

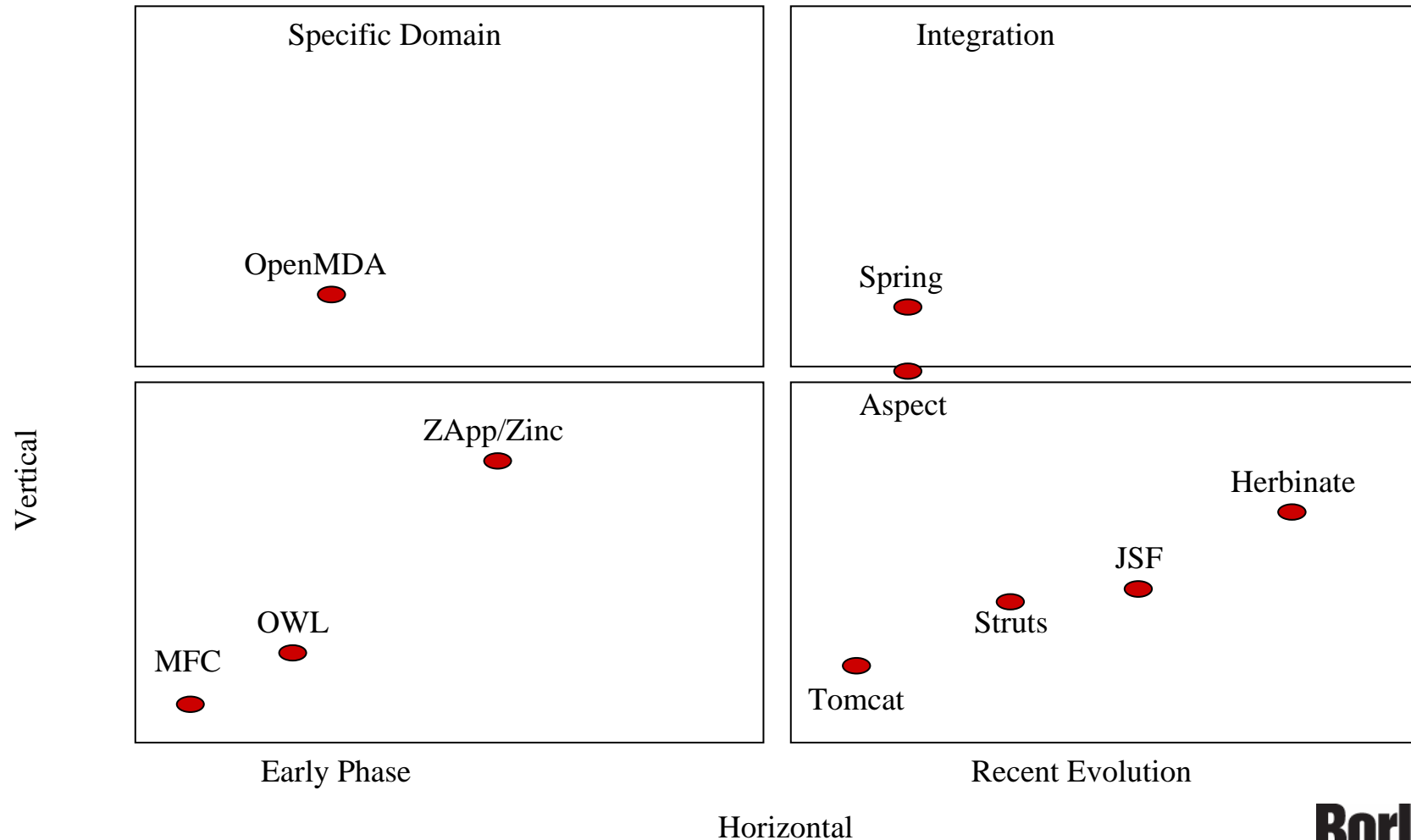
MAXIMIZE THE  
BUSINESS VALUE  
OF SOFTWARE

UML China/Together 2006

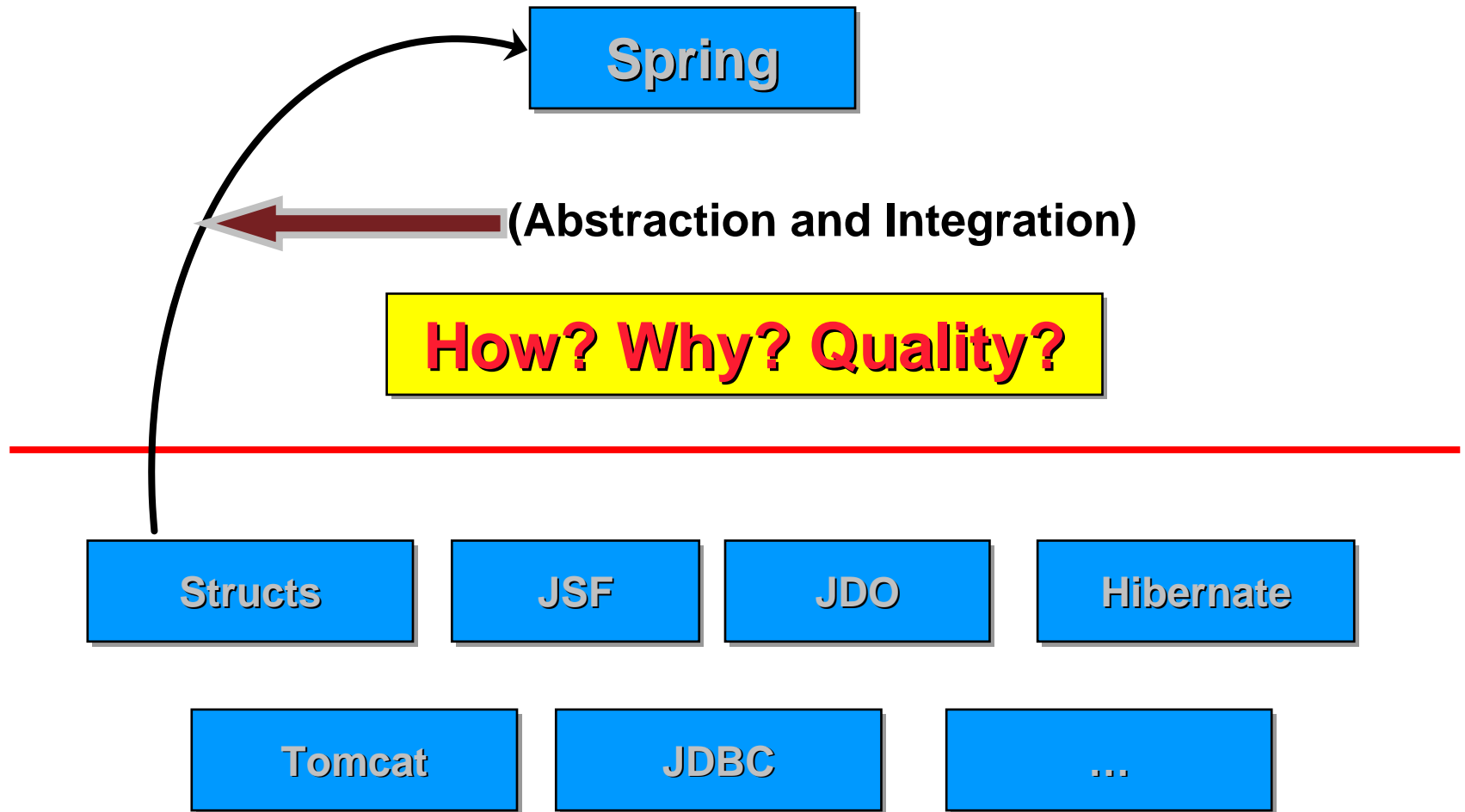
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# 掌握Open Source即掌握軟體發展趨勢

## Frameworks



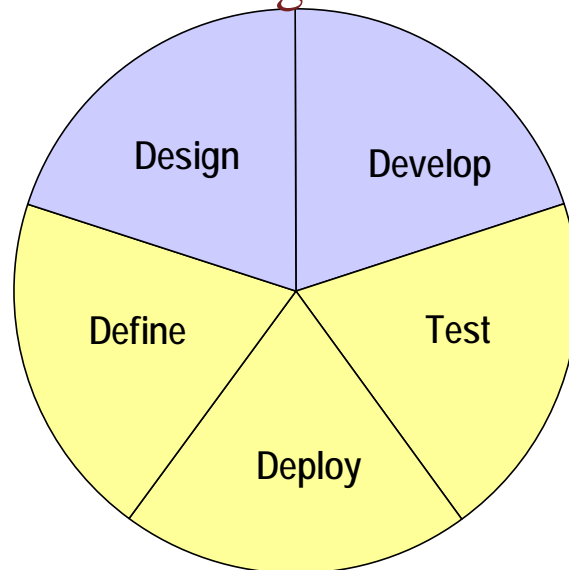
# 掌握Open Source即掌握軟體發展趨勢



# Programming Quality Of Service

## MDA Coverage

Business Process Modeling  
Model Transformation  
Application modeling  
Source code generation



## ALM Coverage

MDA  
Requirements Management  
Application Profiling  
Documentation  
Source code audits  
System Metrics

