

Separation of Concerns in Requirements

- Review: Web apps support a myriad of concerns:



What is a concern?

- A concern refers to a feature that the future system needs to address to satisfy the stakeholders' needs. A concern implies any coherent set of requirements, e.g. all requirements referring to a particular theme or behavioral application feature.
- Concerns may be functional or non-functional

Navigational Concerns

- A navigational concern is an application concern that impacts in the way users navigate the application.
- A navigational concern is reflected in some navigational information structure (e.g. a web page, a link), or behavior (e.g. checking if the user is allowed to navigate to a page).
- As a consequence, a navigational concern will also impact in the application's navigational model, either in a node or link class.
- These concerns may be realized in classes, methods, attributes (such as information or anchors), or links.



Other (non-navigational) Concerns?

In the Amazon.com Application

- Persistence
- Logistics
- Paying to Providers
-
-



Discussion

- When do we realize/decide that some navigational concerns crosscut?



How do we deal with crosscutting concerns?

- Coupling them in a class?

Exercise: Design the Conceptual class CD and its Navigational Counterpart

10 Minutes

Problems

- What problems arise when we couple Navigational Concerns?
- What happens during evolution/maintenance of the application?
- How does each concern evolve?



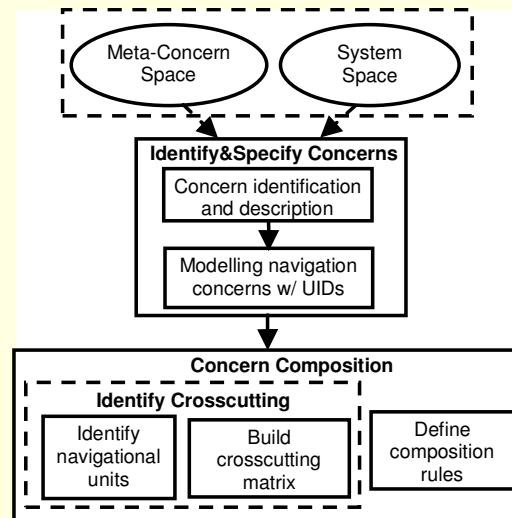
Levels in which we can solve this problems

- Requirements
- Design
- Programming

Homework: Which modeling/programming languages exist for dealing with this issue?



A model at the requirement level



Concerns vs Meta-Concerns

- Meta-Concerns and requirements reuse
- Levels of meta-concerns:
 - Abstract: Information Retrieval, Security
 - Domain Specific: Payment, Recommendations
- From Meta to Concrete concerns

Example of Meta-Concern

```
<MetaConcern name="InformationRetrieval">
  <Description>The operation of accessing information from a
  computer system </Description>
  <Examples>Database retrieval, Multimedia retrieval</Examples>
  <Relationships> Availability, Mobility, InformationUpdate
  </Relationships>
</MetaConcern>
```

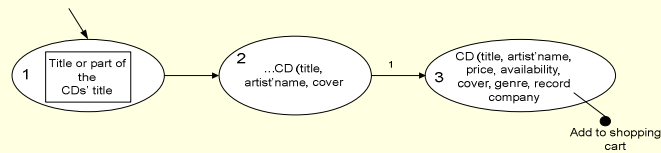


Instantiation of a Meta-concern

```
<Concern name="Product Information ">
  - <Requirement id="1">
    The system will be accessed to provide basic information (e.g. for a
    CD there should be title, artist name, price, availability, cover,
    genre, record company, list of songs with name and excerpt), of
    the store products
  - <Requirement id="2">
    Different search strategies such as finding the product given the title
    or part of the title can be used to access the product information.
  </Requirement>
  <Requirement id="3">
    Products will be organized in categories according to musical genre
  </Requirement>
</Requirement>
</Concern>
```



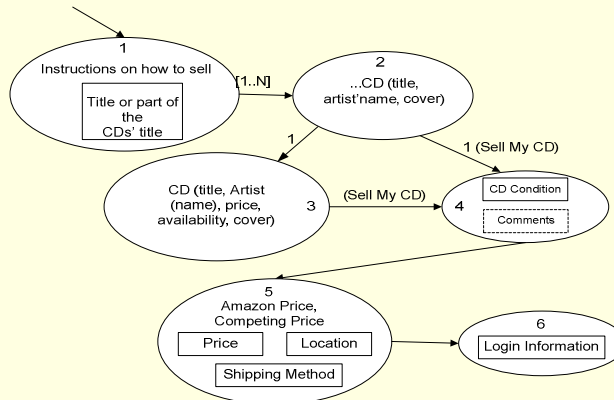
Capturing Navigational Requirements with UIDs



Finding a CD from its title



Capturing Navigational Requirements with UIDs



Selling a UID providing its title



How to identify and Characterize Crosscutting

- (1) identifying navigational units and building a crosscutting matrix between navigational units and navigational concerns
- (2) Composing UIs of concerns which crosscut, analyzing how navigational units must be composed.



