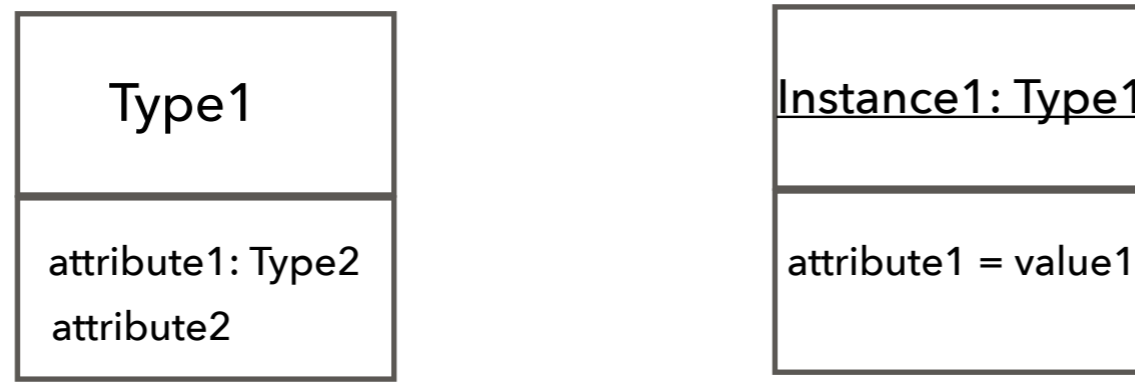
- ▶ Class vs. instance

# SIMPLIFIED UML CLASS NOTATION: ASSOCIATIONS



- ▶ Associations describe navigability
  - ▶ Can navigate from Type1 to Type2
- ▶ Multiplicities specify relationships between instances
  - ▶ Each Type2 instance is associated with 0, 1, ..., n Type1 instances (named Type2's Role)
  - ▶ Each Type1 instances is associated with 3 Type2 instances

# SIMPLIFIED UML CLASS NOTATION: ATTRIBUTES

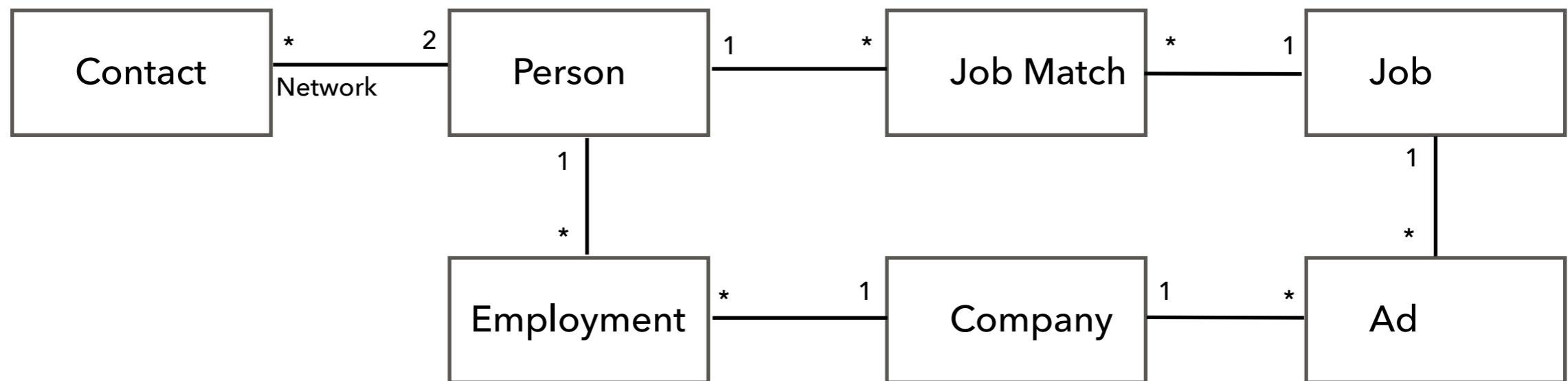


- ▶ Classes can have attributes, which may have types
- ▶ Instances may have values

# ACTIVITY: BUILD A DOMAIN MODEL

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# DOMAIN MODEL, SIMPLIFIED UML CLASS DIAGRAM NOTATION



# INTERROGATING A DOMAIN MODEL

- ▶ How do you know if your domain model works well?
  - ▶ Can try simulating a scenario with the model
- ▶ Scenario simulates a series of changes to the information model
  - ▶ Sequence of steps describing actions that occur that mutate state in the domain model

## SCENARIO: EXAMPLE

- ▶ Initial state: Bradley is employed at Widgetron
  1. Owen and Bradley meet, exchange business cards, and become part of each other's network of contacts.
  2. Bradley's company, Widgetron, posts an Ad for a software developer job.
  3. Bradley matches Owen to the job
  4. Owen is hired by Widgetron for the software developer job

# INTERROGATING A DOMAIN MODEL

- ▶ Each step should correspond to different snapshot of domain model
- ▶ If state change is described in step, can domain model capture each step?
- ▶ Is there state necessary to determine what to do next that is not captured in the domain model?
- ▶ Are there additional elements needed?
- ▶ Would the model be simpler if some elements were combined into a single element or split into multiple elements?