- Source and model

Patterns management

- Optimal reuse

Change management  
Source code management

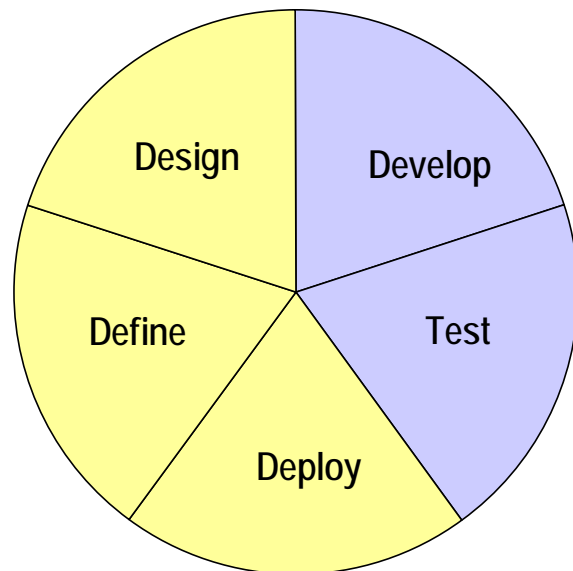
# Programming Quality Of Service

## XP Coverage

Code-Centric

Embrace Change

Testing-Oriented



## XP Coverage

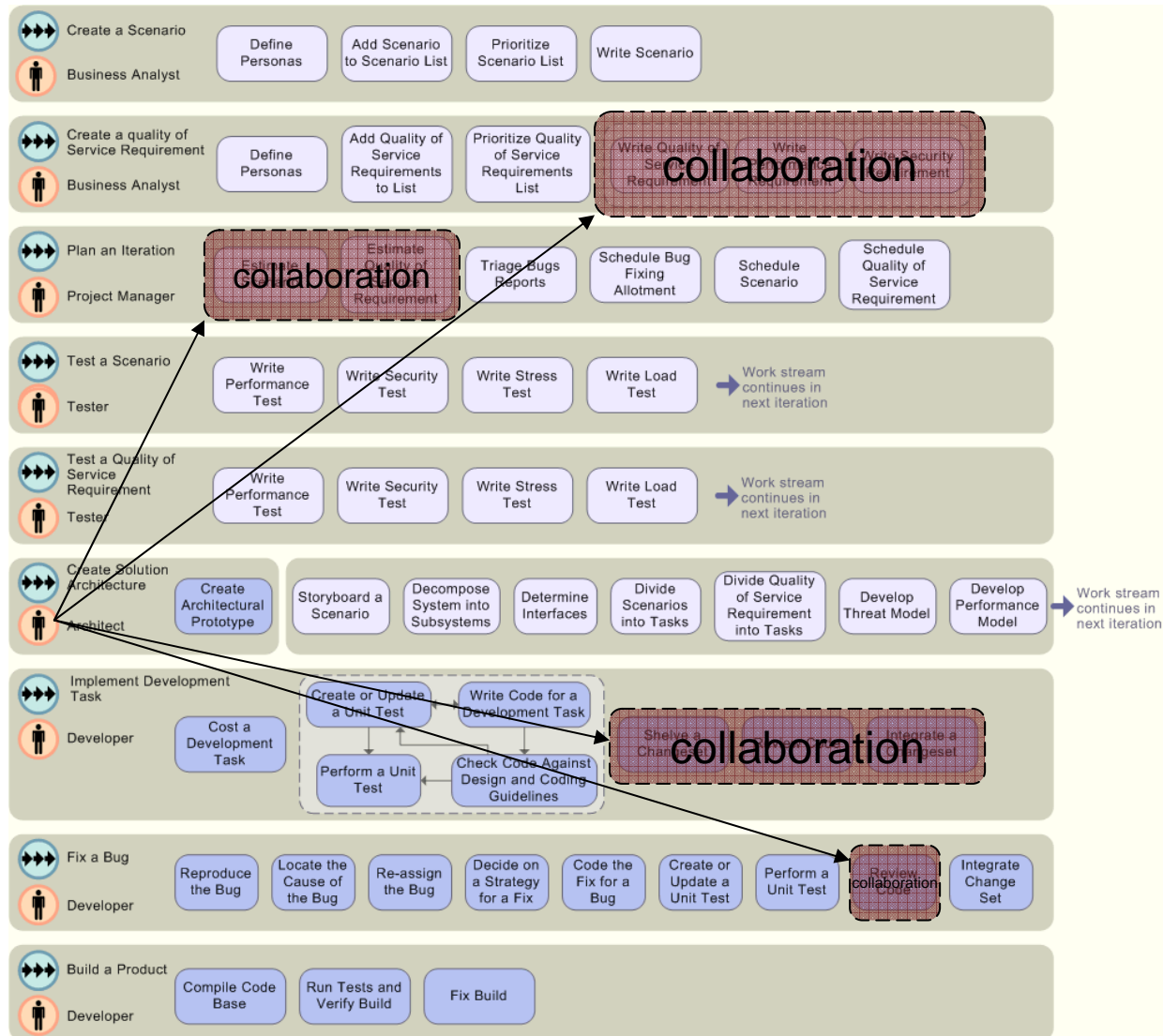
Lightweight

Embedded with IDEs

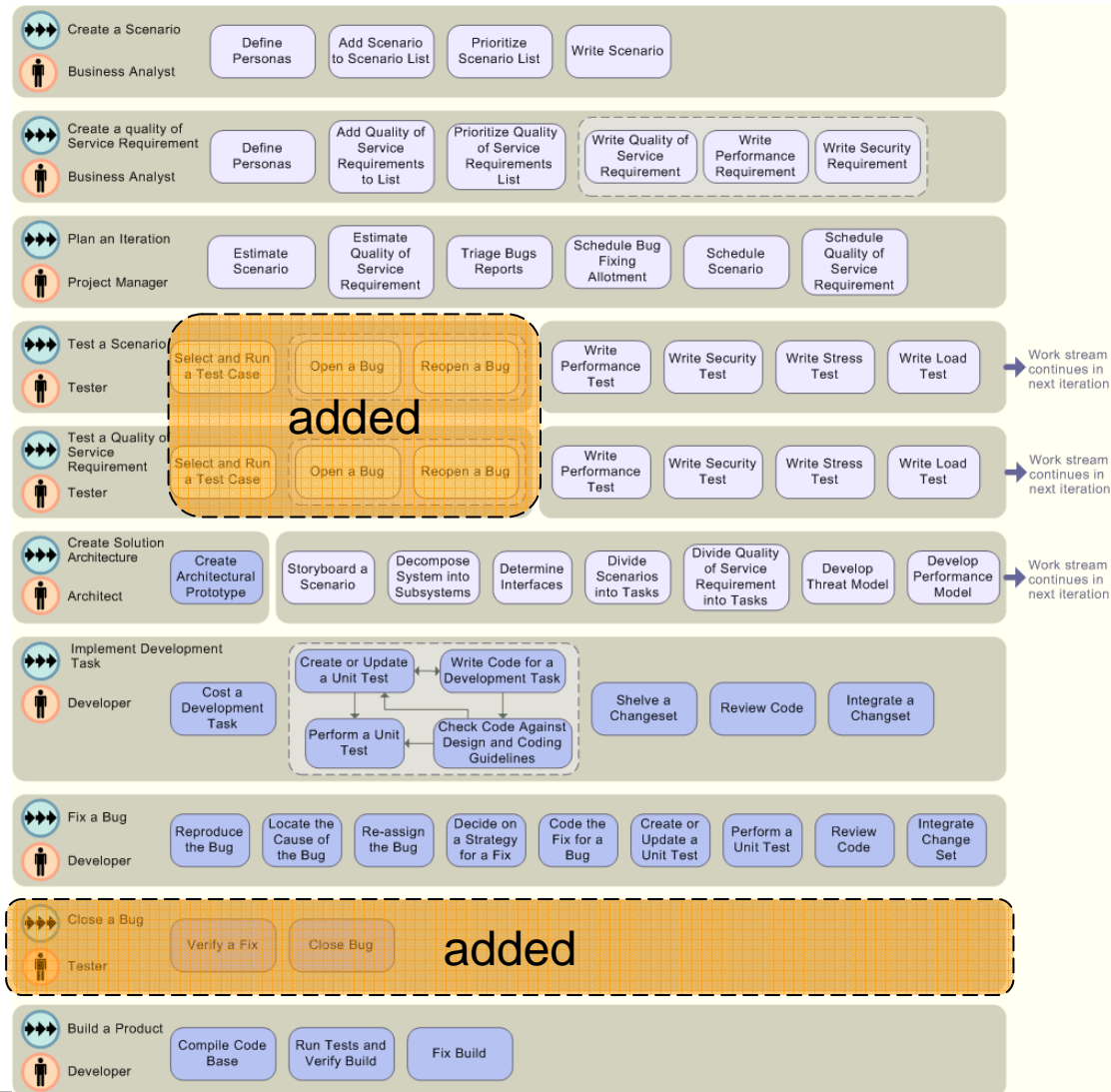
Peer Coding/Reviews

Unit Testing

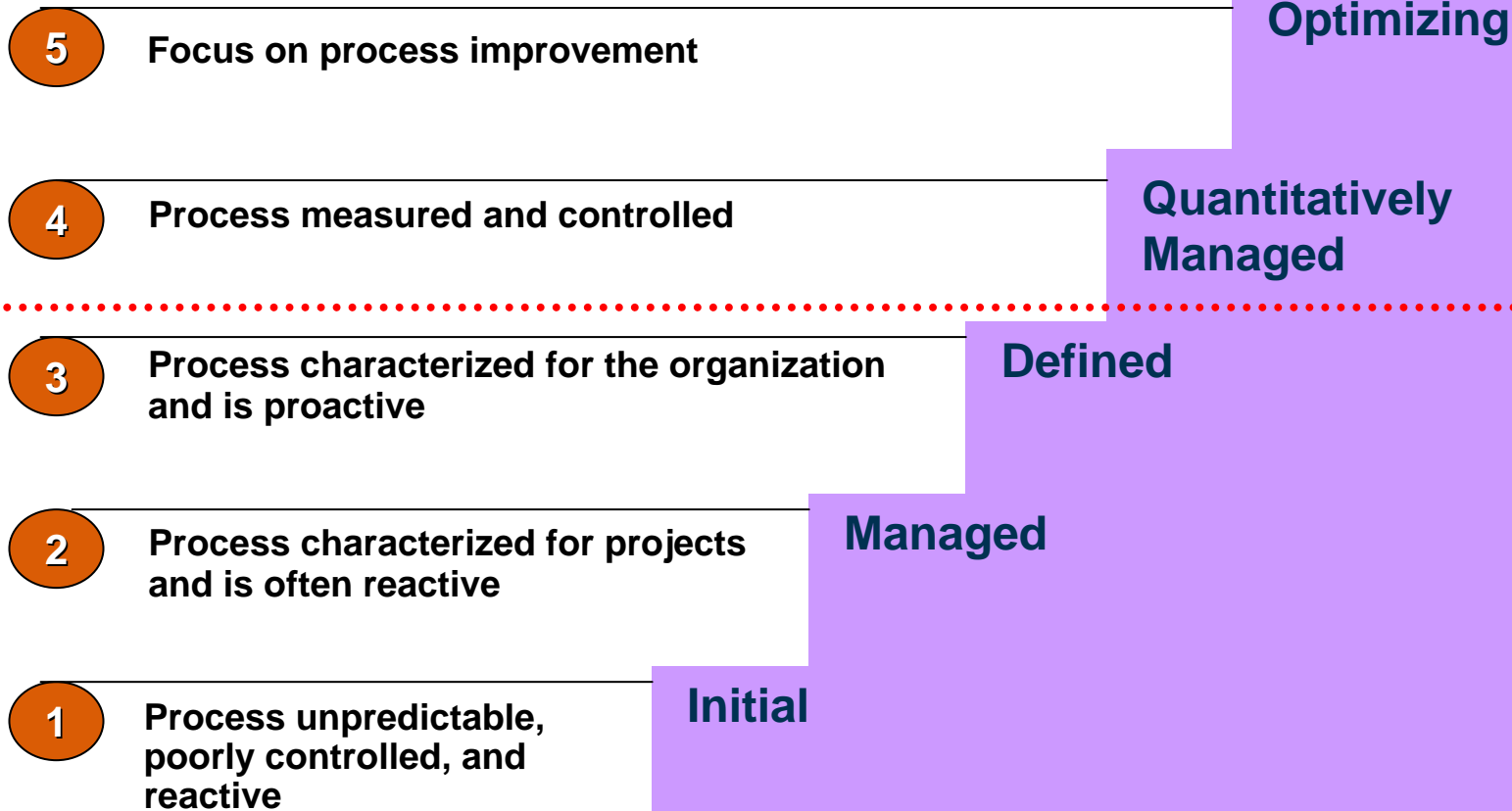
# Programming Quality Of Service



# Programming Quality Of Service

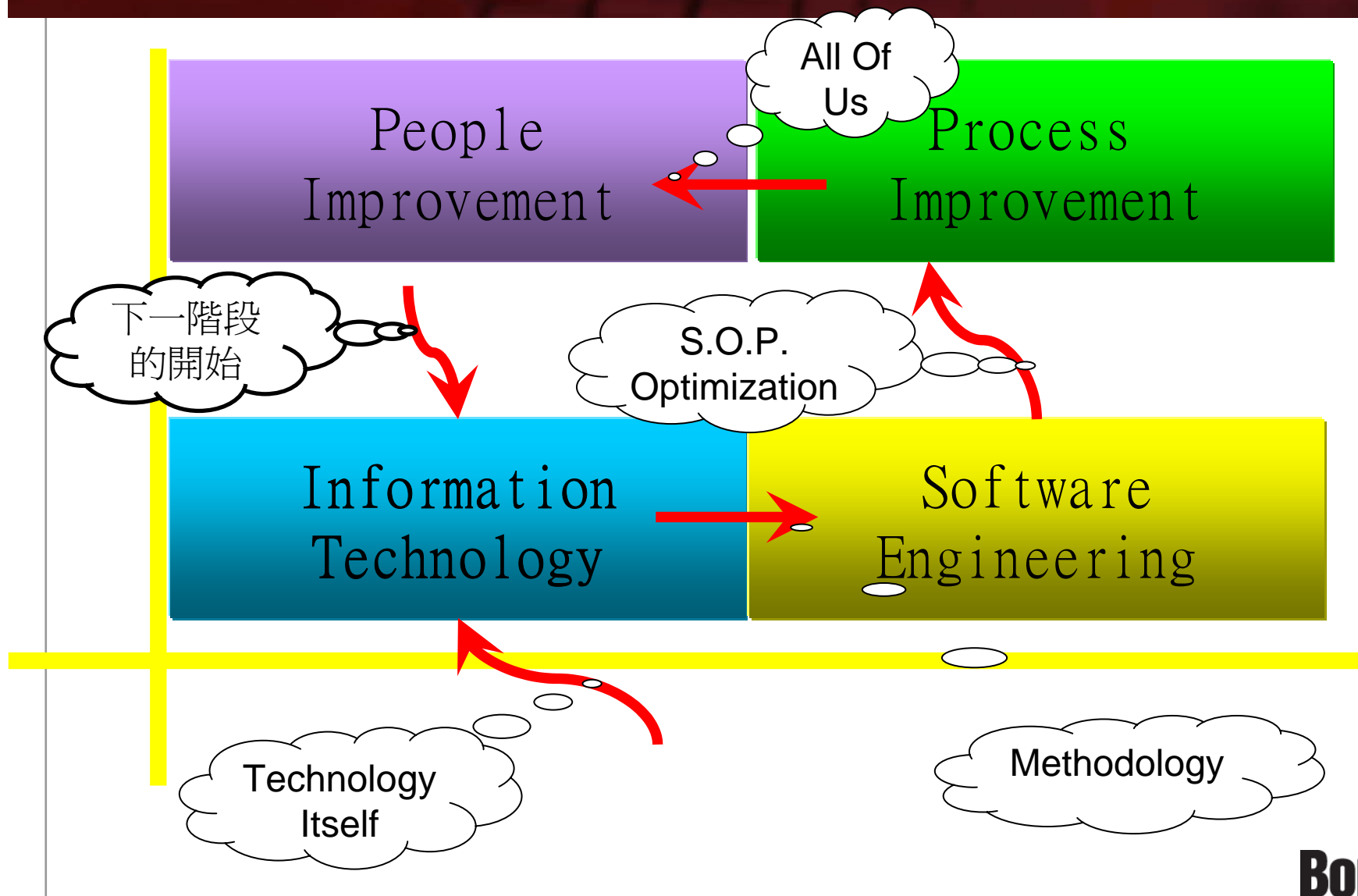


# Organizational Maturity Levels





# 掌握Open Source即掌握軟體發展趨勢



# Programming Quality Of Service

■ Technologies, Programming Languages, Frameworks, Methodologies, Processes,这些都是做什么的?

