

Overview

Larman's Agile UML Process

- Have looked at
 - the software process (the sequence of activities)
 - Agile
 - Models
- Larman provides a lightweight process that uses UML models in a certain way to support the development of software
- Not all projects will need all of the models but the model-based process encourages a well-structured software development process and use of best practice methods

Overview

Larman's Agile UML Process

- The process and associated models support all phases of development
- Initial iteration might involve just a minimum number of model sketches, with more accurate models developed as needed

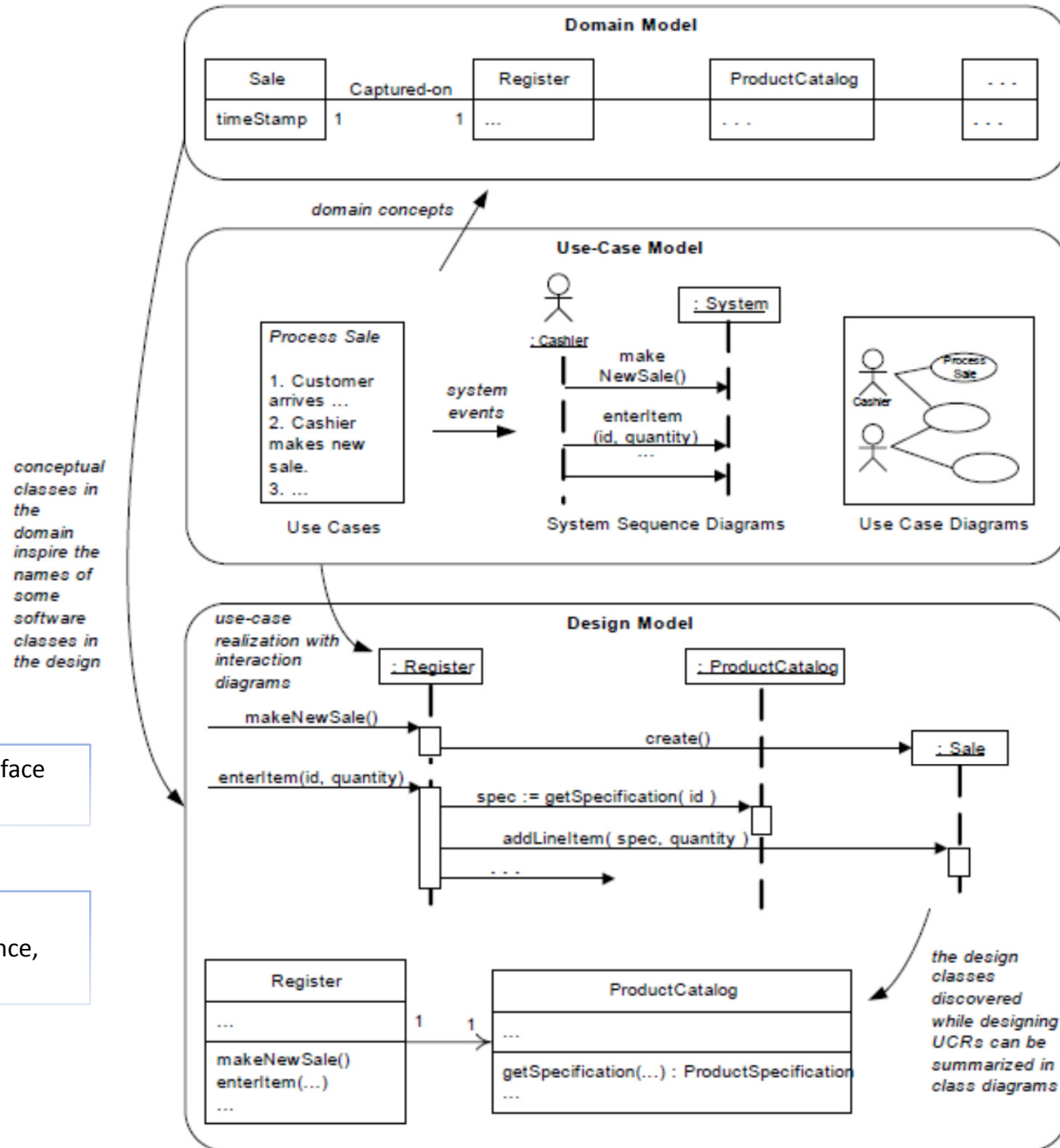
Assuming some sort of informal requirements document, then from that Use Cases might be developed as the first UML artefact

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- The following diagram illustrates how a set of UML diagrams might be used and how then relate to each other in Larman's process

Sample Unified Process Artifact Relationships



User Interface
Design

Security,
Performance,
.....

