

Analysis and Design of Large Scale Software II (SENG 401) Concept Mapping Application

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Executive Summary

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1. Conceptual View

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1.1 Global Analysis

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1.1.1 Factor Table

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Factor	Flexibility and Changeability	Impact
T1: Interface		
T1.1: Speed of Interface		
The interface must react to mouse events quickly. (Implicit requirement.)	There is little flexibility in this factor: while processes perceived by the user as complex may take time, mouse events should be next to instantaneous.	Components affected are the window pane and the selectable objects in the pane.
T1.2: System resources used		
Windows has limited systems resources (memory, window handles, etc.), so the application must be conservative in its use of them. (Implicit requirement.)	If we were to move to an O/S with less overhead (UNIX?), then there might be looser constraints in the use of resources.	Components affected are the window pane, the selectable objects in the pane, and all graphical objects.
T1.3: Rectangular windows		
Windows also assumes that all windows are rectangular in shape, while the application requires arbitrarily-shaped objects.	No flexibility	We will have to live with rectangular visual objects or "role our own".
P1: Concept map visualization		
P1.1: Object Layers		
Objects must be perceived by the user to be in "layers" – that is, users must be able to select overlapping objects that are "on top" and to control the relative "frontness" of overlapping objects. (Corollary of the "Easy Node Arrangement" requirement.)	This is not a flexible factor.	Components affected are the window pane, the selectable objects in the pane, and all graphical objects.
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1.1.2 Issue Cards

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1.1.2.1 Interface Speed and Memory Requirements
<p>All the objects in the concept mapping interface must react quickly to mouse events (selection, drag-and-drop, etc.), but must also take up limited memory.</p> <p>Influencing Factors:</p> <ul style="list-style-type: none"> • T1.1: Speed of Interface, T1.2: System resources used. While all the objects could easily be implemented as individual windows, windows constitute a huge overhead in terms of memory and resource usage. • T1.3: Rectangular windows. Windows also assumes that all windows are rectangular in shape, while the application requires arbitrarily-shaped objects, which would constitute an addition level of custom processing.
<p>Solution: The application will have to make use of a “roll your own” solution, where the background object will query the “contained” objects (in order) to determine if the clicked mouse location is contained within that object. (ref. Factors T1.1 and T1.2)</p> <p>Strategy: Variation on Chain of Responsibility (Gamma, Helm, Johnson & Vlissides, 1995) The background container object (node background) keeps an ordered list of objects. When the object receives a mouse event (and coordinates), it passes the coordinates to each object in turn until one accepts the responsibility to process the event (because the coordinates are within it’s borders). See also the “Z-order” issue card.</p>
<p>Related strategies:</p> <ul style="list-style-type: none"> • <i>Chain or Responsibility:</i> This is very similar to the Chain of Responsibility pattern, but in CoR, each object keeps a pointer to and calls the next object in the chain, whereas in this strategy, the container object has the responsibility of keeping a list of all pointer to contained objects and calling them each in turn. • <i>Z-order:</i> See the Z-order issue card.

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1.1.2.2 Z-order
<p>Each object has a location and clicking, collecting, dragging, drawing requires a consistent z-order. (ref. factor P1.1)</p> <p>Influencing Factors:</p> <ul style="list-style-type: none"> • ...
<p>Solution: Use a doubly linked list. When drawing start at the “bottom” and draw each in turn so top ones cover the bottom ones. When selecting, start at the top and work your way to the bottom.</p> <p>Strategy: Variation on Chain of Responsibility and Decorator (Gamma, Helm, Johnson & Vlissides, 1995)</p> <p>...</p>
<p>Related strategies:</p> <ul style="list-style-type: none"> • ...