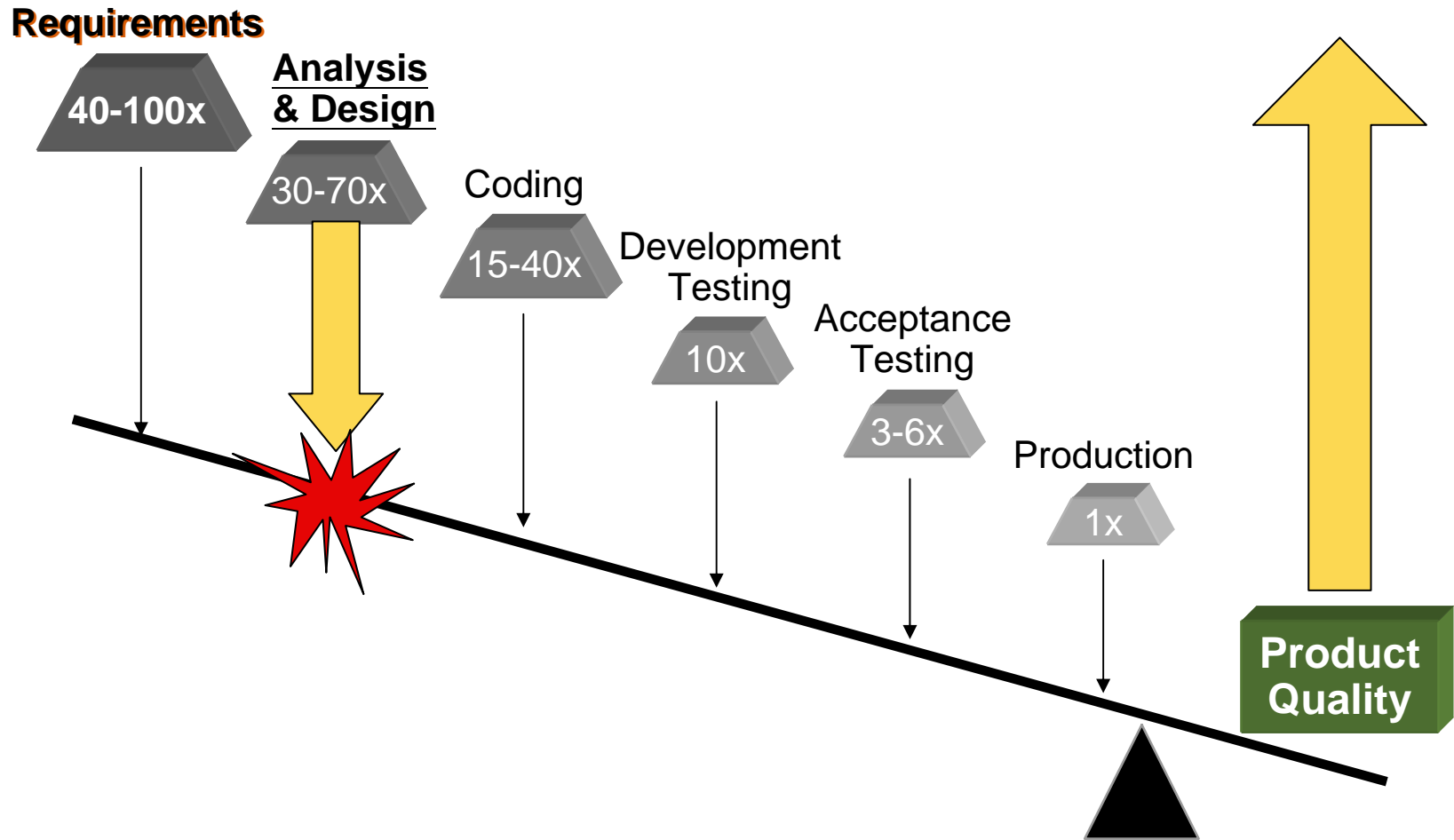
- Productivity?
- Performance?
- Stability?
- Scalability?

■ **Quality**

# 请试着回答下面的问题!

- 设计是否根据需求而来? 哪一个需求?
- 改变需求会影响什么?
- 某某系统这次上线的程序代码是哪些版本? 上一次呢?
- 设计模型一定是正确的吗?
  - 如何验证, 测试设计模型?
- 不同设计模型如何相互转换?
- 开发出来的软件品质如何衡量呢?
- 现在的你/你的团队最有把握掌握品质的开发阶段是哪一个?

# 掌握Open Source即掌握軟體發展趨勢



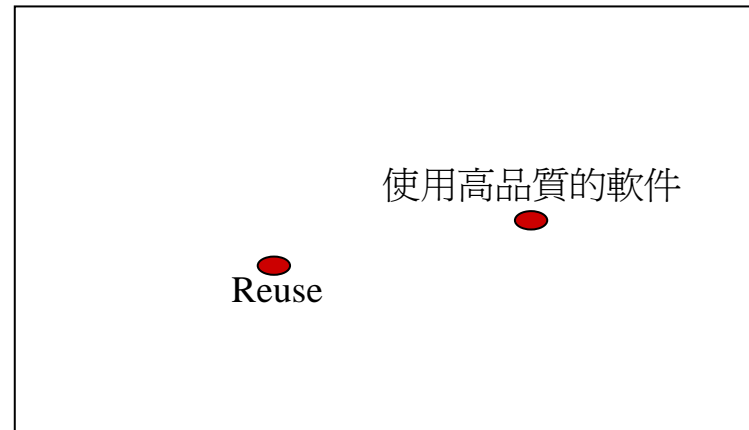
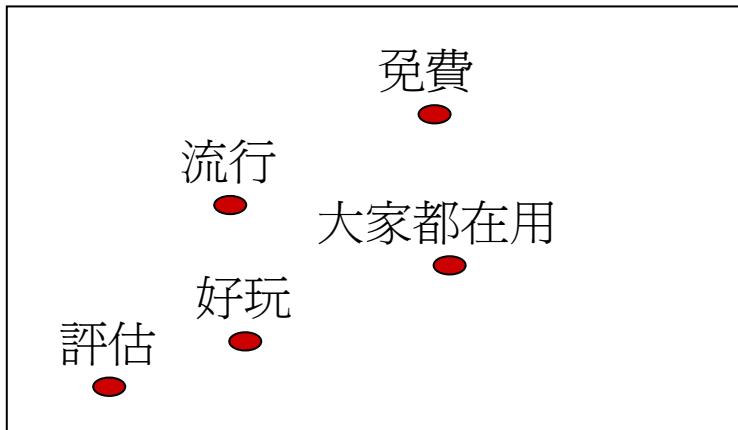
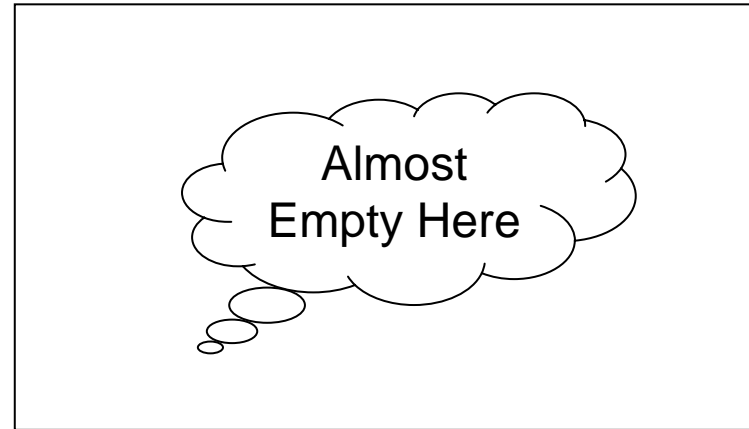
- This data from Boehm: Software Engineering Economics

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# Open Source的好處和陷阱

## Open Source

Quality/Knowledge



Productivity/Reuse

# Open Source的好處和陷阱

請試著回答下面的問題?

- A : 所有的Open Source都很好! Yes or No?
- B : 我很瞭解我使用的Open Source的架構! Yes or No?
- C : Open Source的實作程式碼都沒問題! Yes or No?
- D : 我的項目架構和Open Source的架構不會雞同鴨講! Yes or No?

# Open Source的好處和陷阱

## Open Source

Quality/Knowledge

擷取Open Source的技術

但是您需要  
正確的工具  
幫助您

Open Source  
學習軟件架構

藉由Open Source  
提昇軟件技術

免費

流行

大家都在用

好玩

評估

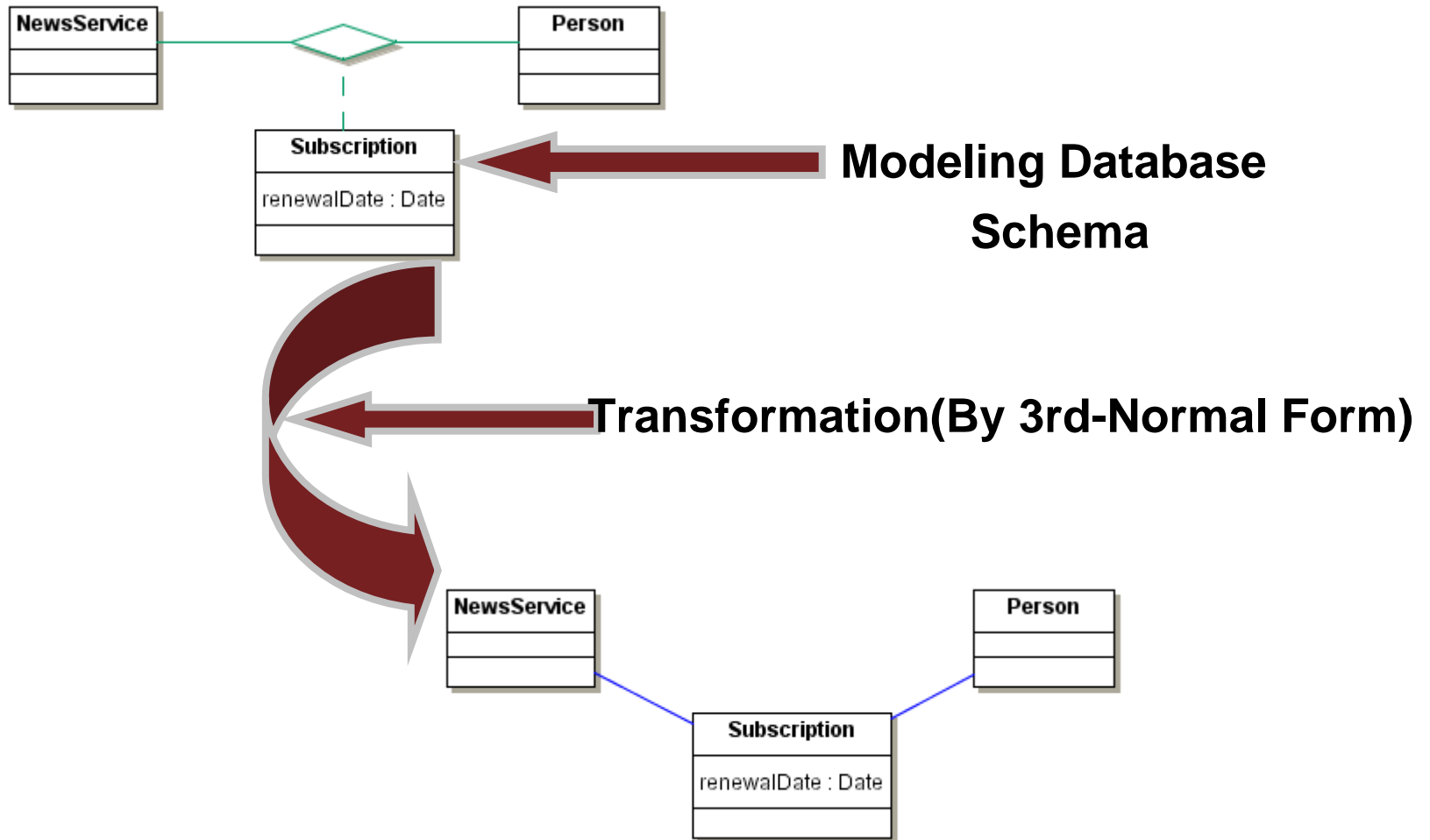
使用高品質的軟件

Reuse

Productivity/Reuse

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# Modeling Is Everywhere





# Modeling Is Everywhere

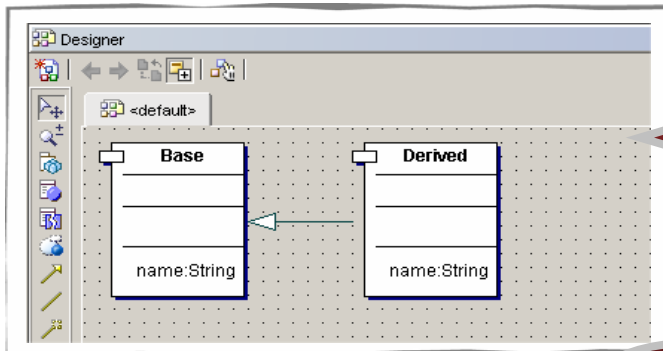
```
int countLetters(List<List<String>> doc) {  
    int count = 0;  
    for (Iterator<List<String>>i = doc.iterator();  
        i.hasNext();) {  
        List<String>line = i.next();  
        for (Iterator<String>j = line.iterator();  
            j.hasNext();) {  
            String word = j.next();  
            count += word.length();  
        }  
    }  
    return count;  
}
```

**Modeling Your Code!**

**Transformation(By Refactoring)**

```
int countLetters(List<List<String>> doc) {  
    int cont = 0;  
    for (List<String>> line : doc) {  
        for (String word : line) {  
            count += word.length();  
        }  
    }  
}
```

# Modeling Is Everywhere



**Modeling Your Code!**

**Transformation(QVT)**

```
/* Generated by Together */  
  
#ifndef DERIVED_H  
#define DERIVED_H  
#include "Base.h"  
class Derived : public Base {  
public:  
  
    /**  
     * @mod_returnType String  
     */  
    String getName();  
};  
#endif //DERIVED_H
```

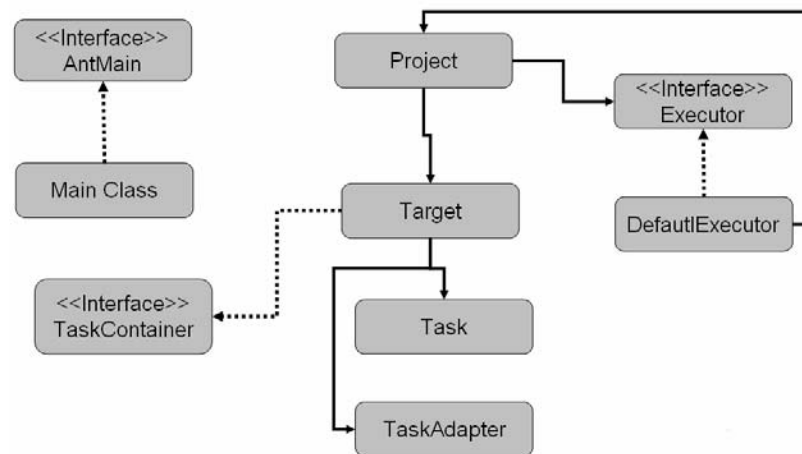
# Modeling Is Everywhere

```
public static void main(String[] args) {  
    try {  
        Launcher launcher = new  
Launcher();  
        launcher.run(args);  
    } catch (LaunchException e) {  
  
System.err.println(e.getMessage());  
    } catch (Throwable t) {  
        t.printStackTrace();  
    }  
}
```

