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PS Software Engineering Part I (InfoWarrior)

Personal Documentation

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Chapter 1

The CRC session

The CRC (Class Responsibility Collaborators) session was invented in 1989 by Beck, Cunningham. It is a kind of "role play" for finding classes and the interaction between them.

Detailed information for CRC sessions in general and for the "infowarrior" problem is found in the global documentation.

1.1 Planning the CRC Session

The first task in a CRC session is to prepare scenarios, which cover all possible steps of the problem.

By stepping through the scenarios possible classes and interactions between them are identified.

1.2 Result of an CRC session

Found classes and their collaborators:

- Editor
- Authorizations (User Interface)
- Database (User, News, UI)
- News (DB)
- Address
- User (DB)
- User Interface (Authorizations, DB)
- Session (UI, Author., DB, User)
- Statistics

1.3 Goals of the CRC session

- Full problem definition
- Requirement clarification
- Zoned requirements
- Minimize risk for misunderstandings
- Class identification
- First approaches to Use Cases

Chapter 2

Essential User Interface Prototyping

Essential User Interface Prototyping is an iterative analysis technique in which users are actively involved in the mocking-up of the UI for a system. It represents the general ideas behind the UI but not the exact details.

The goal is to focus on the users and their usage of the system. The prototyping tools are very simple, including white boards, flip chart paper, and sticky notes.

2.1 First thoughts

An Essential User Interface Prototype for the information grabbing process may result in this:

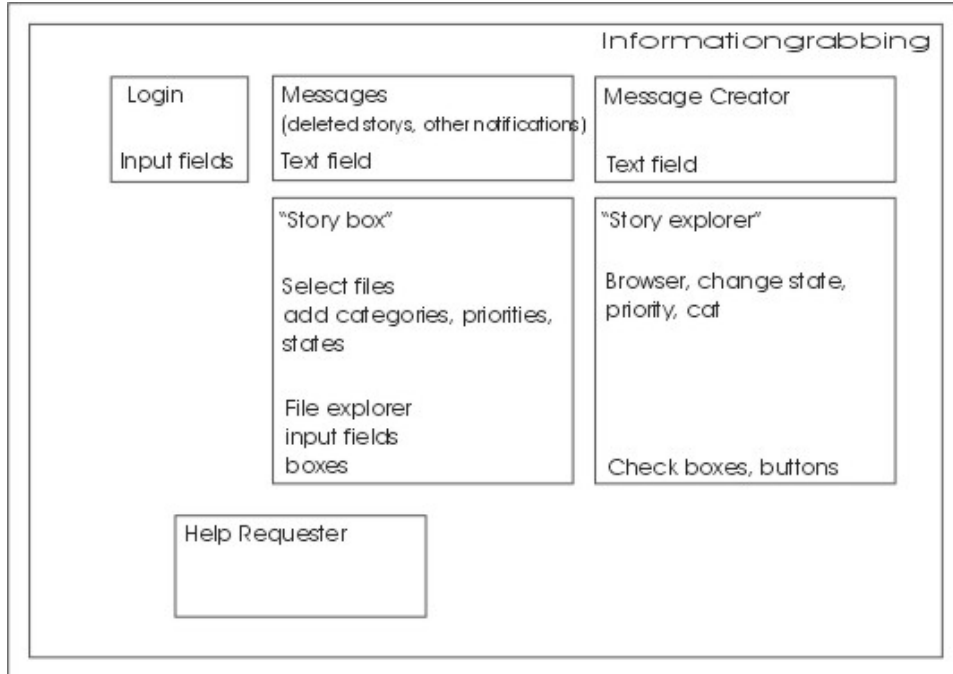


Figure 2.1: User Interface Prototype: Informationgrabber

Another prototype for the information request process may look like this:

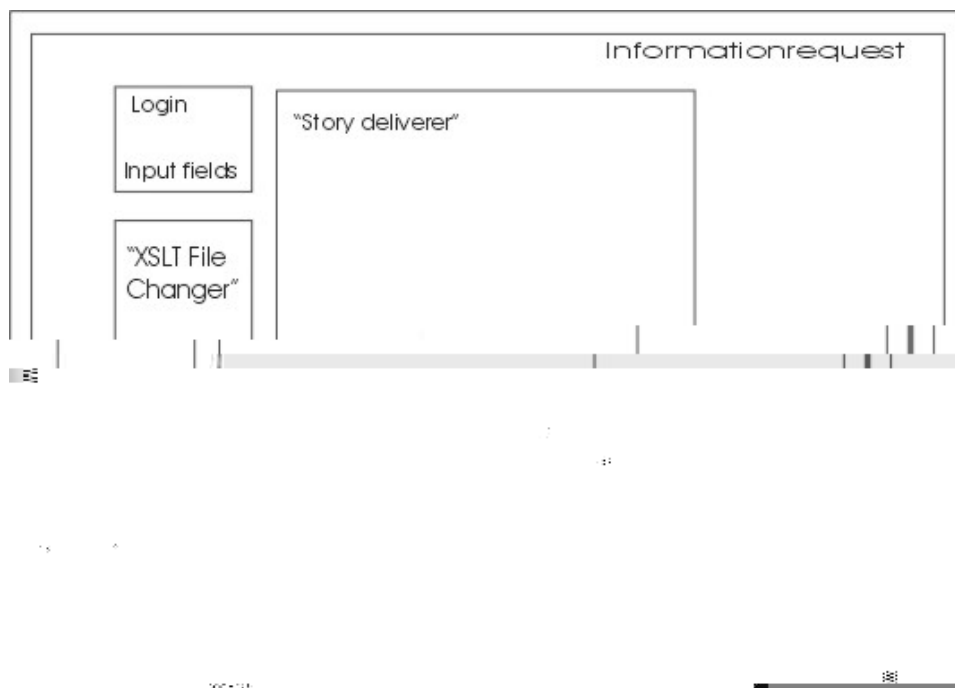


Figure 2.2: User Interface Prototype: Informationrequest