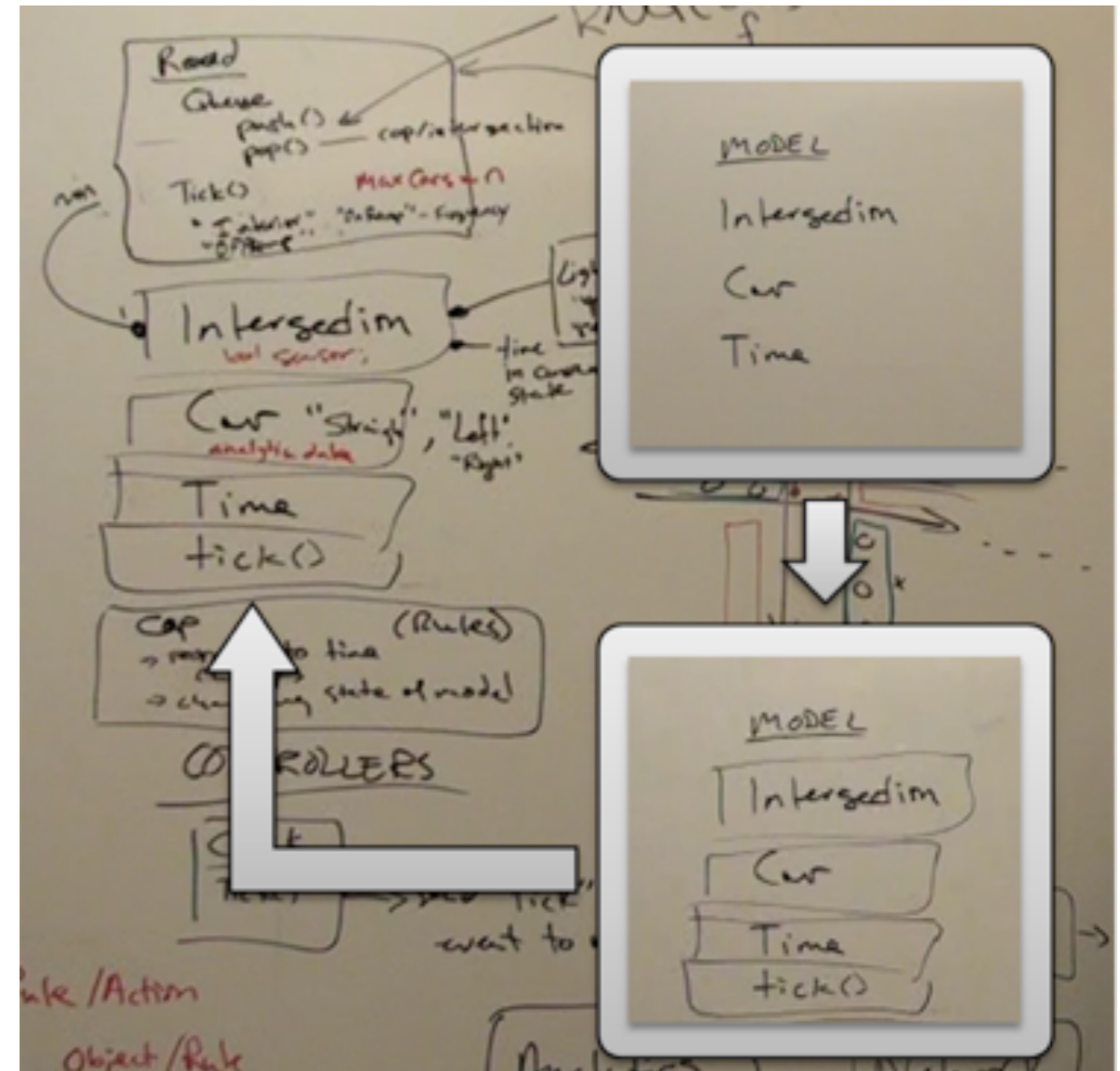


# ADVICE ON MODELING

- ▶ Before you start modeling, build a list of questions your model will answer
  - ▶ What risk(s) are you trying to address?
  - ▶ What decisions are you trying to make?
- ▶ Recognize when additional modeling is not providing additional value
- ▶ Only focus on aspects of the problem necessary
  - ▶ **Do not** need to build a model of everything
  - ▶ Leads to analysis paralysis
  - ▶ Model may change once you implement it