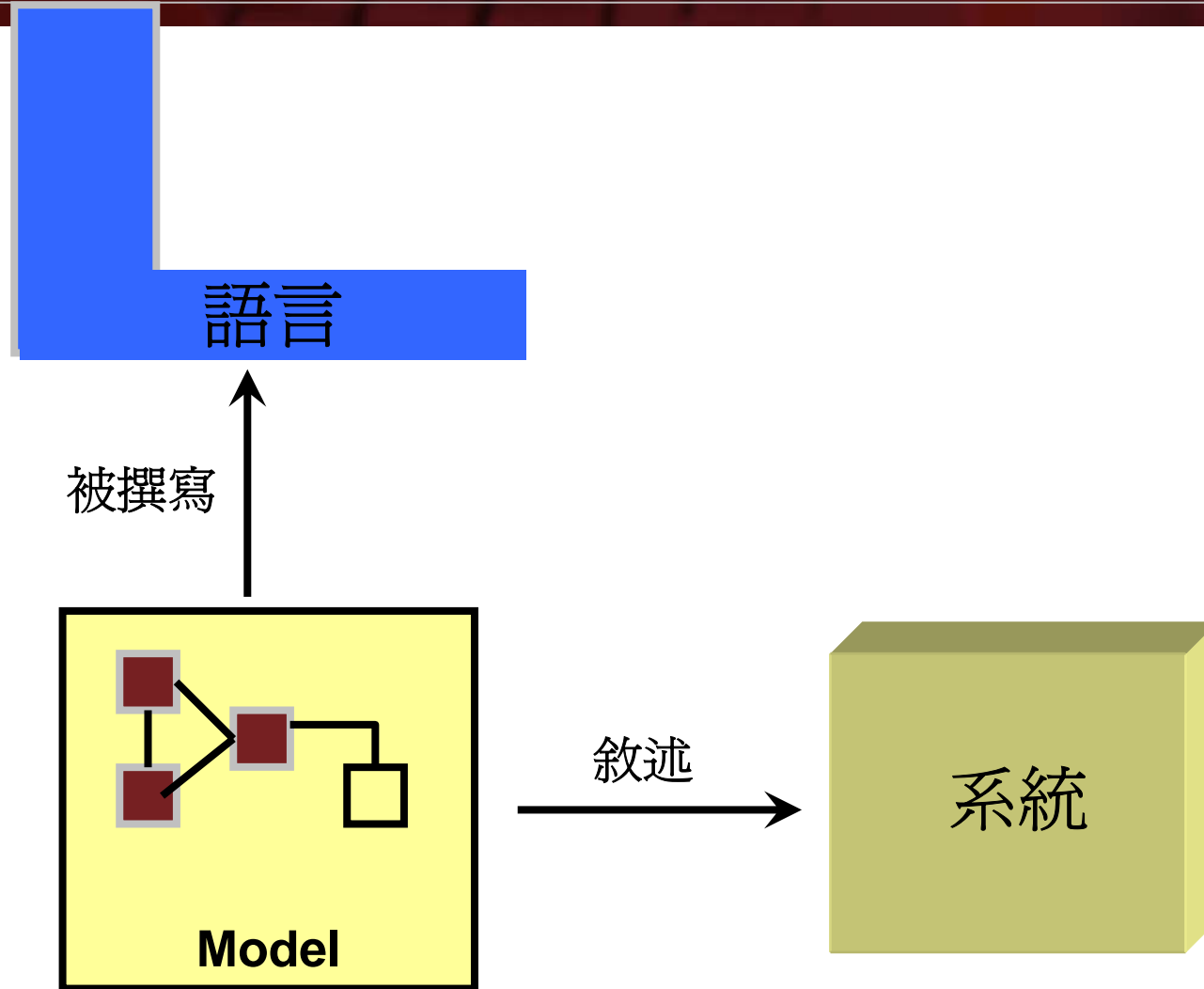
**Ant Framework**

205949 行程式碼

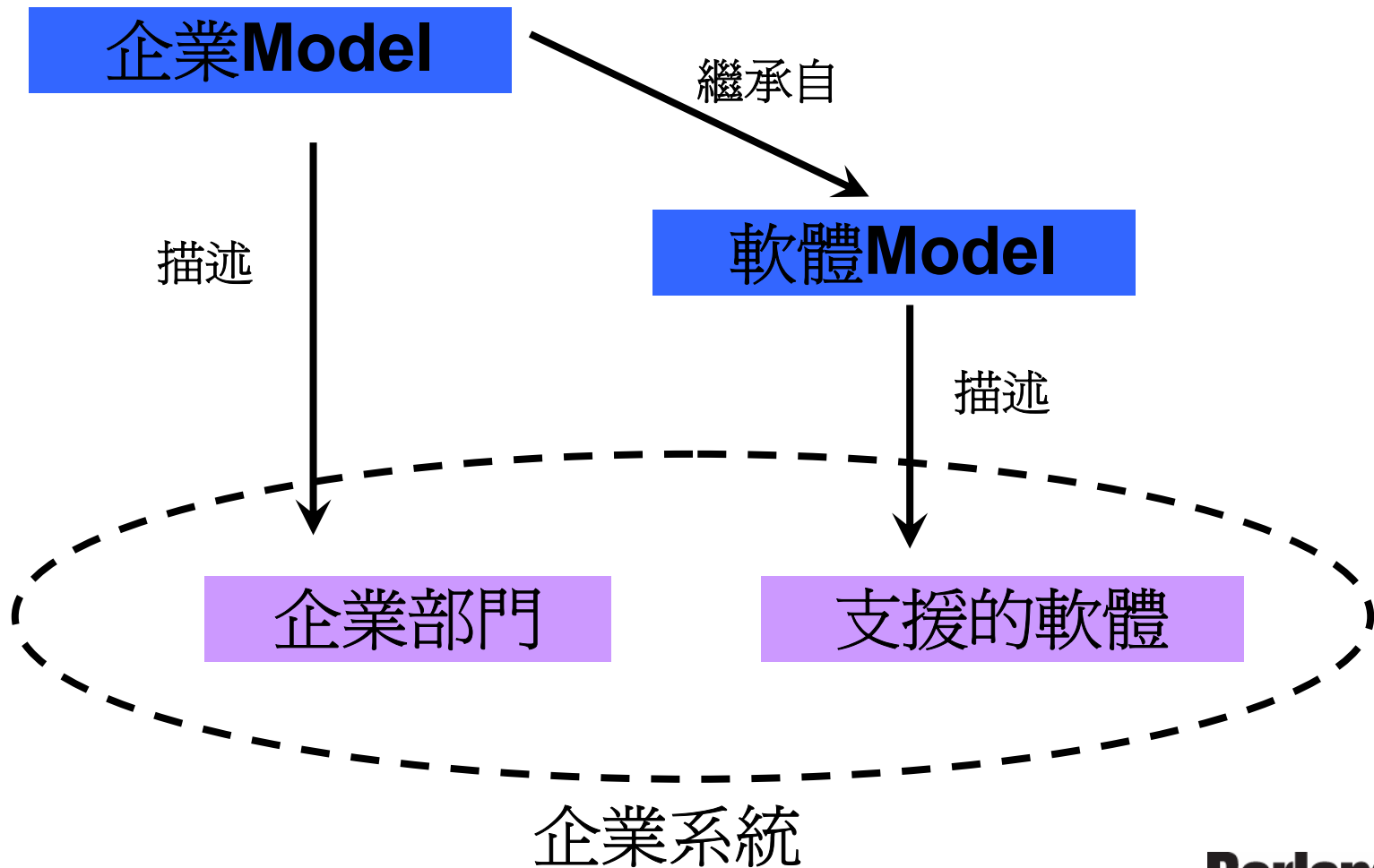
**Together  
Reverse Engineering**

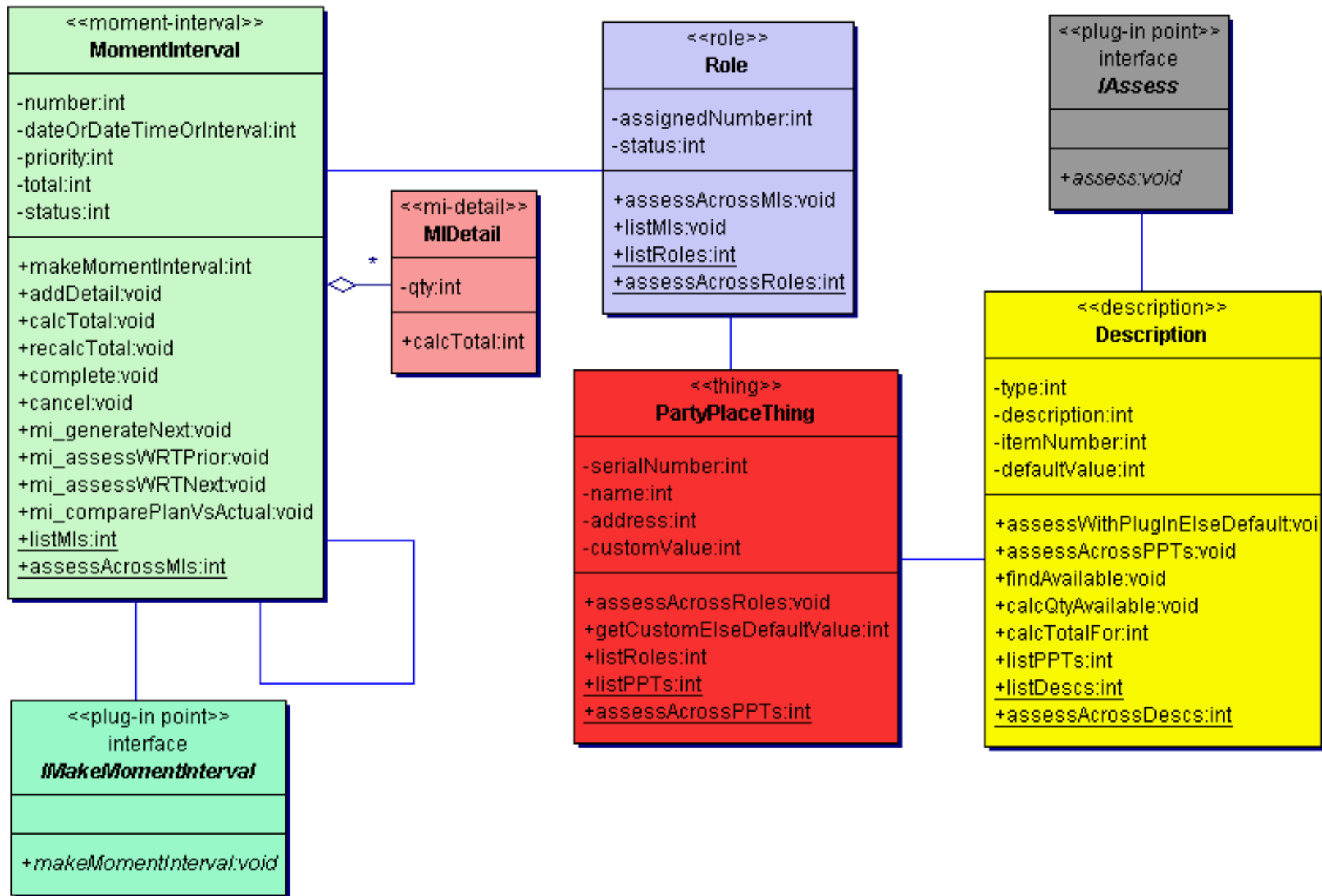


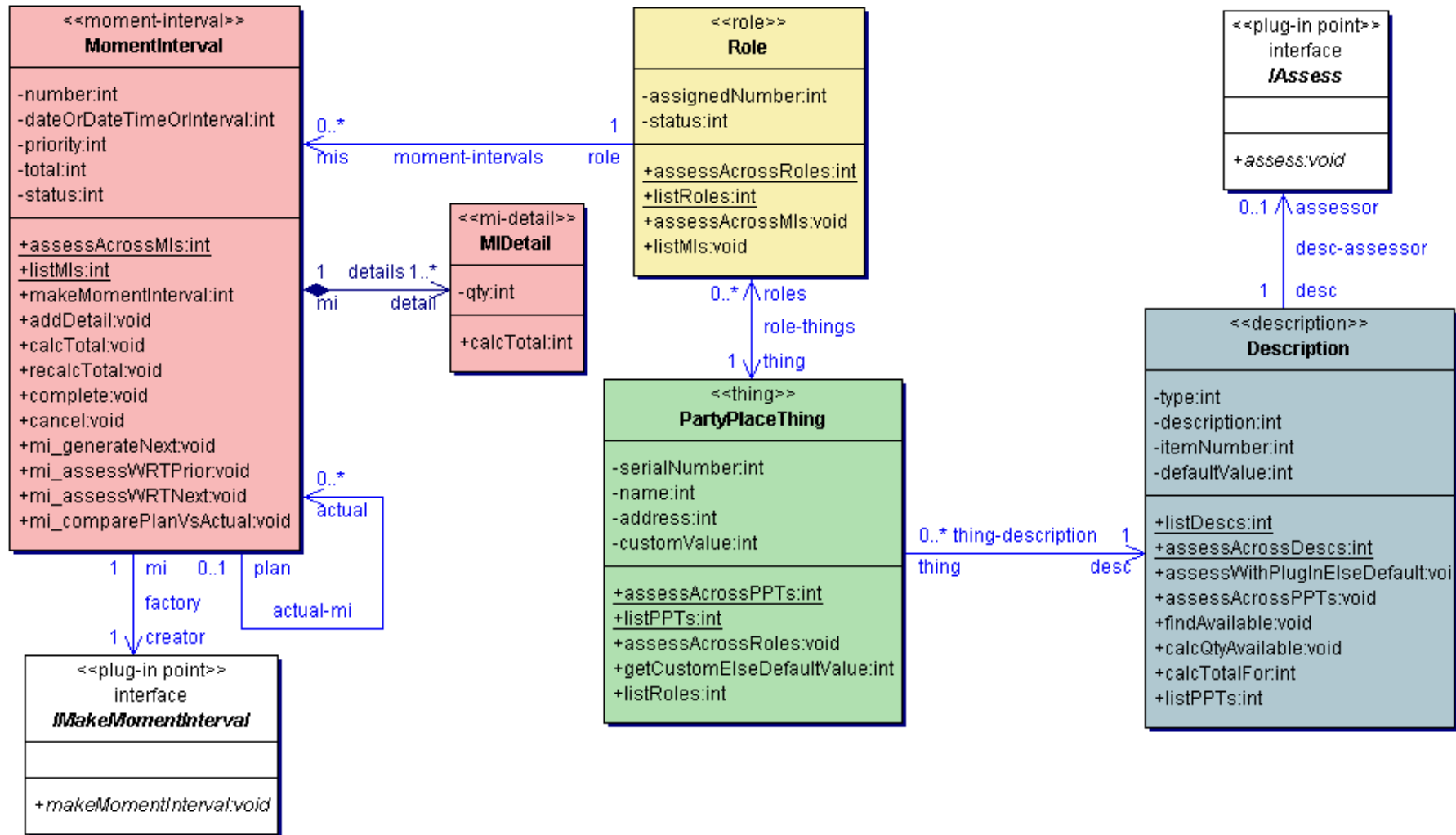
# Models和語言

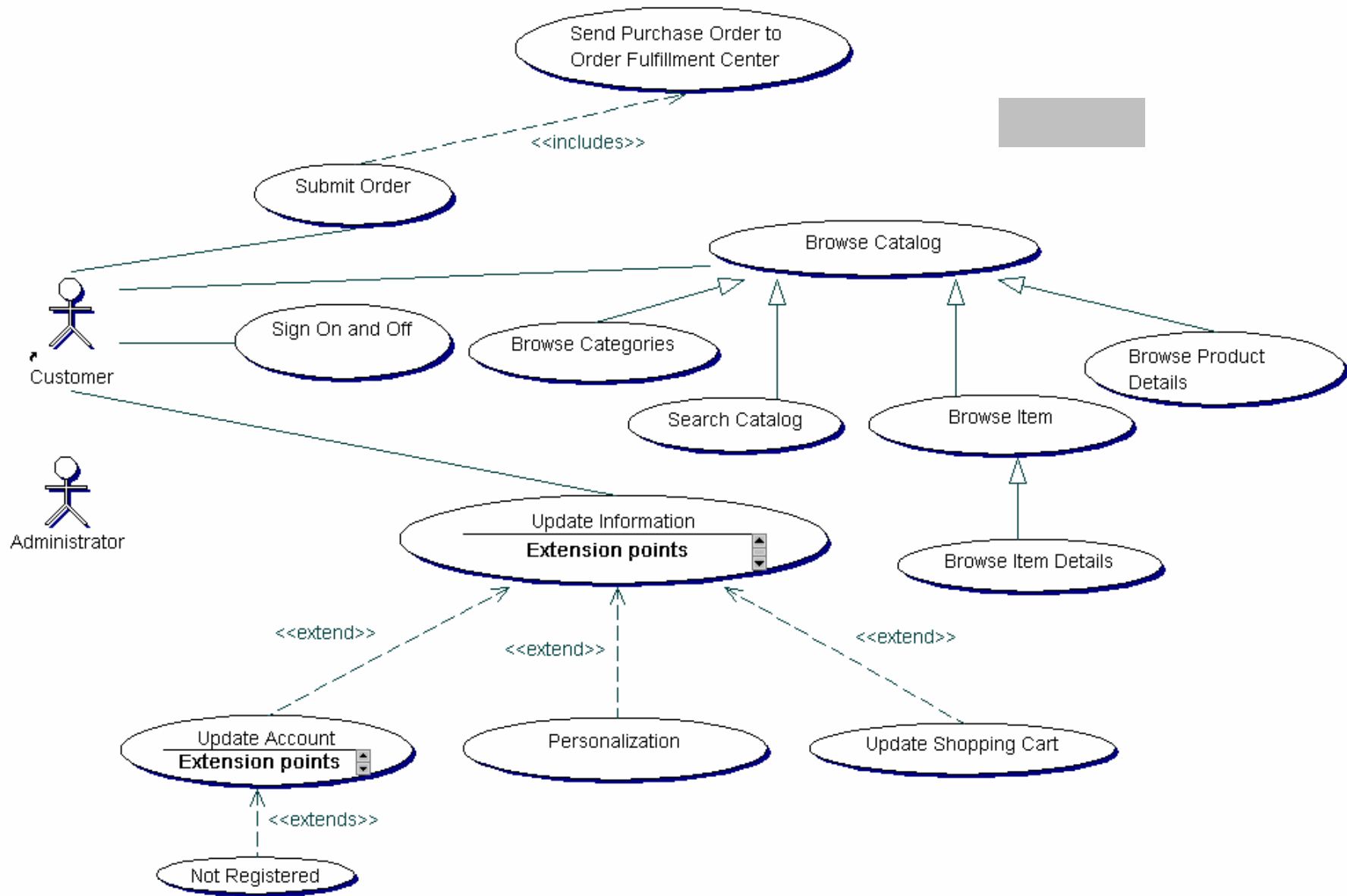


# 各種Models

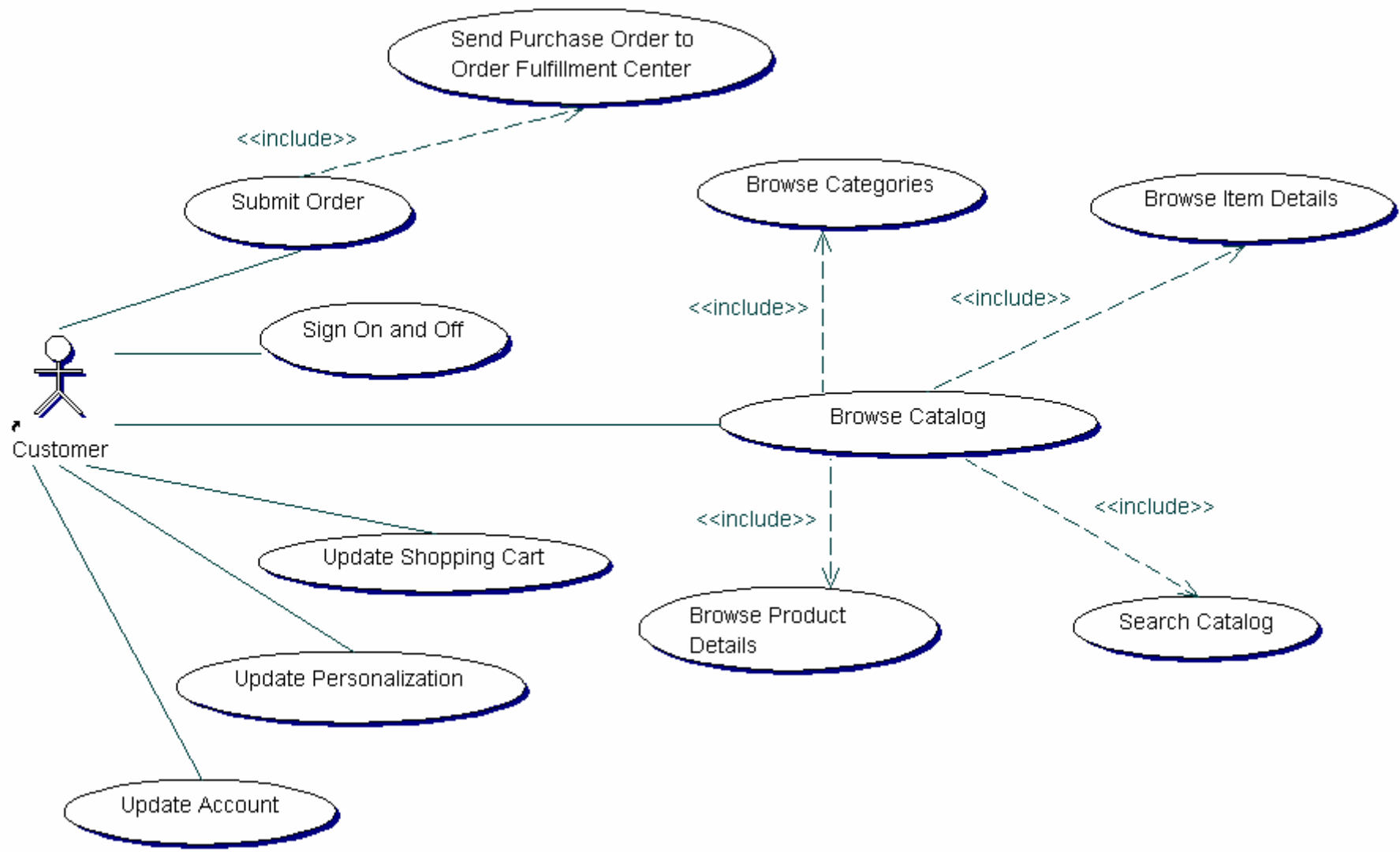












# Sample Audits

Avoid Aggregation, Favor Composition

Avoid Dangling Model Elements

Always Indicate Multiplicity

Always Indicate Navigability

Avoid Multiplicities Involving Max and Mins

Avoid \* Multiplicity

Always Name Associations

Avoid Using Dependencies

Do not Overlap Guards

Do not Use Disjoint Guards

Identifier Conflicts with Keyword

Indicate Role Name on Association Ends

Indicate Role Names on Recursive Associations

Lines Should Not Cross

Naming Conventions

Never Place Guard on Initial Transition

Provide Comment for OCL Constraints

Use Plural Names on Association Ends with Multiplicity > 1

Avoid Generalization Between Use Cases

Avoid Unassociated Actors

Avoid <<uses>>, <<includes>>, and <<extends>>

Avoid Weak Verbs at Beginning of Use Case

Avoid Association Classes

Abstract Class Declaration

Avoid Cyclic Dependencies Between Packages

Avoid N-ary Associations