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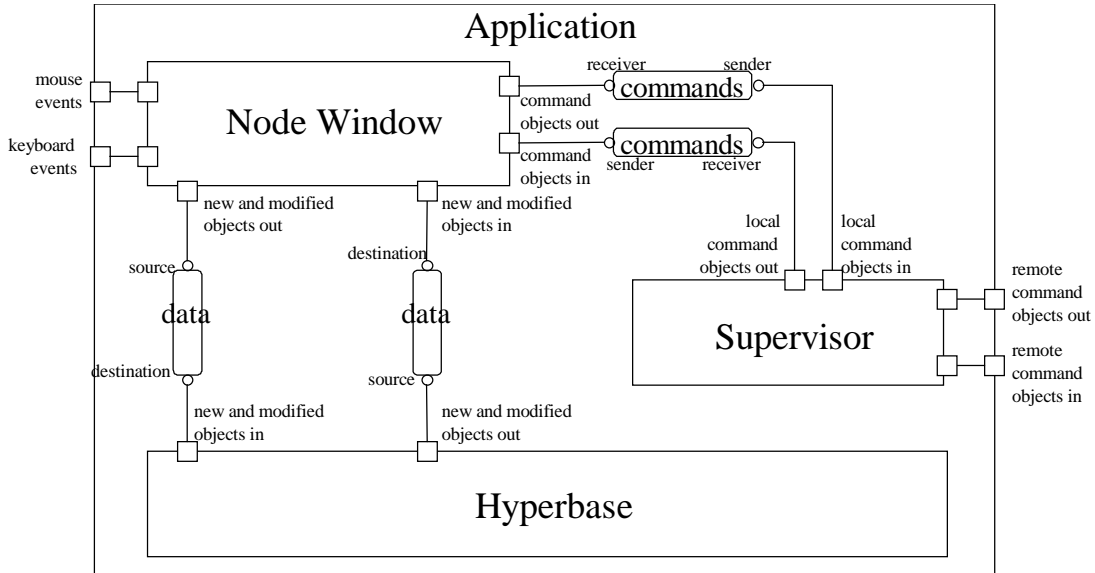
1.2 Conceptual Configuration

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1.2.1 Application Level

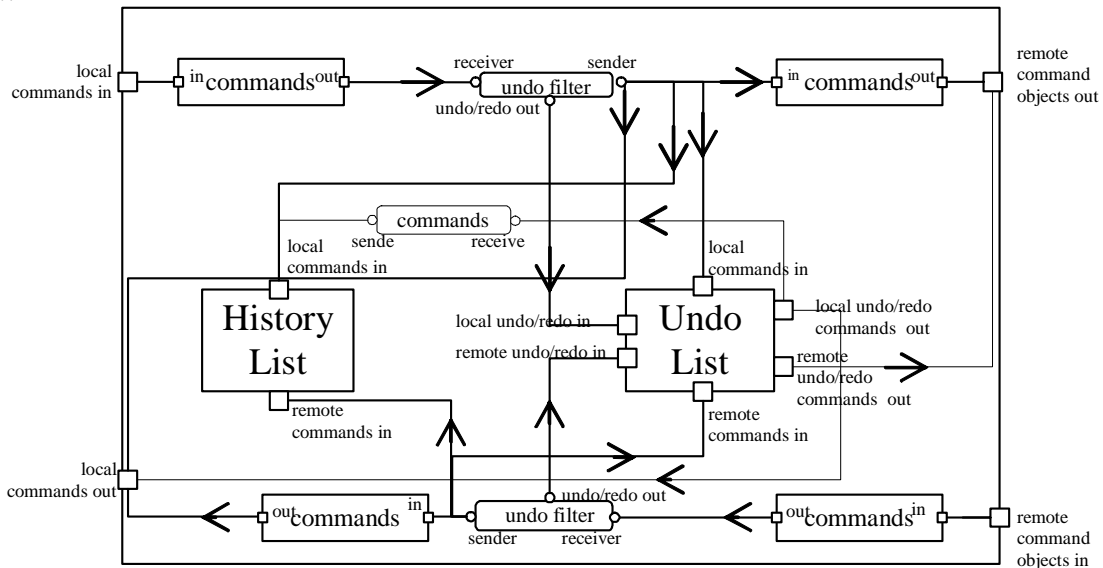
<provide a prose overview and be sure to explain all the components and connectors referencing any detailed definitions that you have included>

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1.2.2 Supervisor Component

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1.3 Global Evaluation

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1.4 Resource Budgeting

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2. Module View

<future assignment>

3. Executive View

<future assignment>

4. Code View

<future assignment>

A1: Glossary

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A2: Summary of design decisions

A3: <Any other relevant appendices...>

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References

(Gamma, Helm, Johnson & Vlissides, 1995) E. Gamma, R. Helm, R. Johnson, J. Vlissides (1995). Design Patterns. Addison Wesley. ISBN 0.201-63361-2.

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