

Use-Case Model: Operation Contracts

Operation Contracts

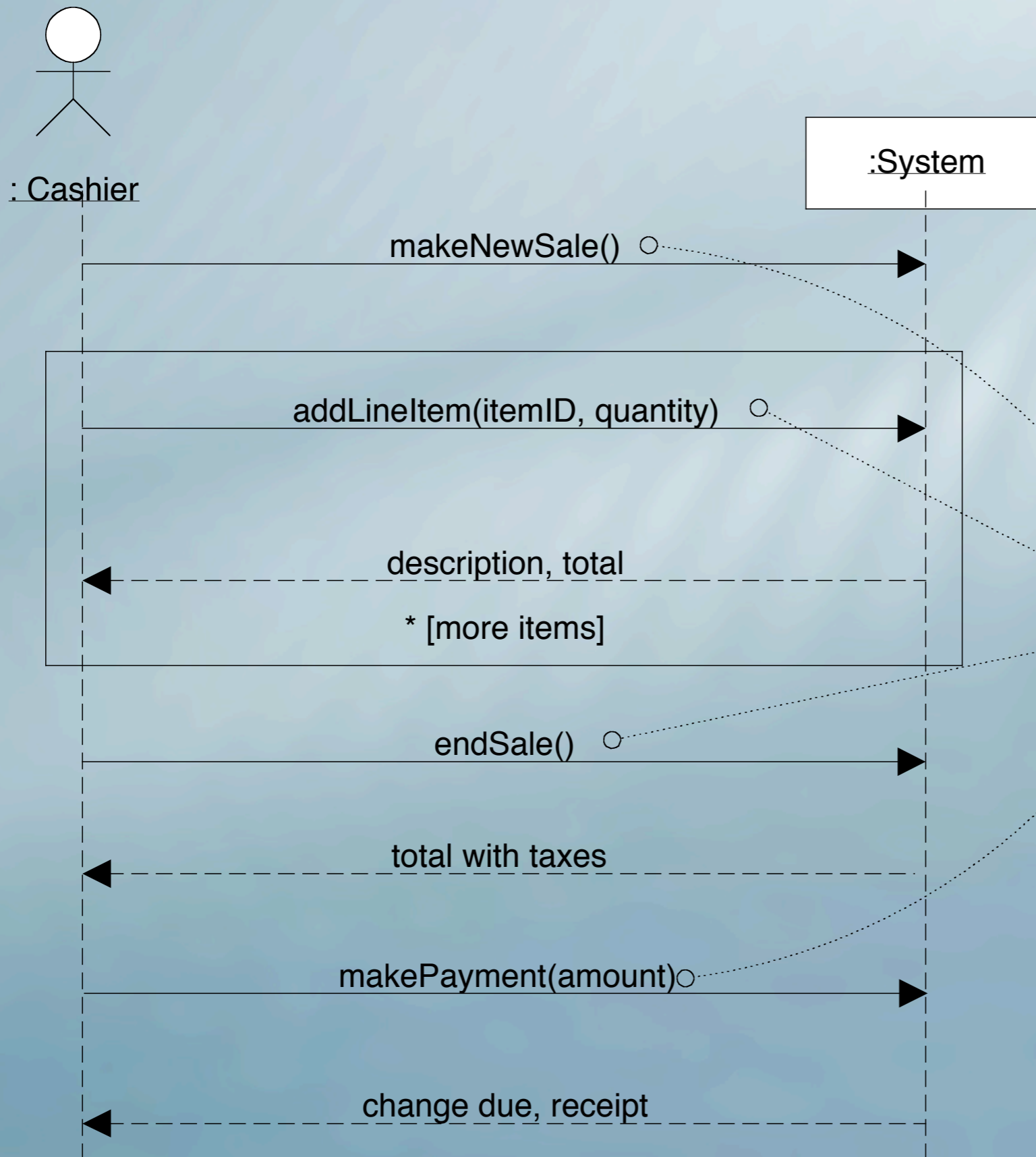
- Operation Contracts
 - eine detailliertere Beschreibung des Systemverhaltens
- Einsatz
 - nur für komplexe Operationen/Use Cases erstellen
 - in Fällen, in denen die Änderungen am Zustand mühsam auf dem Use Case abgelesen werden müßten
- UML definiert OCL