Avoid Qualifiers

Always Specify Type on Attributes and Parameters

Class Should be Interface

# Sample Audits

Conflict With System Class

Do not Model Elements of Implemented Interfaces

Do not Model Scaffolding Code

Do not Name Associations that have Association Classes

Hiding Inherited Attribute

Hiding Inherited Static Method

List Static Operations/Attributes Before Instance  
Operations/Attributes

Overriding Non-abstract Method with Abstract Method

Subclasses have the Same Member

Use Singular Names for Classes

Avoid Modeling Destruction

Avoid Modeling Return Arrows

Avoid "Black Hole" States

Avoid "Miracle" States

Avoid Recursive Transitions With no Entry or Exit Actions

Avoid "Black Hole" Activities

Avoid "Miracle" Activities

All Transitions Existing a Decision Must Have Guards

Forks Should Have Only One Entry Transition

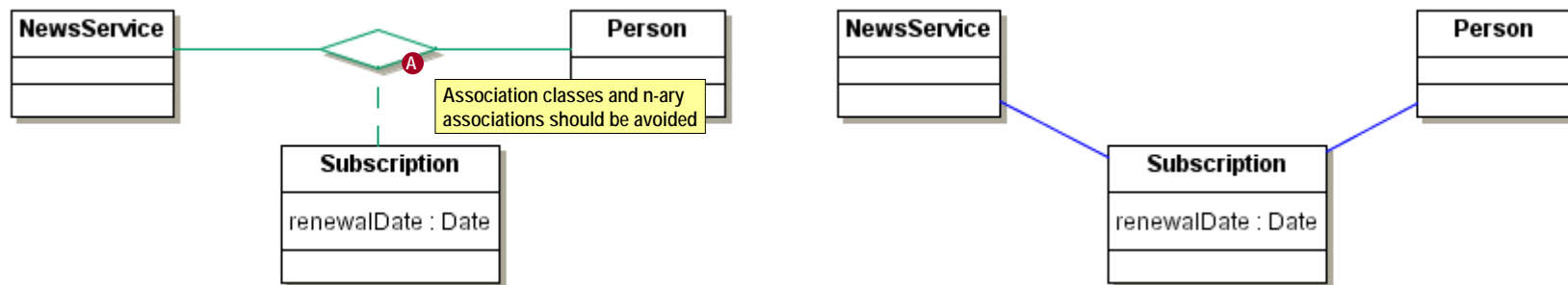
Joins Should Have Only One Exit Transition

Components Should only Depend on Interfaces

# Class Diagram Audits

## Avoid Association Classes (AAC)

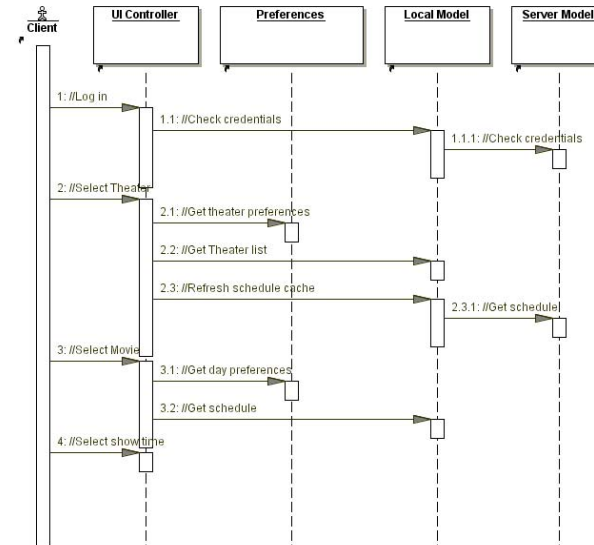
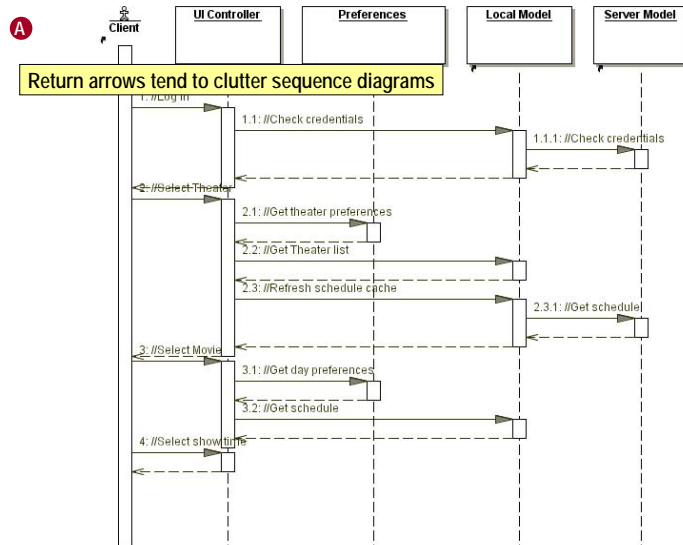
Association Classes can be decomposed into a separate class that associates two others. These may confuse generators, or be decomposed anyway.