# NOTATIONS $\leftrightarrow$ DECISIONS

- ▶ More formal notation makes more decisions
  - ▶ v1: list of 3 things, with a title
  - ▶ v2: each of these is an element, last element has operation
  - ▶ v3: relationship between some of these elements
- ▶ If you don't need to make the decision, don't need that formality in your model
  - ▶ Most popular notation: list

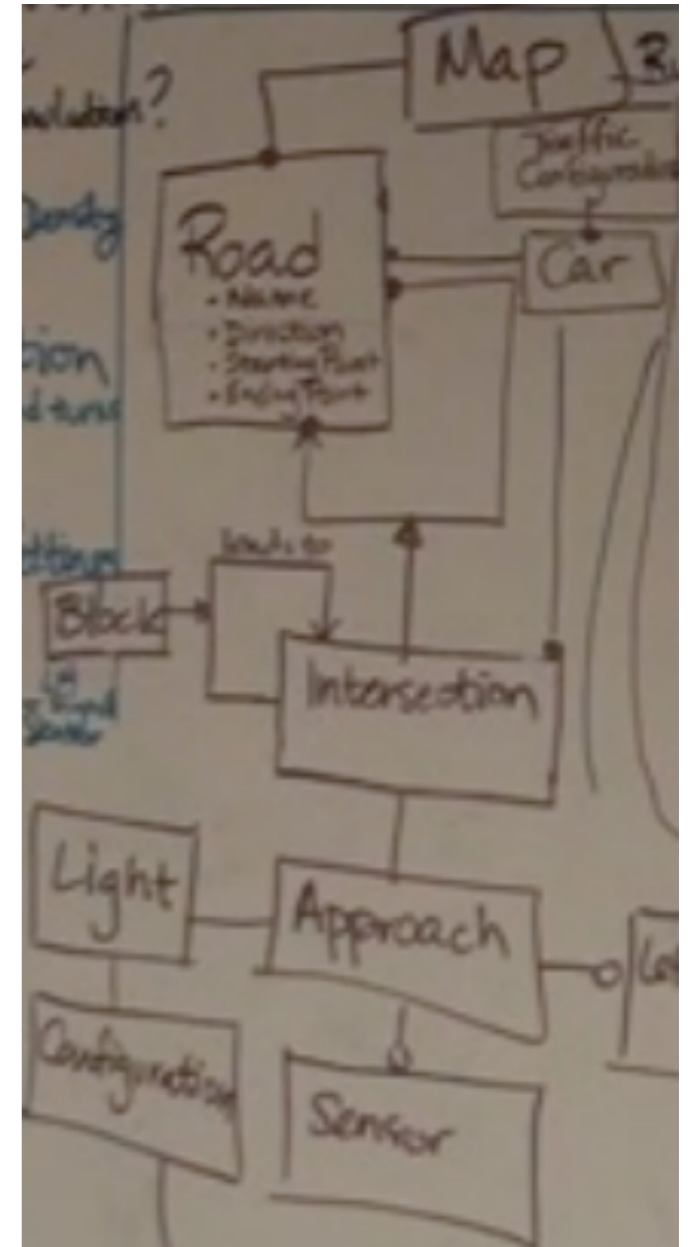


# OTHER NOTATIONS

- ▶ Understanding aspects of domain often requires notations other than simplified uml class diagrams
  - ▶ Sometimes want notation that represents additional aspects of the domain

