

Index

- abstract
 - class, 241
 - data type, 46
 - operation, 241
- acceptance testing, 43
- ACID transaction properties, 286
- action, 20, 158
 - entry, 160
 - exit, 161
 - transition, 158
- active object, 21, 53
- activity diagram, 89
- actor, 76
 - external system, 77
 - human, 77
 - input device, 77
 - primary, 76
 - secondary, 76
 - timer, 77
- aggregate subsystem, 217
- aggregation
 - hierarchy, 101
 - relationship, 17, 101
- algorithm
 - class, 232
 - object, 128
- analysis modeling, 63, 349
- application
 - deployment, 314
 - logic object, 118, 127
- architectural
 - communication patterns, 258
 - design, 41
- association, 16, 95
 - class, 100, 271
 - many-to-many, 97
 - multiplicity of, 96
 - numerically specified, 96
 - one-to-many, 96
 - one-to-one, 96
 - optional, 96
 - ternary, 99
- unary, 99
- asynchronous message communication, 56, 227, 334
 - Pattern, 201
 - with Callback pattern, 259
- atomic, 285
- attribute, 47, 113
- autonomy, 308
- availability, 366
- base use case, 82
- black box testing, 64
- boundary
 - class, 118, 119
 - object, 119
- Broadcast Message Communication Pattern, 310
- Broker
 - Forwarding Pattern, 280
 - Handle Pattern, 282
 - pattern, 280
- business logic
 - class, 232, 239
 - object, 127
- Call/Return pattern, 201
- callback, 266
- categorization of classes, 107, 116
- Centralized Control Architectural Pattern, 320
- choreography, 294
- class, 46
 - design, 231–239
 - diagram, 16, 95
 - hierarchies, 52, 239
 - interface specification, 245
 - operations, 232–234
 - structuring, 117
 - structuring criteria, 116
- client subsystem, 221
- client/server
 - architecture, 254
 - configuration, 260
 - systems, 253

548 **Index**

- Client/Service architectural pattern, 254
- CODARTS (Concurrent Design Approach for Real-Time Systems), 11
- coding phase, 42
- COMET (Collaborative Object Modeling and Architectural Design Method), 6, 61–64
- communication diagram, 18, 133
- component, 58, 194, 300
 - interface inheritance, 354
 - plug-compatible, 353
 - structuring criteria, 307
- component-based software architecture, 194, 300, 353
- component-based system, 58, 303
- composite
 - component, 301, 306
 - object, 216
 - state, 163
 - subsystem, 217, 302
- composition relationship, 17, 101
- compound transaction, 288
 - pattern, 288
- concurrent
 - application, 53
 - communication diagram, 21, 332, 338
 - object, 53
 - service design, 263
 - software architecture, 319
 - task, 322
- condition, 19, 157
- connector, 58, 305
- constraint, 25, 103
- control
 - object, 117, 124
 - subsystem, 224
 - task, 329
- coordinator
 - object, 125
 - subsystem, 225
- CORBA (Common Object Request Broker Architecture), 260, 286
- data
 - abstraction, 48
 - abstraction class, 231, 234
 - flow oriented design, 8
 - structured design, 8
- database wrapper class, 231, 266
- demand driven
 - I/O task, 325
 - task, 328
- deployment diagram, 23, 197
- design
 - modeling, 63, 66, 353
 - pattern, 57
- detailed design, 41, 246
- device I/O boundary object, 120
- discriminator, 102, 274
- distributed application, 301
- Distributed Control Architectural Pattern, 320
- domain engineering, 345
- dynamic
 - binding, 248
 - interaction modeling, 66, 132, 139, 349
- modeling, 132
- state machine modeling, 66, 151, 352
- encapsulation, 48
- entity
 - class, 104, 111, 231
 - object, 117, 123
- entity-relationship (E-R) modeling, 10
- entry action, 20, 160
- event, 19, 152
 - driven I/O task, 323
 - external, 336
 - internal, 336
 - sequencing logic, 338
 - synchronization, 336
 - timer, 336
- evolutionary
 - dynamic analysis, 349
 - prototyping, 34
- exit action, 20, 161
- extend relationship, 85
- extension
 - point, 86
 - use case, 85
- external
 - class, 107
 - I/O device, 108
 - system, 108
 - timer, 108
 - user, 108
- façade pattern, 263
- feature, 528
 - alternative, 347
 - common, 346
 - optional, 347
- feature modeling, 346
- finite state machine, 151
- foreign key, 269
- functional requirement, 72
- functional testing, 42, 64
- generalization/specialization hierarchy, 17, 102, 239, 273
- graphical user interaction (GUI) class, 231, 237
- group message communication, 310
- guard condition, 157
- Hierarchical Control Architectural Pattern, 321
- hierarchical statechart, 163
- human actor, 77, 111
- include relationship, 82
- inclusion use case, 82
- incremental
 - development, 34
 - software construction, 63
 - software integration, 64
- information hiding, 9, 48, 230
 - class, 231
 - object, 48, 337
- inheritance, 17, 52, 230, 239
- input object, 121