# Sequence Diagram Audits

## Avoid Modeling Return Arrows (AMRA)

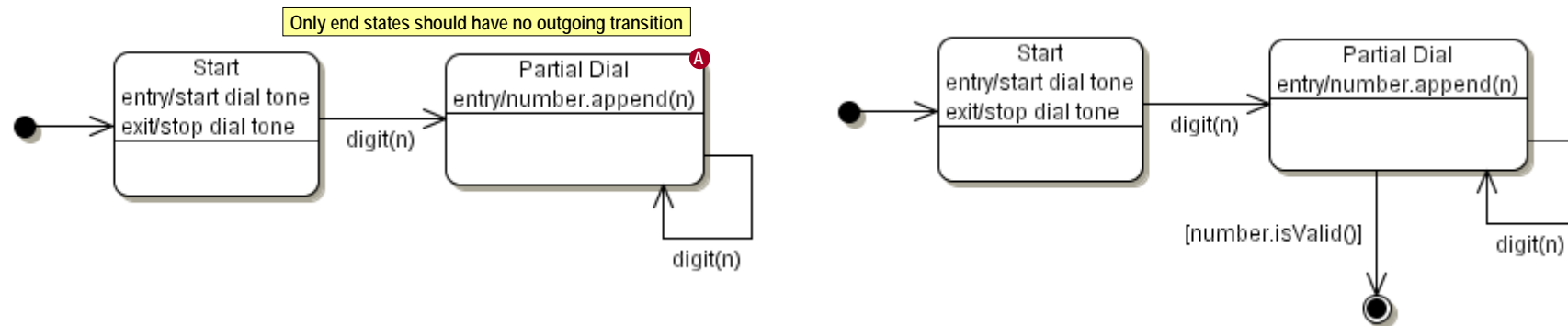
To reduce clutter on diagrams, the explicit modeling of return arrows is discouraged.



# State Diagram Audits

## Avoid “Black Hole” States (ABHS)

Only End states should have an incoming transition with no outgoing transition.



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什麼是 MDA (Model Driven Architecture)?

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# Model Driven Architecture

MDA provides an approach for, and enables tools to be provided for:

- specifying a system independently of the platform that supports it,
- specifying platforms,
- choosing a particular platform for the system, and
- transforming the system specification into one for a particular platform.

Three primary goals of MDA

- Portability
- interoperability
- reusability

through architectural separation of concerns.



# What Comprises MDA?

MDA is not a single specification, but a collection of related OMG specifications:

- Unified Modeling Language (UML™) 2.0
  - Infrastructure
  - Superstructure
  - Diagram Interchange
  - Profiles
- Object Constraint Language (OCL)
- Meta-Object Facility (MOF)
- XML Meta-Data Interchange (XMI)
- Common Warehouse Meta-model (CWM)
- Query View Transformation (QVT)

# MDA is not a Standard...yet

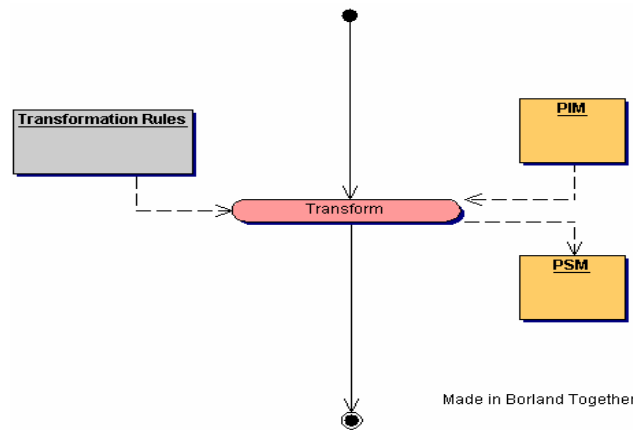
The MDA adopted Standards include:

- UML, including OCL
- MOF, including JMI and XMI
- **QVT, which doesn't exist yet**
- And more: CWM, Diagram Interchange, and various domain specific models which play a role

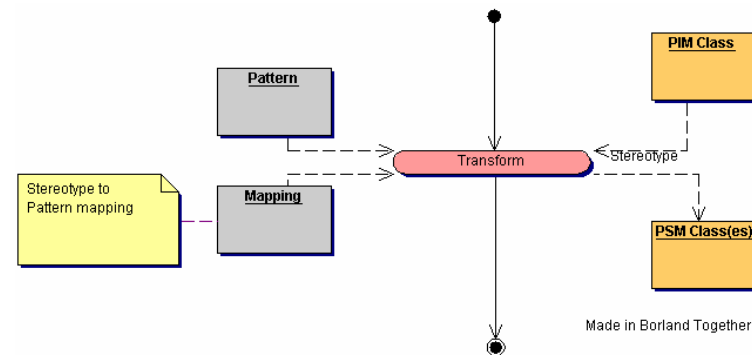
No OMG test for MDA compliance

- This allows many to make loose claims

# MDA Transformation



*Transformation of diagram*

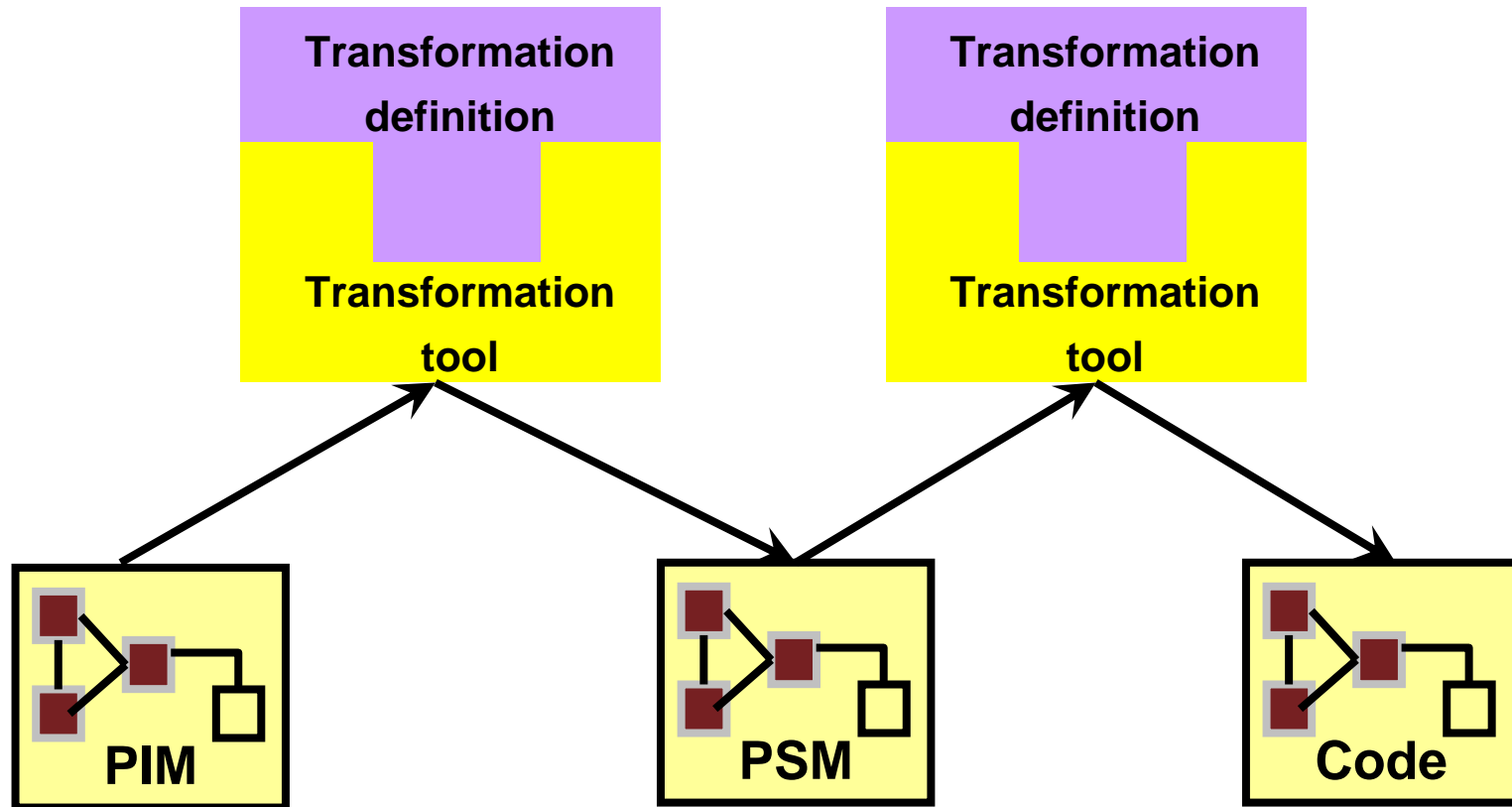


*Example of transformation of a PIM class using  
pattern based transformation*

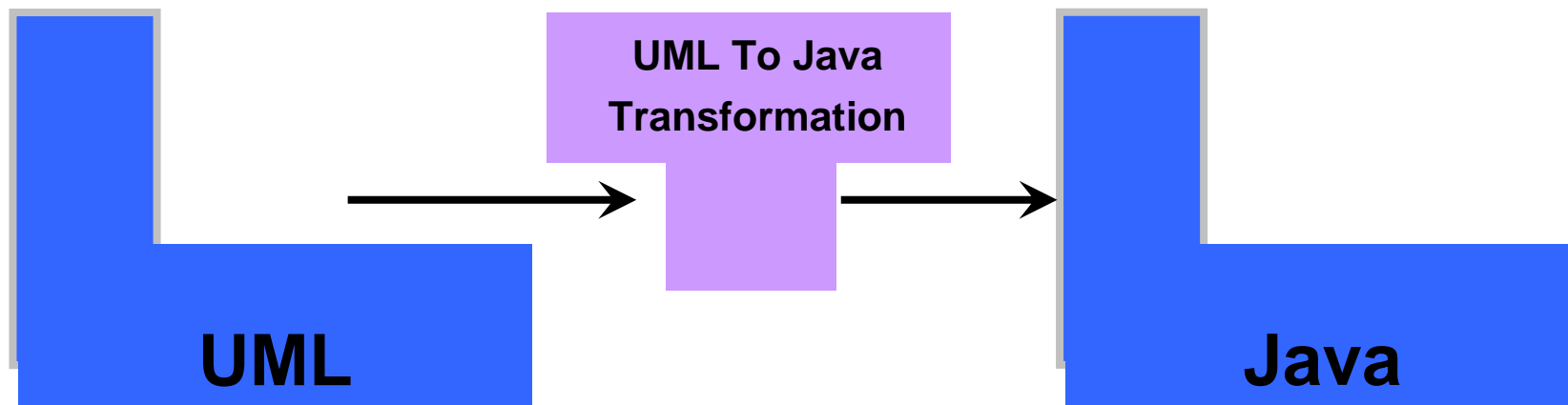
## Examples

- MOF and QVT based transformation, transforms based upon PIM metamodel and PSM metamodel
- XSLT based transformation, transforms XMI (or other XML format) of PIM and transforms into source code
- Apply PSM Patterns based on stereotypes defined in the PIM
- Apply patterns interactively, using Borland's Together product achieving many-many transformation

