

Systems Development Models Cheat Sheet

by Natalie Moore (Natalie Moore) via cheatography.com/19119/cs/4239/

Activity Diagrams

Collect Use information already inform- collected for the construction of ation use case diagrams sources

Find activities and actions

Adopt And who is responsible for each actors action. Unit or person.

from
business
use
cases

Connect In Which Order are Actions
actions Processed? Which conditions
have to be met in order for an
action to be executed? Where
are branches necessary? Which
occur simultaneously?

Refine Do any other activity diagrams activities have to be added?

Verify Is everything correct?

System Sequence Diagram

the view

- Define who will initiate the interaction.
 Draw an actor on the diagram to specify who kick starts the interaction within a system
- Draw the first message to a sub-system.Specify the message sent from the actor who begins the interaction to the first point of contact in the system.

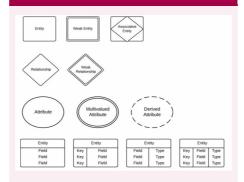
System Sequence Diagram (cont)

- 3. Draw message to other sub-systems. Send other messages between objects (i.e. lifelines) in the system.
- 4. Draw return message to actor. Send return messages back to the original callers upon receiving their messages.
- Send/Respond to anonymous actors.
 Send messages to unknown receivers or receive messages from unknown senders.

Document a workflow

- 1. Identify the process.
- 2. Name your process
- 3. ID a clear start point and end point
- 4. Identify your purpose for diagramming the workflow.
- 5. List or draw out a series of steps
- 6. Look for exceptions or rules
- 7. Use the symbols

ERD Shapes



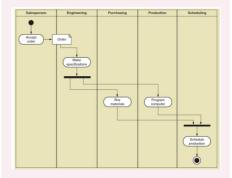
Steps to create a Domain Model Class

- 1.Identify candidate conceptual classes
- 2.Draw them in a UML domain model
- 3.Add associations necessary to record the relationships that must be retained
- 4.Add attributes necessary for information to be preserved
- 5.Use existing names for things, the vocabulary of the domain

Common associations

- •A is subpart/member of B. (SaleLineItem-Sale)
- •A uses or manages B. (Cashier –Register, Pilot-airplane)
- A communicates with B. (Student -Teacher)
- •A is transaction related to B. (Payment Sale)
- •A is next to B. (SaleLineItem-SaleLineItem)
- •A is owned by B. (Plane-Airline)
- •A is an event related to B. (Sale-Store)

Activity Diagram



Graphical representations of workflows of stepwise activities and actions with support for choice, iteration and concurrency. Show the overall flow of control. UML Diagram.



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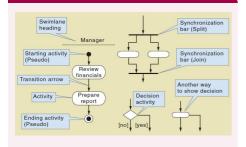
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Activity Diagram Symbols



Class Diagrams - Top Down

Identify and model classes—Which classes do we need?

Identify and model associations—How are the classes connected?

Define attributes—What do we want to know about the objects?

Class Diagram - Bottom Up

List required queries and inputs—What does the IT system need to deliver and accept?

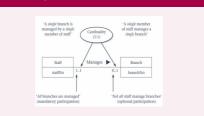
Formulate queries and inputs—How exactly should the display look?

Conduct information analysis—Which classes, associations, and attributes do we need?

Consolidate class diagrams—How does everything fit together?

Verify the class diagrams—Is everything correct?

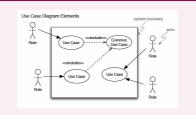
ERD example



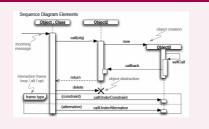
Package Diagram example



Use case diagram elements



Sequence Diagram elements



ER Model

ID entities (Nouns, names)

ID relationships (verbs, conveys an action)

ID and assosciate attributes with entities or relationships

Determine candidate, primary and alternate key attributes

Check ER model for redundancy and remove if found

Check ER model supports user transactions

Review model with users

Create tables

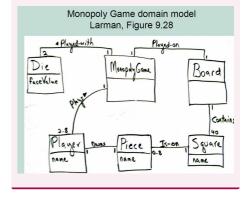
Normalise structure

Check support user interactions

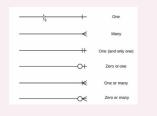
Check Business Rules

Review with users

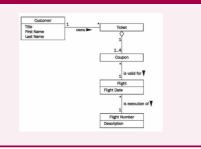
Monopoly Game Domain Model



ERD crows leg meanings



Class Diagram



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