- input/output subsystem, 225
- input task, 323–326
- integrated communication diagram, 214
- integration testing, 42
- interaction diagram, 18, 132, 136
- interface, 46, 206, 303
 - design, 206
 - provided, 304
 - required, 304
- I/O task, 323–326
- I/O subsystem, 225, 319
- Jackson System Development, 9
- Java, 249, 342
 - remote method invocation (RMI), 261
- kernel system, 349
- Layers of Abstraction pattern, 198
- link, 95
- location transparency, 280
- long-living transaction, 288
 - pattern, 289
- loosely coupled message communication, 56, 334
- maintainability, 357
- message
 - communication, 226
 - dictionary, 216
 - sequence description, 138
 - sequence numbering, 136
- middleware, 260
- Model-Driven Architecture, 7
- modifiability, 358
- multicast communication, 311
- Multiple Client/Multiple Service architectural pattern, 256
- Multiple Client/Single Service architectural pattern, 254
- Multi-tier Client/Service architectural pattern, 257
- mutual exclusion, 54
- Naval Research Lab Software Cost Reduction Method, 9
- Negotiation pattern, 289–292
- nodes, 23, 197, 201, 260, 300–302, 314–316
- nonfunctional requirement(s), 73, 89, 357
- object, 46
 - broker, 285
 - interaction modeling, 133–135
 - Modeling Technique, 10
 - structuring, 66, 117
- Object Constraint Language (OCL), 103
- Object Modeling Group (OMG), 3
- object-based design, 10
- object-oriented
 - analysis, 10
 - design, 10
- OMG, 3, 6, 7
- one-to-many association, 96, 271
- one-to-one association, 96, 270
- operation, 46, 47, 232
- orchestration, 294
- orthogonal statechart, 165
- output object, 121
- package, 21, 89
- parent class, 52, 102, 239–241
- passive object, 21, 53
- performance, 309, 364
- periodic
 - I/O task, 324
 - task, 327
- physical class, 104
- platform transparency, 280
- polymorphism, 248
- port, 304
- postcondition in use case, 80
- precondition in use case, 80
- primary key, 269
- producer/consumer, 54, 55
- prototyping, 30, 34, 38, 40, 74
- provided interface, 207, 297, 303–306
- proxy object, 120
- pseudocode, 246–249, 421–423
- quality assurance, 40
- real-time
 - software architecture, 318
 - system, 319
- registration service, 284
- relational
 - database, 268
 - table, 268
- relationships, 95–102, 111–113, 123, 216, 232, 268
- remote method invocation (RMI), 260–262
- remote procedure call (RPC), 260
- required interface, 207, 297, 303–306
- requirements
 - analysis, 72
 - analysis & specification, 41
 - modeling, 63, 71, 72, 345
 - specification, 72
- reusability, 363
- risk analysis, 38, 65
- ROOM, 11
- scalability, 361
- scenario, 135
- scope of control, 219
- security, 89, 365
- separation of concerns, 216
- sequence diagram, 19, 134
- sequential
 - application, 53
 - service, 262
 - service design, 262
- server, 253
- service, 253, 279
 - class, 232
 - contract, 279
 - coordination, 294
 - Discovery Pattern, 282