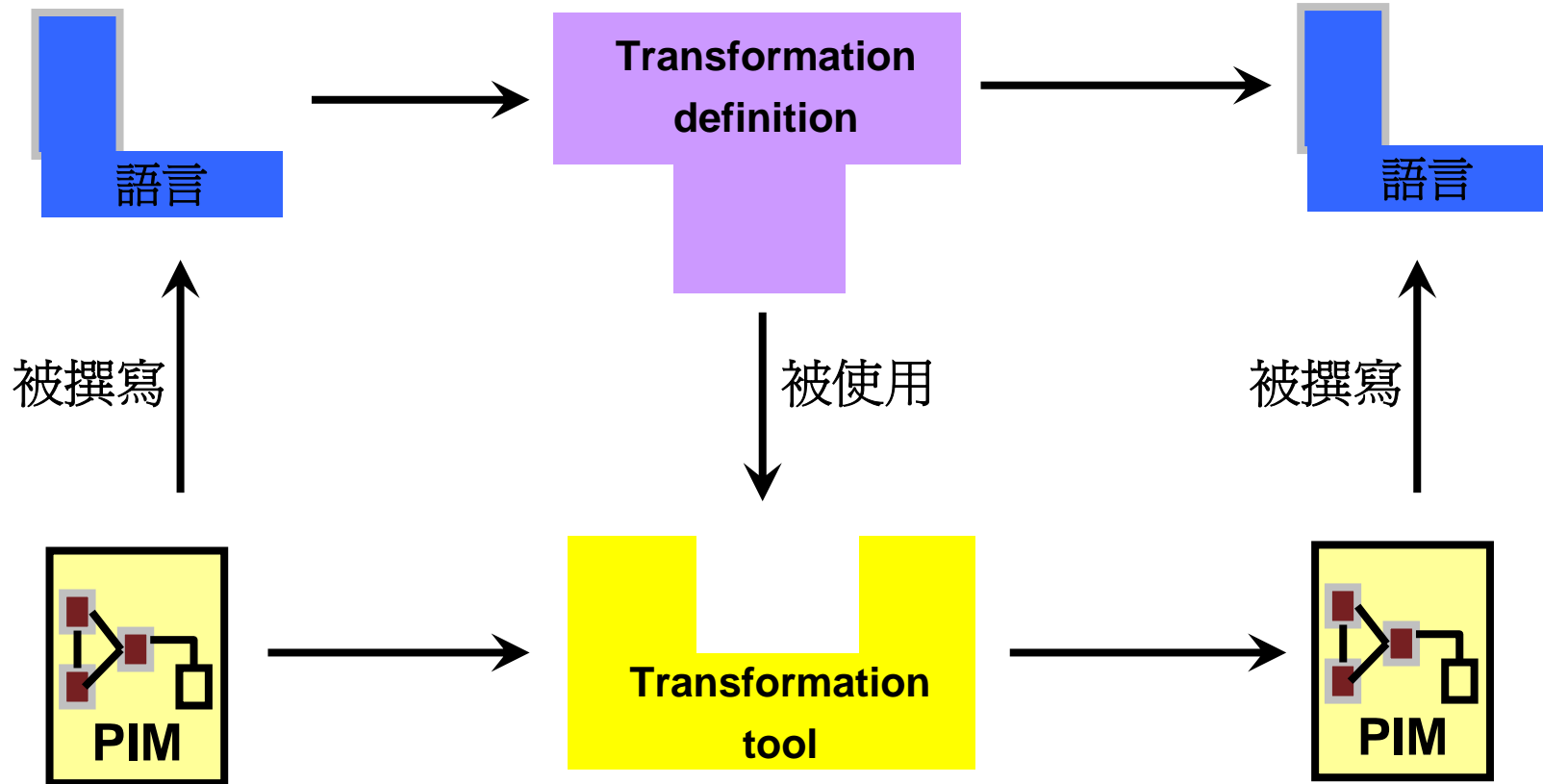
# MDA Transformation



# MDA Transformation



# MDA Transformation



# So, the focus is on

Languages adequate to express what is required.

These languages need not even be UML

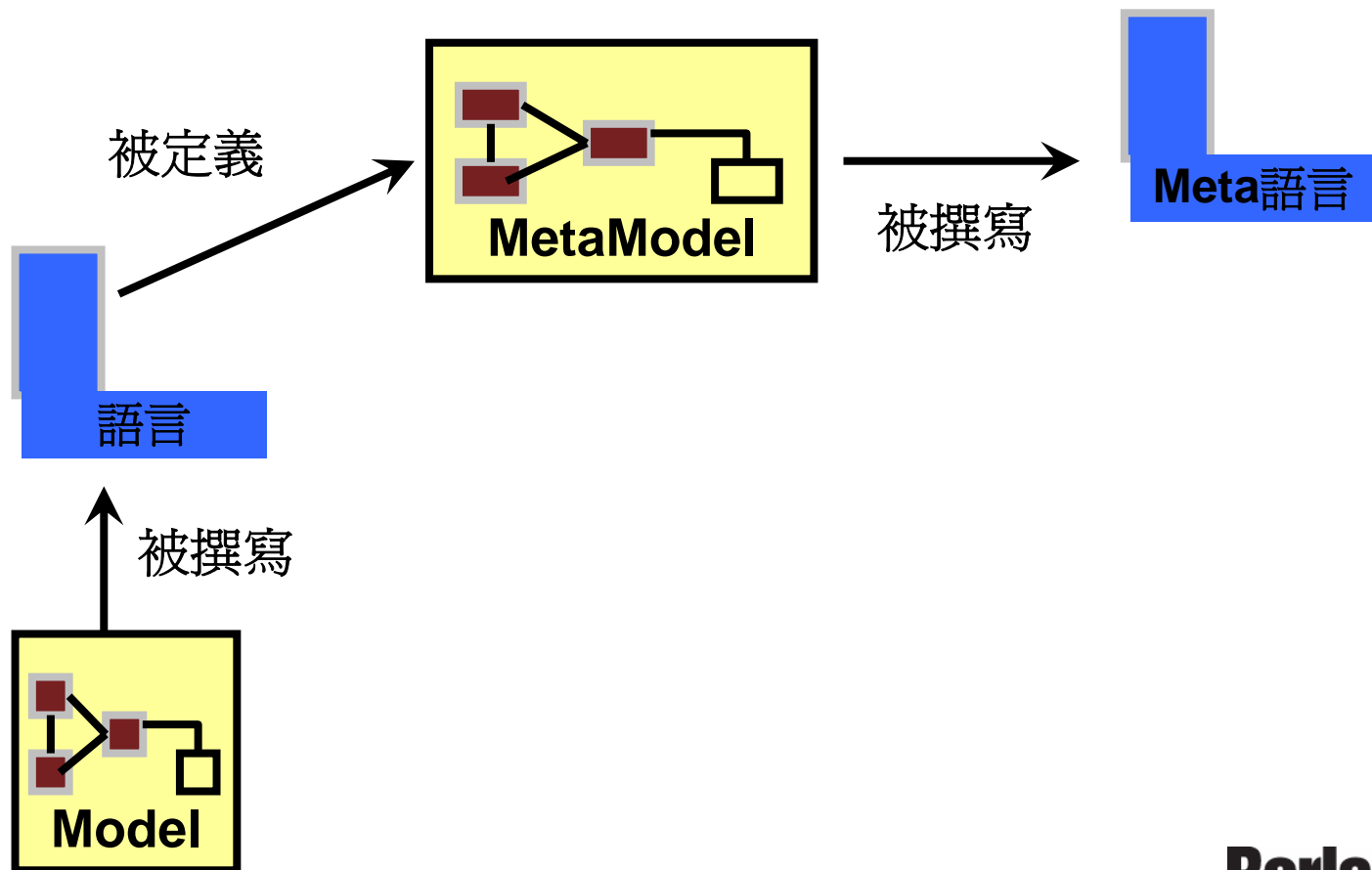
They need not even be “modeling” languages

Example: OCL

The point is that the languages need to be well defined so that transformations can be applied to models expressed in those languages.

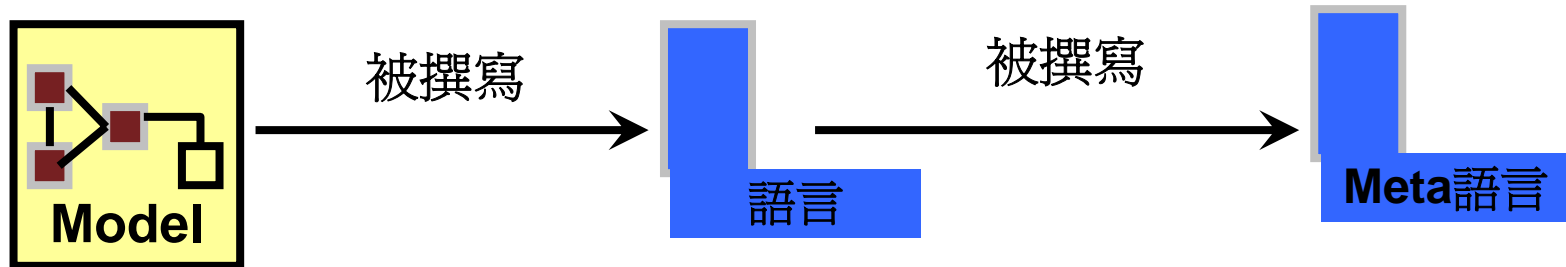
Ultimately we need Metadata to define the language in which the model is expressed.