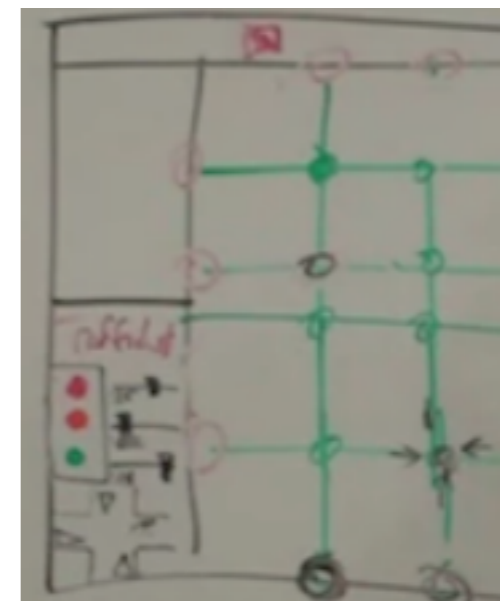
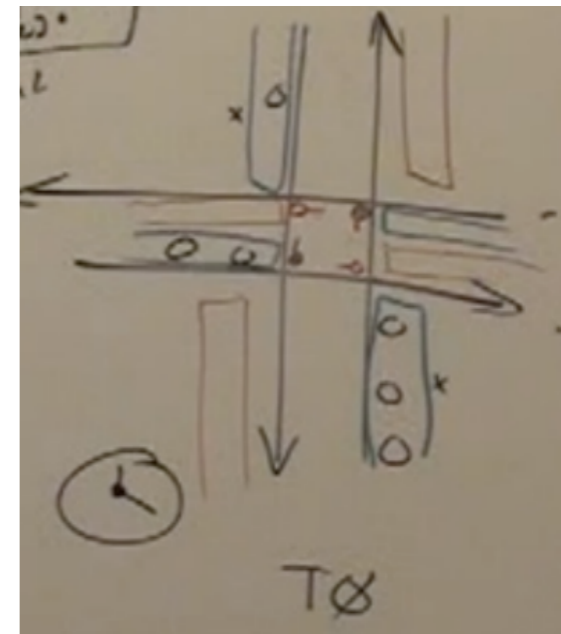
# EXAMPLE: TRAFFIC

- ▶ Imagine trying to model how traffic flows through a network of roads
- ▶ Could describe elements (roads, intersections, lights, sensors, etc.)
- ▶ But there's a natural, expressive, and compact notations for describing traffic....



# EXAMPLE: INTERSECTION AND MAP

- ▶ Intersection
  - ▶ Look at configuration of how cars come and go through intersection
- ▶ Map
  - ▶ Look at connectivity between roads in map



# EXAMPLES OF NOTATIONS

- ▶ list
- ▶ map
- ▶ table
- ▶ GUI mockup
- ▶ simplified class diagram
- ▶ drawing
- ▶ array structure

# CHOOSING NOTATIONS

- ▶ Experts choose the right notation for the question at hand
  - ▶ If you're trying to understand how traffic light and cars interact, build a notation that lets you construct examples of that
- ▶ May extend existing notation to add (or omit) details that are important (or unimportant) to the situation at hand
  - ▶ e.g., underline elements in a table to show elements that are all related to another element

# SUMMARY

- ▶ Domain modeling helps you understand the "real world" aspects of your problem, independent of the eventual implementation of the model in your application
- ▶ Often used to understand what entities exist, what they should be named, how they are related, and what state they have
- ▶ Can also be used to explore arbitrary questions about the domain, particularly when driven by risks of complex or poorly understood domain
- ▶ Important to interrogate model through scenarios, updating model as necessary
- ▶ Choose which notational elements to include (even made up ones) based on questions to answer rather than including every possible notational element



# IN CLASS ACTIVITY: BUILD DOMAIN MODEL

- ▶ A better system (better than an Excel spread sheet) is required for an employee making a claim for reimbursement of incurred expenses. A claim is an itemization of expenses where the following information must be recorded for each item:
  - ▶ the type of expense (eg. travel, meals, taxes)
  - ▶ the project to which the expense is to be charged
  - ▶ who paid for the expense (ie. employee or the company)
  - ▶ explanation for unusual or abnormal expenses (eg. lost ticket charges or two lunches)
  - ▶ identification of the supporting documentation (eg. receipts)
- ▶ This is complicated by the following:
  - ▶ a receipt may have several different items (eg. hotel & meals) which must be reported on separate lines
  - ▶ a receipt may have items which must be reported in different reporting periods (eg. return flight could end up in a different reporting period from the outbound flight)
  - ▶ under certain conditions the taxes on an item must be identified and tracked
  - ▶ an item may be split between two or more projects (and therefore must appear on two or more expense reports)
- ▶ a separate expense report must be submitted for each project (which might also have different reporting periods)
- ▶ an expense report may contain items with different currencies (for those employees who travel internationally)
- ▶ an expense might include a personal portion which must be deducted (eg. extra rent on the automobile when the employee stayed away for personal time)
- ▶ It is important that:
  - ▶ an expense report can be audited easily (by the company, the client or the government)
  - ▶ that the employee can easily verify that all expenses have been claimed (given that some items may appear on different expense reports in different reporting periods)
  - ▶ the manual labor involved in producing and auditing expense claims be reduced
- ▶ Finally, it would be nice (although not required) if the system "knew" which expenses were expected (based on a trip) and could alert the employee to missing expenses (eg. a missing meal) and could flag expense items that are outside of the guidelines (and require further explanation).