

Component-Based Software Engineering

Cheesman/Daniels Process

Exercise

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UML Components: A Simple Process for Specifying Component-based Software (Component Software Series)

John Cheesman, John Daniels

Addison-Wesley Longman, Amsterdam, November 2000

ISBN: 978-0201708516

1) Business Concept Model

- Domain model
- Class-diagram (No operations, no data types)

2) Use-Case Model

- Use-Case diagram
- Identify Use-Case steps
- Derive system interfaces

1) Business Type Model

- Class Diagram (derived from Business Concept Model)
- Add Types stereotypes

2) Business Object Interface Model

- From Business Type Model
- Identify business interfaces

3) Component Specification

- Allocation of business object interfaces to components
- Added Lollipop notation

4) Component Architecture

- UML Component diagram (derived from Component Specification)
- Connect provided/required ports