Persistence
Database Design

Overview

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- So the starting point will be an informal requirements document

set of logical steps / activities (process)

In between:

+

set of artefacts (things, e.g. text, diagrams, code)

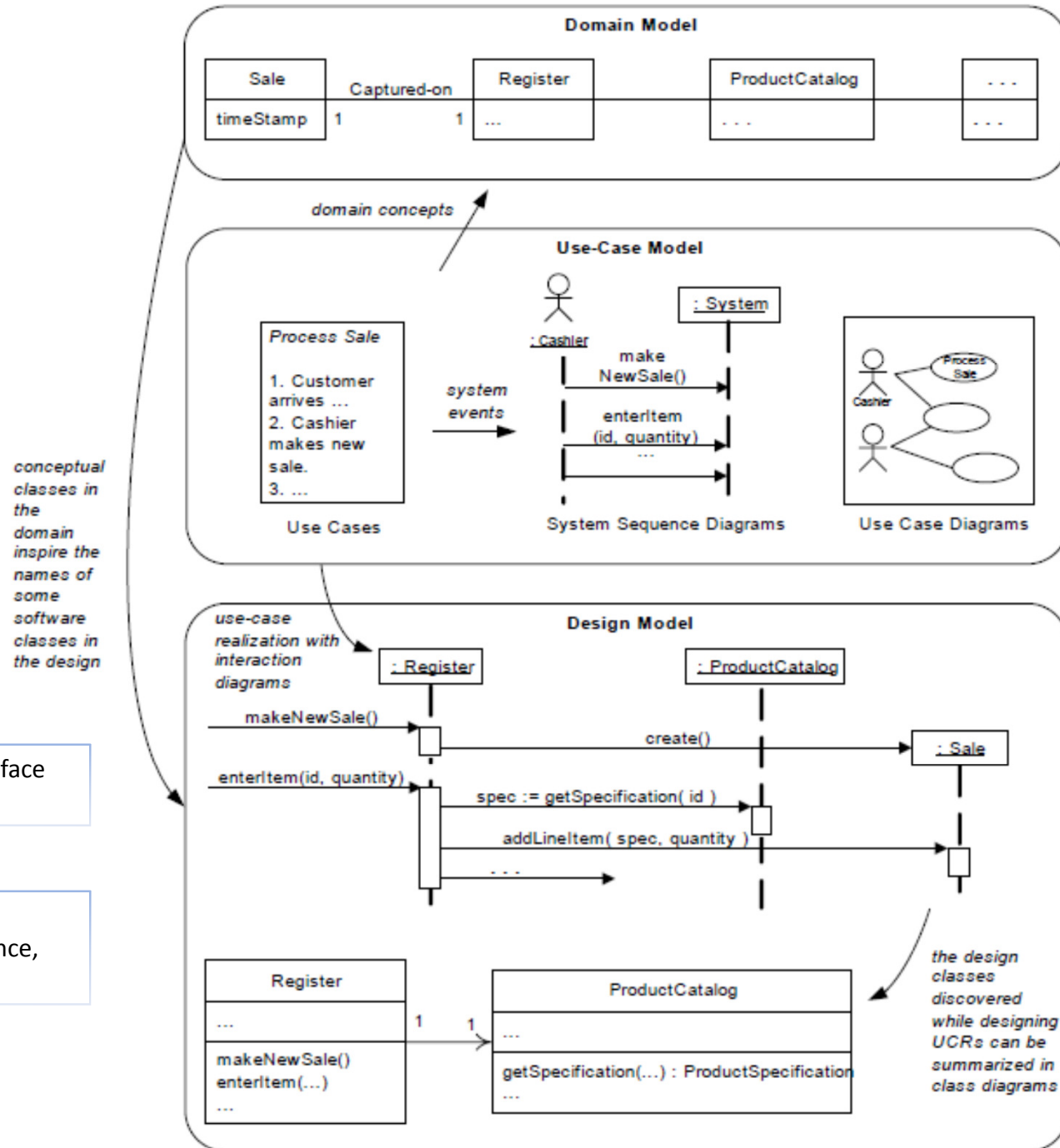
- The end-point will be code

Overview

Larman's Agile UML Process

- The various activities and artefacts
 - focus on different aspects of the problem
 - are related to each other
 - Follow a certain flow:
 - from high-level to low-level
 - from outside to inside

Sample Unified Process Artifact Relationships



User Interface
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Security,
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.....

Persistence
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Aside: ongoing example

- The main example is the object-oriented design of software for a “point of sale terminal”
- A “point of sale terminal” is the technology that sits at a checkout in a shop/store (or a lane in a large shop)
- The acronym POST is sometimes used by Larman for “point of sale terminal”

Overview

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- The focus here is on object-oriented design
- Other aspects, such as
 - Persistence – e.g. designing database
 - User Interface Design
 - Design of mechanisms for various non-functional properties, e.g. security
- .. are dealt with as the system design topic