Operation Contracts

- Nachbedingungen (*postconditions*)
 - Zustand, *nachdem* die Operation durchgeführt wurde
 - Deklarativ, Zustandorientiert
 - *nicht* Aktionsorientiert
- Kategorien
 - Erzeugte Exemplare
 - Erstellte oder abgebrochene Assoziationen
 - Veränderungen an Attributen

Empfehlung

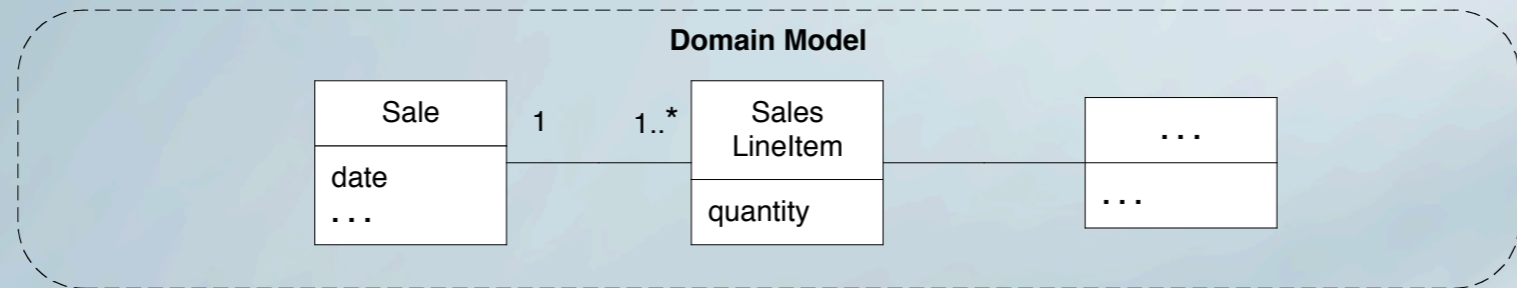
- Identifiziere *system operations* aus den SSDs
- Erstelle *contracts* bei komplexen und/oder Operationen, deren Resultat nicht offensichtlich ist