# MetaModeling

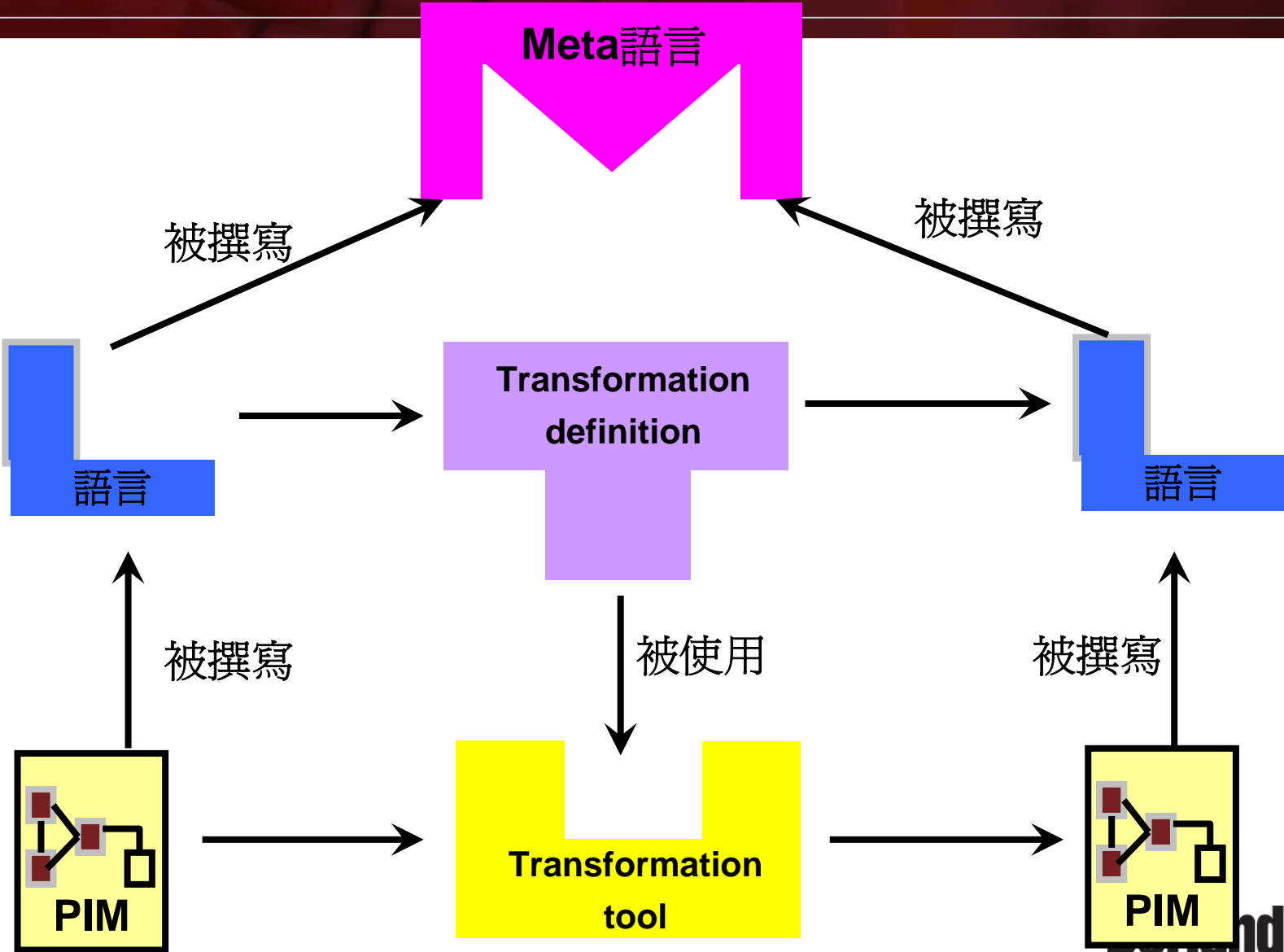




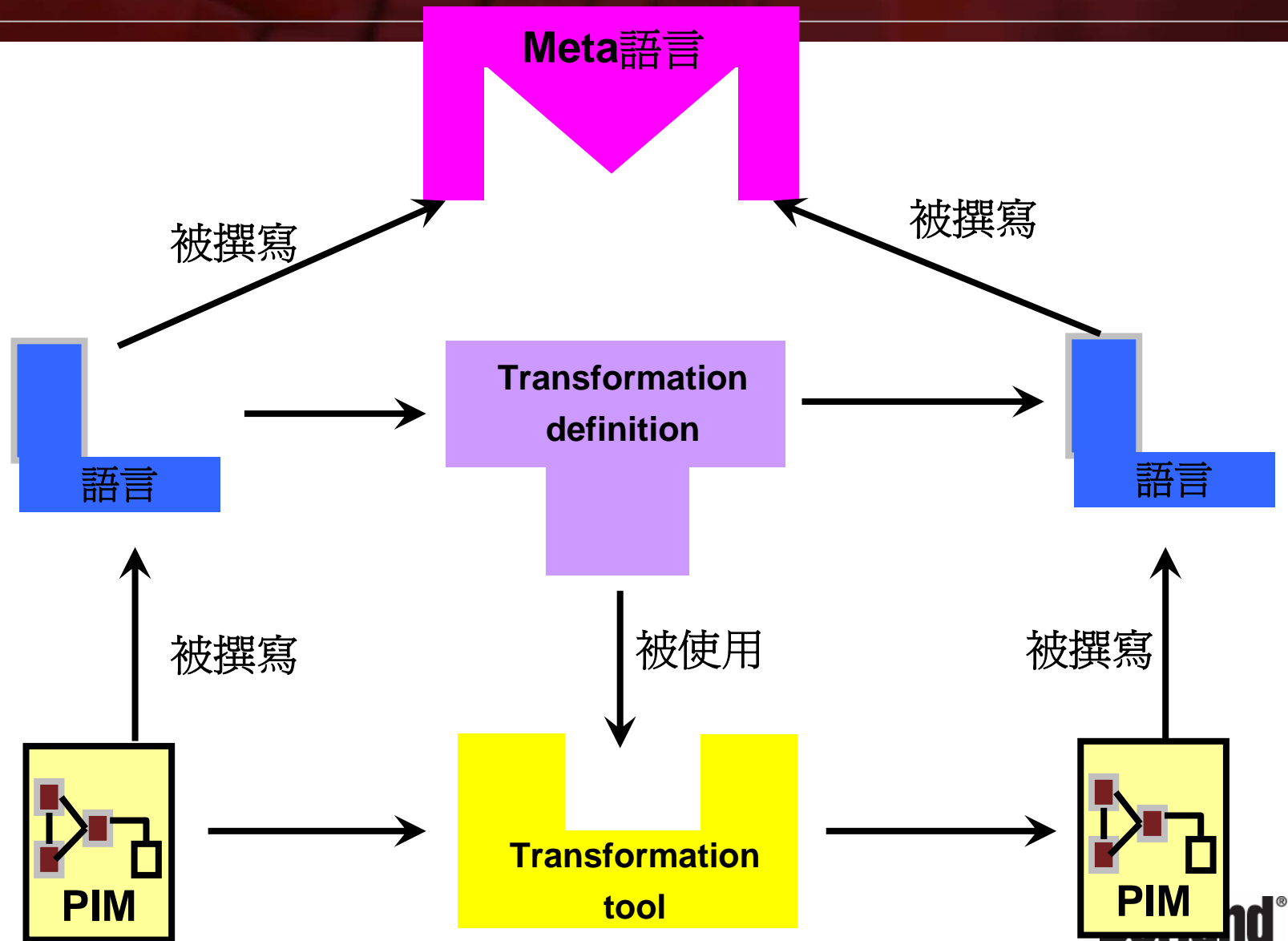
# Models, 語言和Meta語言



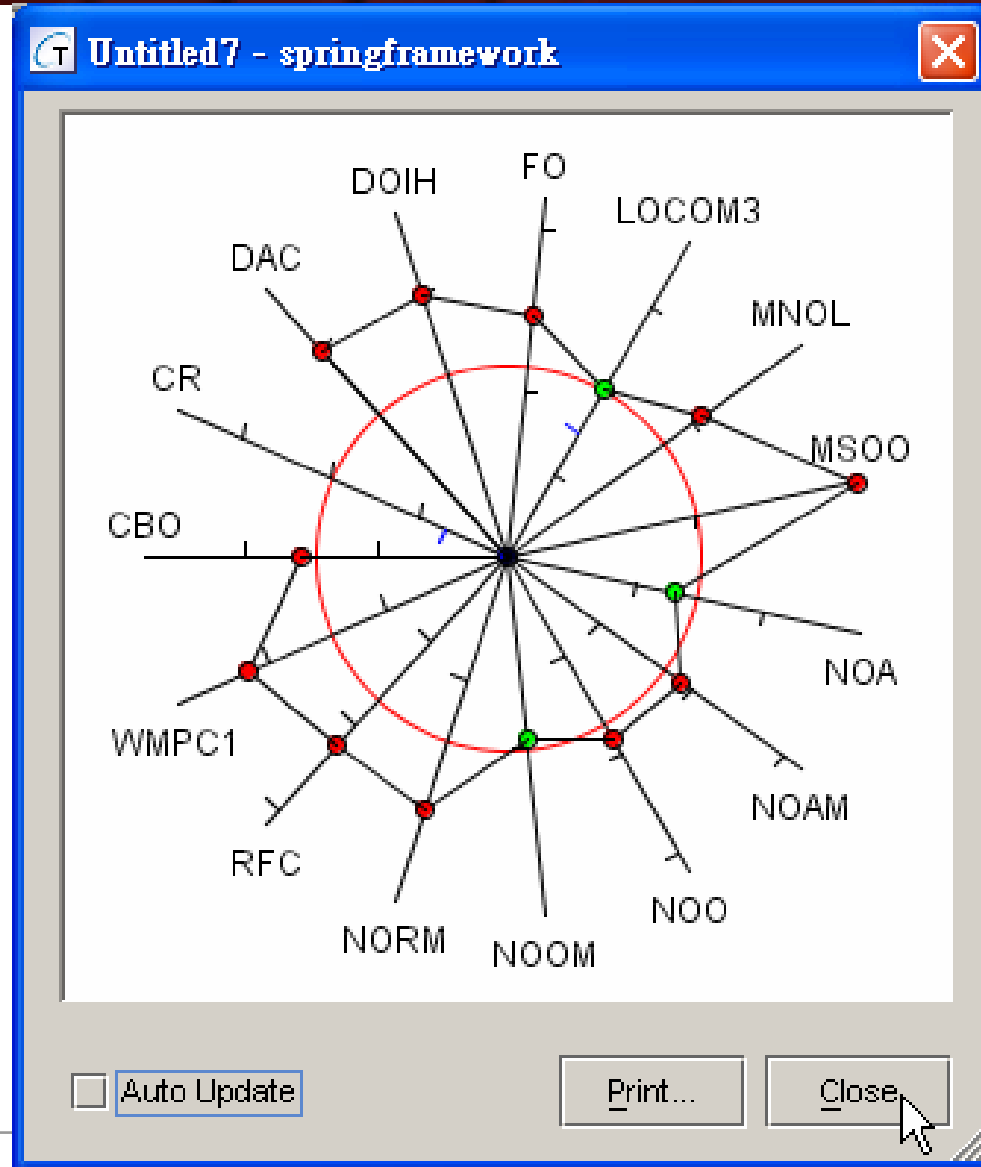
# MDA Framework



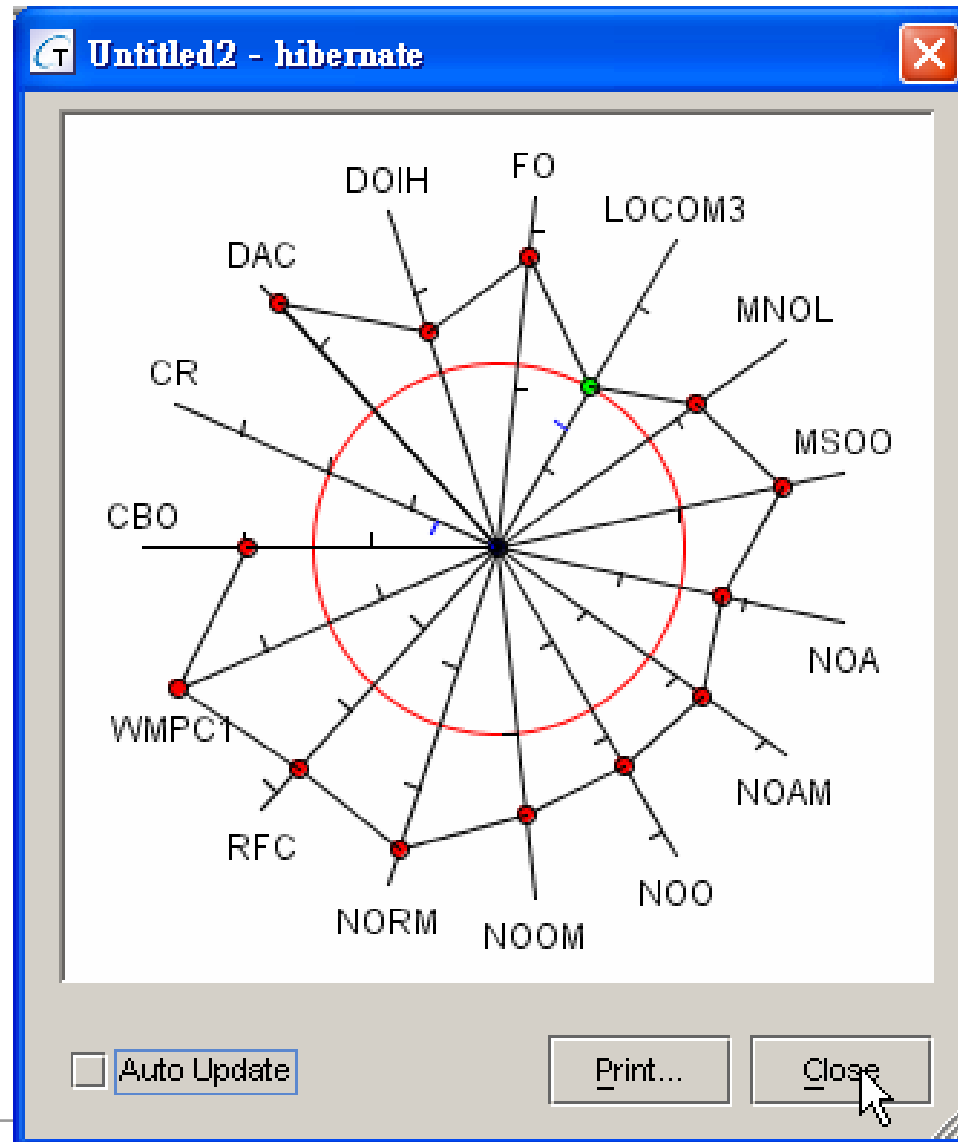
# Programming Quality Of Service



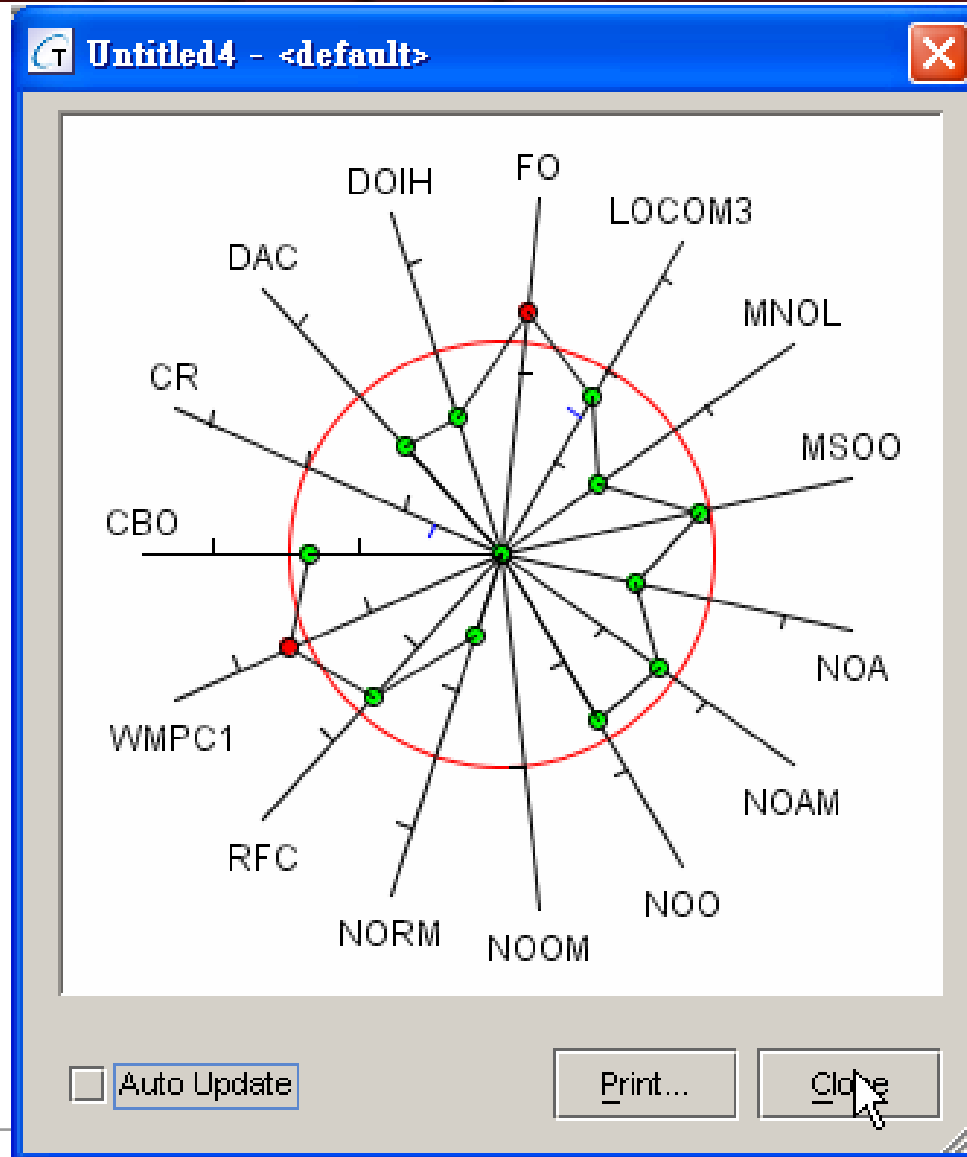
# Spring



# Hibernate!



# Loki



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Q&A

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