

Book Activity Diagrams

Requirements analysis and system design is an applied knowledge. As such, it cannot be just learned by reading textbooks. The only effective way of learning it is by doing it, making mistakes, analyzing the mistakes, and trying to avoid them on a next assignment. This textbook has been written with this observation in mind.

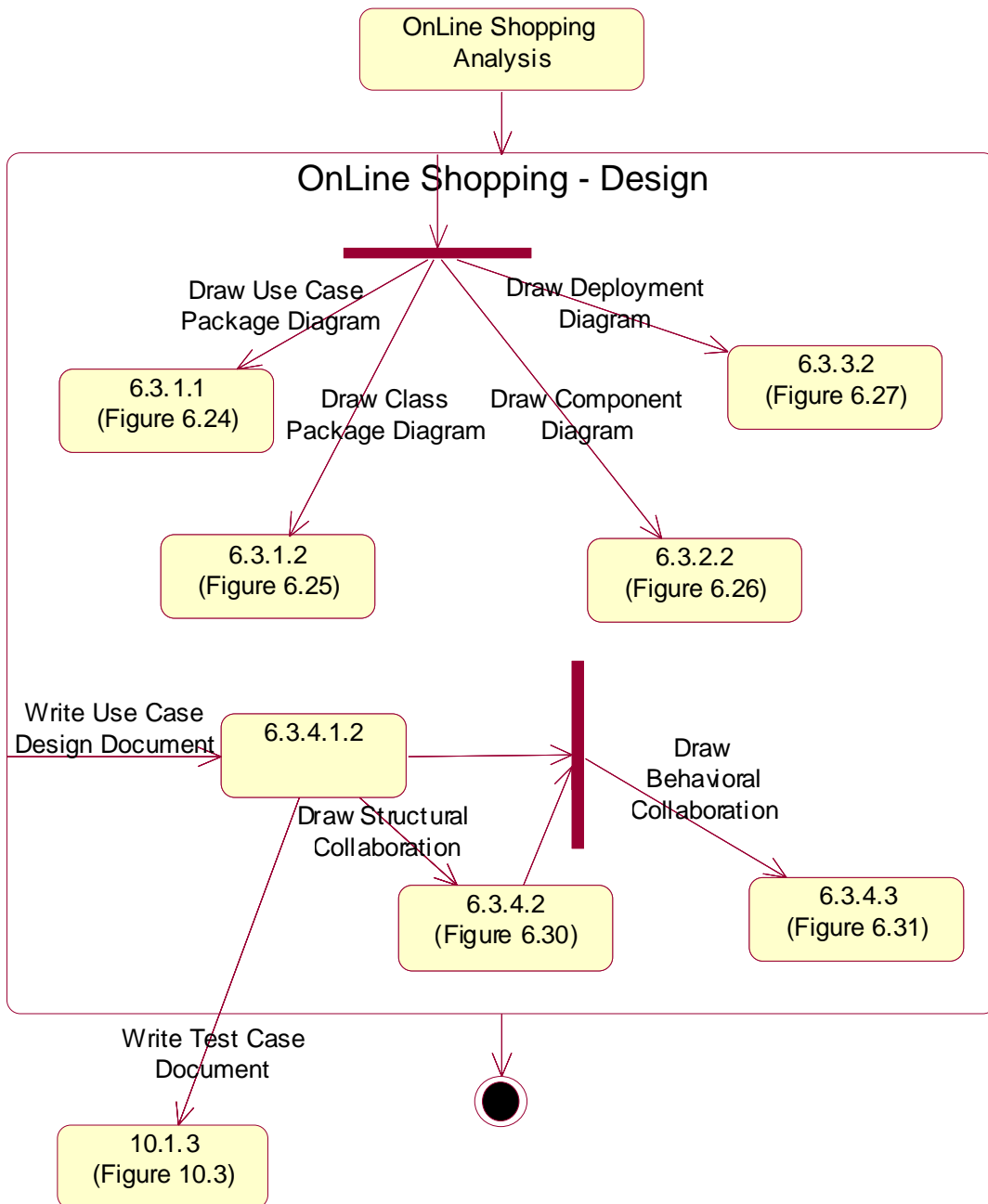
The book is full of examples, including a *guided tutorial* and *four case studies*. However, the examples have been formulated to permit the reader's self-education, experimentation, making mistakes or arriving at alternative solutions. The reader is always invited to having a go at it before looking at a provided solution. After all "Good judgment comes from experience. Experience comes from bad judgment." [Jim Horning]

The *Book Activity Diagrams* provide the maps that link all examples. A formal modeling technique (UML Activity Diagrams) has been used in construction of the diagrams but no knowledge of the technique is required to use the diagrams. Each *rounded rectangle* (a UML state) refers to a *section* in the book with an example. *Arrows* that (directly or indirectly) point to a rectangle come from the *prerequisite examples*. The labels on these arrows define all *activities* that would have to be accomplished before attempting the example.