these input system events invoke *system operations*

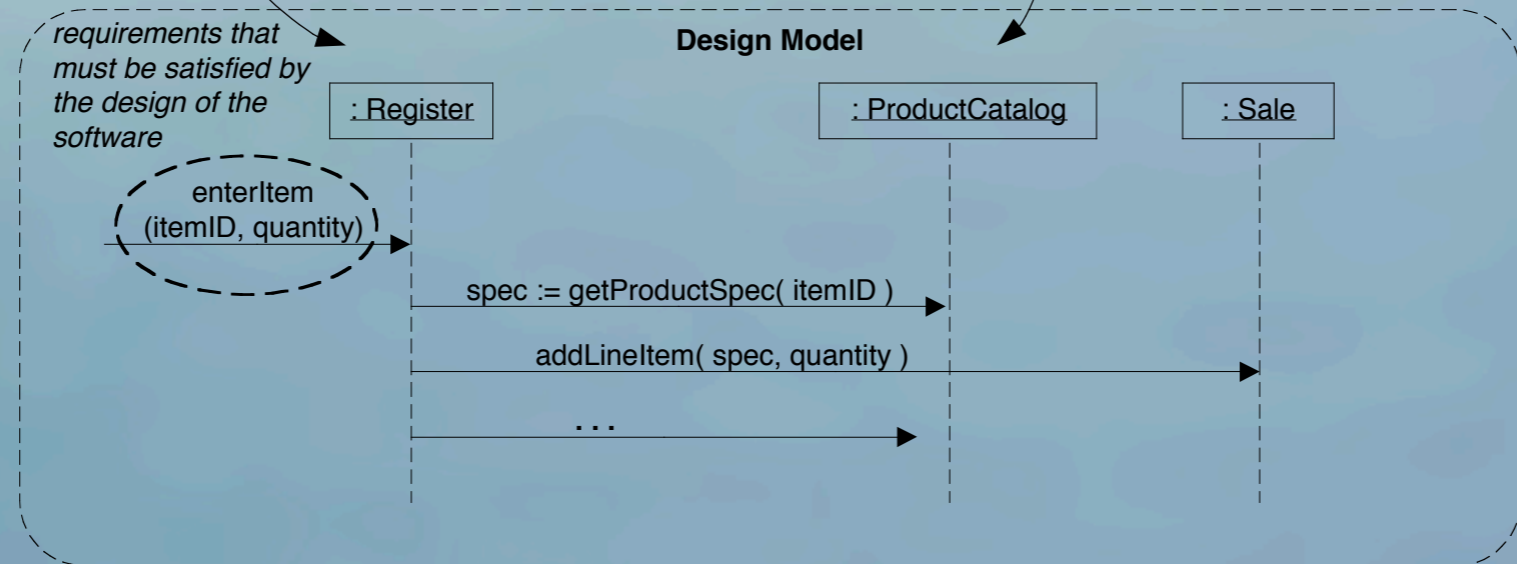
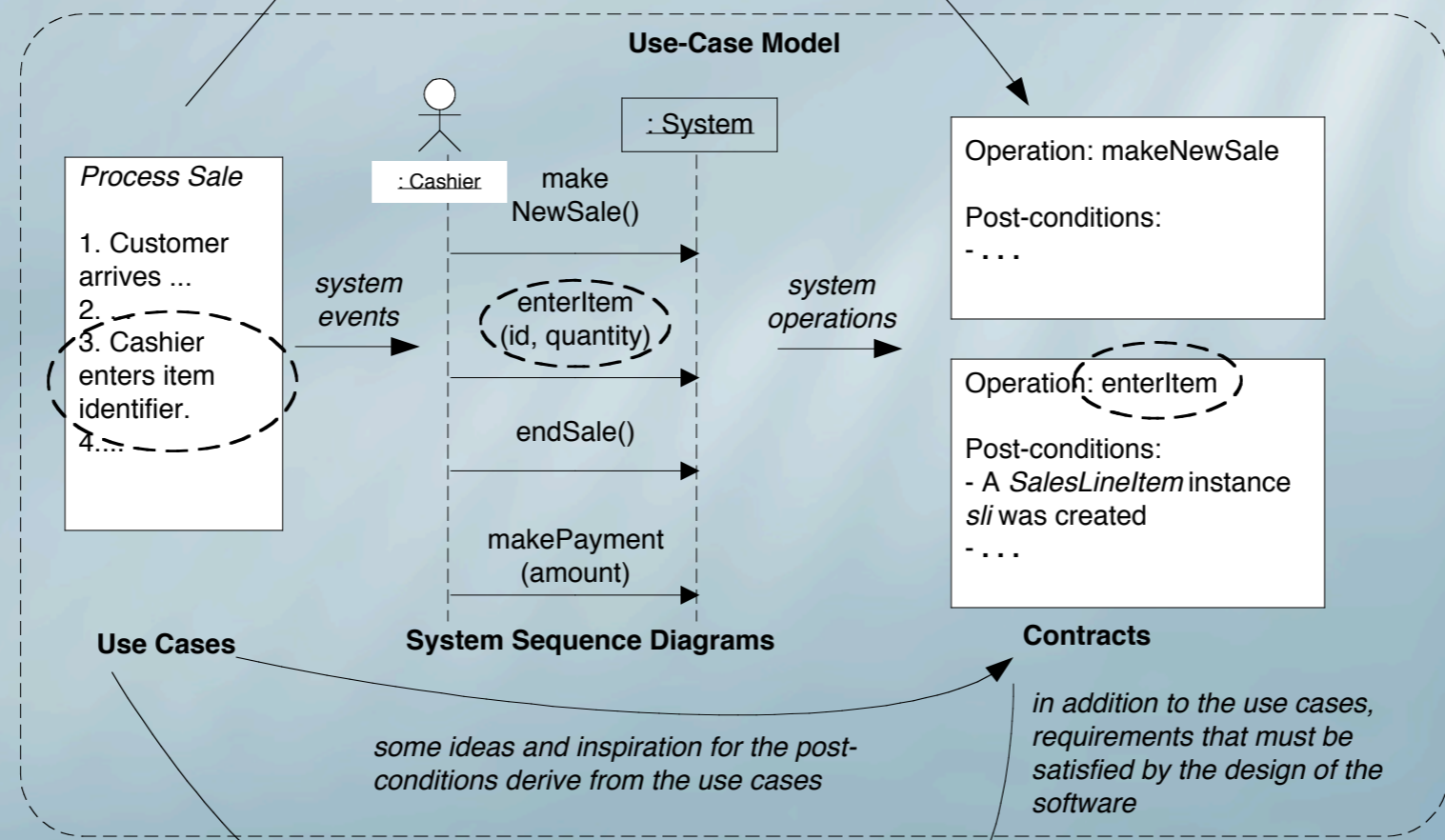
the system event *makeNewSale* invokes a system operation called *makeNewSale* and so forth