Navigational Units

- A navigational unit (NU) is the requirement counterpart of a navigational class (e.g. a node) in the navigational model and reflects an information structure that emerges from an interaction state in a UID (e.g. a CD, a shopping cart, etc).



Building a table for cross-cutting concerns

	<i>PI</i>	<i>SC</i>	<i>CO</i>	<i>R</i>	<i>G</i>	<i>MP</i>	<i>S</i>	<i>NH</i>	<i>R</i>	<i>A</i>	<i>At</i>
<i>NP_{PI}</i>		✓	✓		✓	✓	✓	✓	✓	✓	
<i>NU_{SC}</i>	✓		✓		✓		✓	✓	✓	✓	
<i>NU_{CO}</i>	✓										✓
<i>NU_R</i>											✓
<i>NU_G</i>	✓	✓	✓				✓	✓		✓	
<i>NU_{MP}</i>	✓							✓	✓	✓	✓
<i>NU_S</i>	✓	✓	✓					✓	✓	✓	
<i>NU_{NH}</i>	✓	✓	✓		✓				✓	✓	✓
<i>NU_R</i>	✓	✓	✓								

(**PI**: Product Information; **SC**: Shopping Cart; **CO**: Checking out; **R**: Registration; **G**: Gifts; **MP**: Market place; **S**: Sales; **NH**: Navigation History; **R**: Reviews; **A**: Advising; **At**: Authentication)



Composing UIs

- What for?
 - To Understand how crosscutting occurs
 - To give more information to stakeholders
 - To build implementation mockups
- How?
 - Using a composition Language

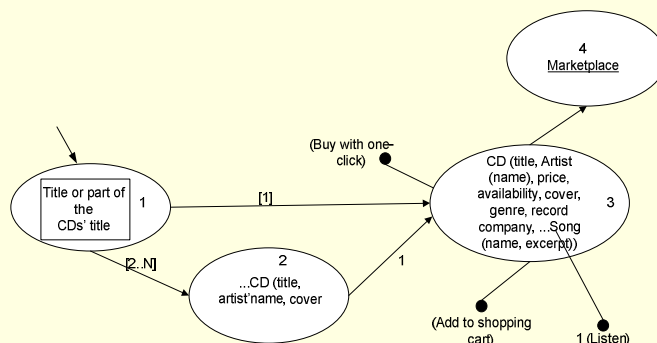


Composition Language

- **Compose** <UID_Base> **with** <UID_NavC1, ... UID_NavCk>
{<UID_Base, UID_Base.State>
[Merge | AddTransion | AddConnection | AddOperation]
[to | with]
<UID_NavCi.State, UID_NavC.Operation, NavCi>}
- Example:
Compose Product Information **with** MarketPlace
{ProductInformation.3 **AddConnection to**
Marketplace}

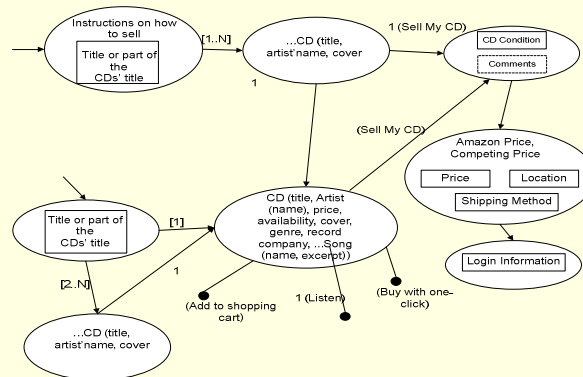


Visualizing the Composition



A finer-grained composition

- **Compose** Product Information **with** MarketPlace
{ProductInformation.3 **Merge with** MarketPlace.3}



Exercise

- What information can we derive from the compositions?
- Can we obtain more than classes with their attributes?
- How do we improve the OOHDM derivation rules?