550 **Index**

- service (*cont.*)
 - interface, 292
 - object, 129
 - Registration Pattern, 280
 - reuse, 297
 - subsystem, 223
- service-oriented architecture (SOA), 278
- signature, 46
- simple component, 301, 306
- SOA (service-oriented architecture), 279–283, 285–297
- software,
 - application engineering, 345
 - architectural patterns, 198
 - architecture, 5, 58, 193
 - component, 300–310, 363
 - deployment view, 197
 - design concept, 5
 - design method, 5
 - design modeling, 67, 207–208
 - design notation, 5
 - dynamic view, 196
 - life cycle, 29
 - modeling, 3
 - multiple views, 7, 194
 - product line, 344
 - product line engineering, 345
 - product line evolution approach, 350
 - quality assurance, 40
 - quality attribute, 59, 357
 - structural view, 195
 - structuring criteria, 5
 - system context class diagram, 123
 - system context diagram, 105
 - testing, 42
 - validation, 40
 - verification, 40
- spiral model, 34, 65
- state, 19, 153
 - transition, 19, 151
- statechart, 19, 152
- state-dependent
 - control object, 125
 - dynamic interaction modeling, 177
- stateless dynamic interaction modeling, 139
- state machine, 151–152, 177, 236–237
- state-machine class, 232, 236
- static, 94
 - model, 94
 - modeling, 66, 94, 349
- stereotype, 23, 107, 194
- subclass, 52, 102, 273
- Subscription/Notification Message Communication Pattern, 311
- substate, 163
- subsystem, 216
 - communication diagram, 196, 216
 - structuring criteria, 220
- superclass, 52, 102, 273
- synchronization, 54
- synchronous message communication, 227
 - with reply, 56, 334
 - with Reply pattern, 204, 258
 - without reply, 57, 335
- system
 - context diagram, 105
 - deployment, 314
 - testing, 42, 64
- tagged value, 25
- task, 21, 53, 208, 318–319
 - behavior specification, 338
 - communication, 332–336
 - interface specification, 338
 - structuring criteria, 323, 331
- testability, 360
- testing
 - black box, 64
 - integration, 42, 64
 - functional, 42, 64
 - system, 42, 64
 - unit, 42, 63
 - white box, 42, 64
- thread, 53, 342
- throwaway prototyping, 30
- tightly coupled message communication
 - with reply, 56, 334
 - without reply, 335
- timer event, 127, 156, 323–325, 327–328, 336–337
- timer object, 126
- traceability, 360
- transaction, 285
- Two-Phase Commit Protocol, 286
- UML (Unified Modeling Language), 6
 - notation, 14
- Unified Modeling Language (UML), 3–4, 14
- Unified Software Development Process, 39, 64
- unit testing, 42
- use case 74
 - alternative sequence, 79
 - diagram, 15
 - main sequence, 79
 - model, 74
 - modeling, 65, 74, 345
 - package, 89
 - postcondition, 80
 - precondition, 80
- user interaction
 - object, 119
 - subsystem, 221
 - task, 330
- virtual interface, 48
- visibility, 17
- waterfall model, 29
- Web services, 283, 284
- white box testing, 42, 64
- white page brokering, 280
- whole/part relationship, 17, 100, 272
- World Wide Web, 200, 284, 424–425
- wrapper class, 266
- yellow page brokering, 283
- zero-or-one association, 96, 270