this is the same as in object-oriented programming when we say the message *foo* invokes the method (handling operation) *foo*



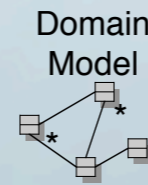
domain objects

the domain objects, attributes, and associations that undergo state changes



Sample UP Artifacts

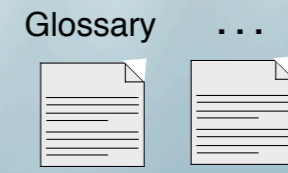
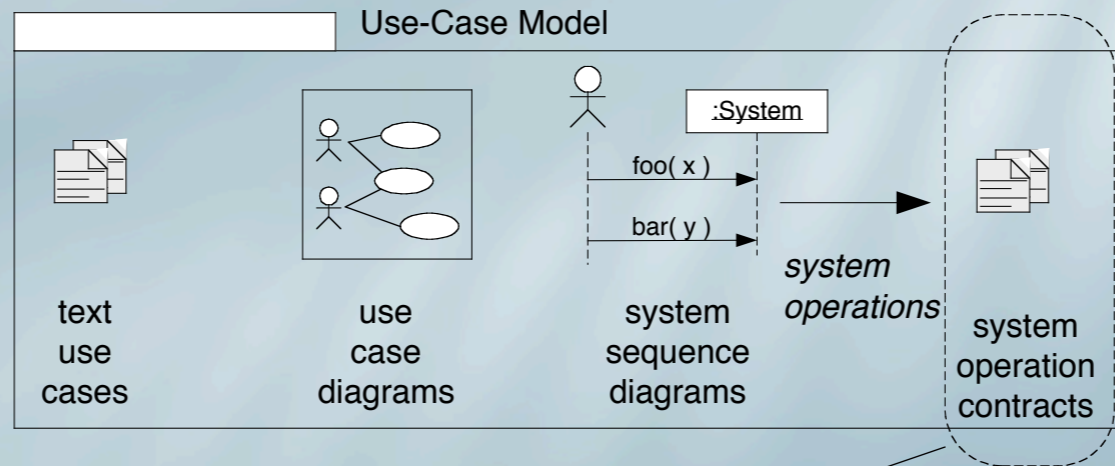
Business Modeling



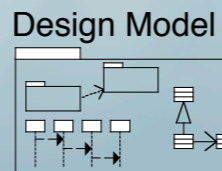
Partial artifacts, refined in each iteration.

the domain objects, attributes, and associations that undergo state changes

Requirements



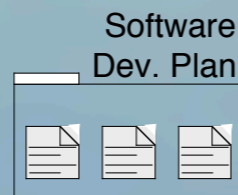
Design



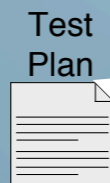
the system operations are handled by designing software to fulfill the post-conditions of the contracts



Project Management



Test



Environment