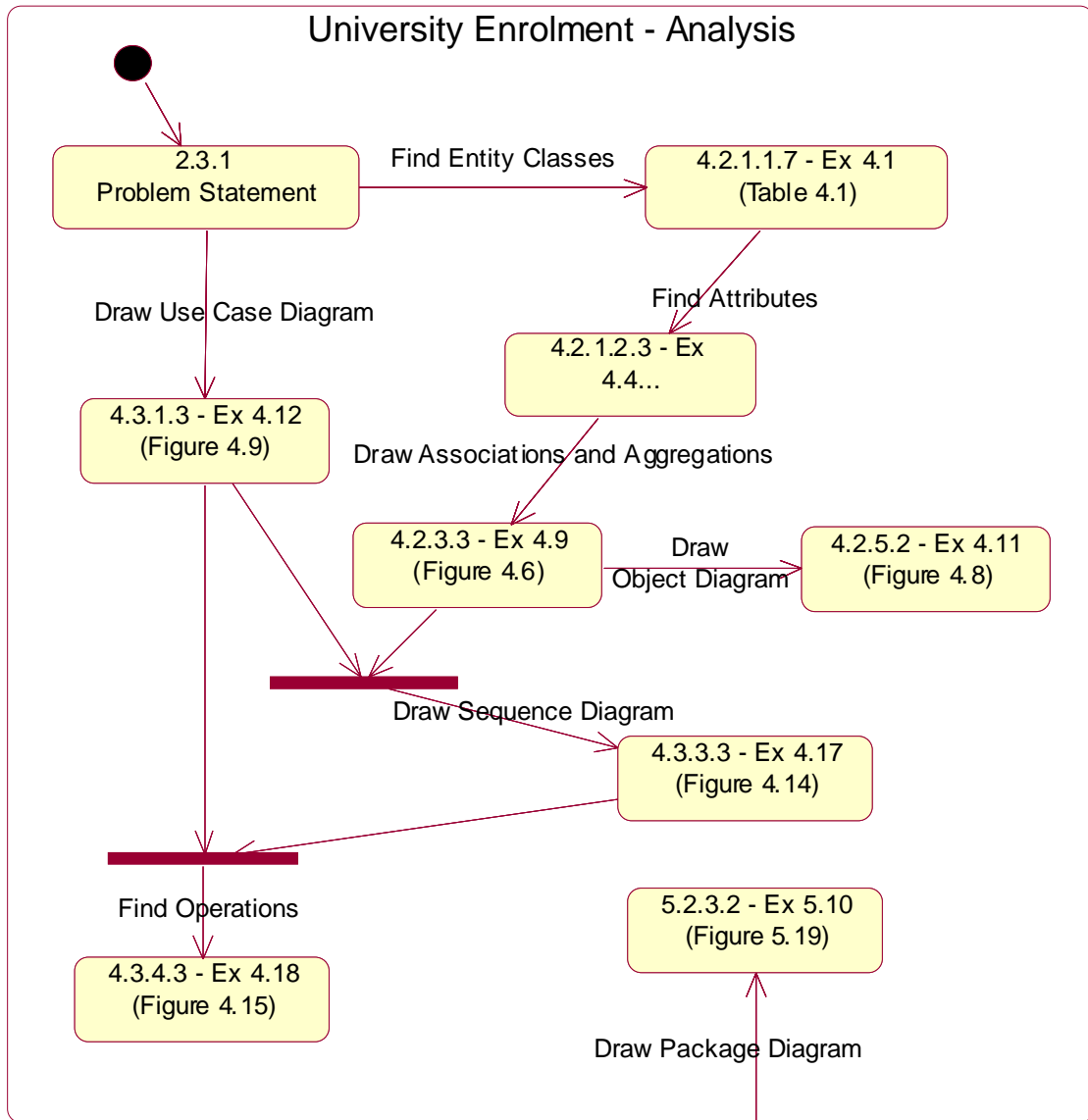
The ways in which the Book Activity Diagrams can be used are diverse and limited only by the imagination of the reader. They can be used to:

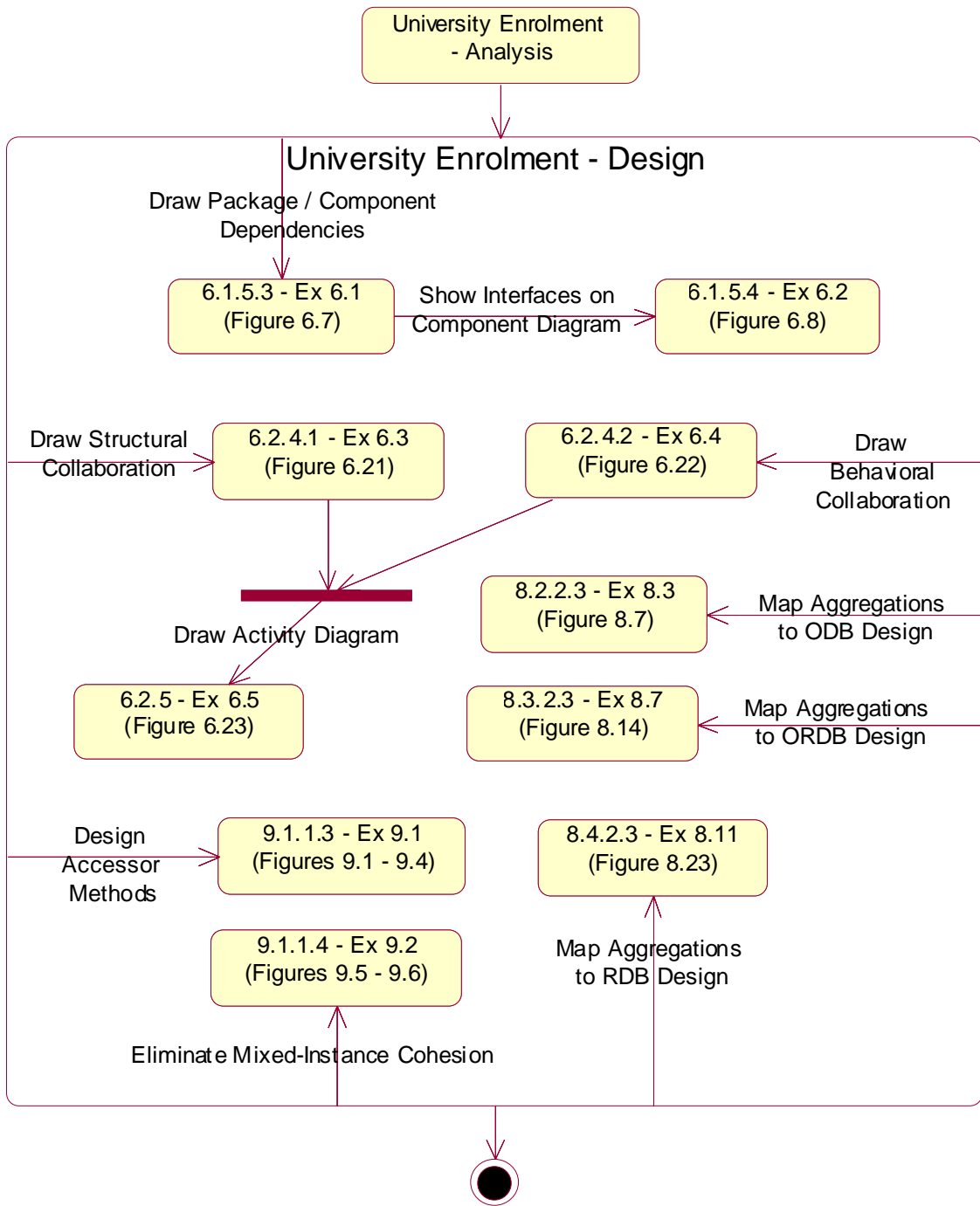
- combine examples in a tutorial or case study into a coherent unit to be addressed in a consecutive and uninterrupted learning effort,
- quickly locate the previous examples and solutions necessary to undertake the next task,
- select some modeling activities and ignore others for targeted and customized learning,
- develop student assignments, etc.

The Book Activity Diagrams are integrated with the *exercises* at the end of the chapters. The exercises extend the ideas developed in the in-text examples. The best way to locate examples referred to in an exercise and to get an idea of the knowledge required to solve that exercise, is to look at the relevant Activity Diagram.

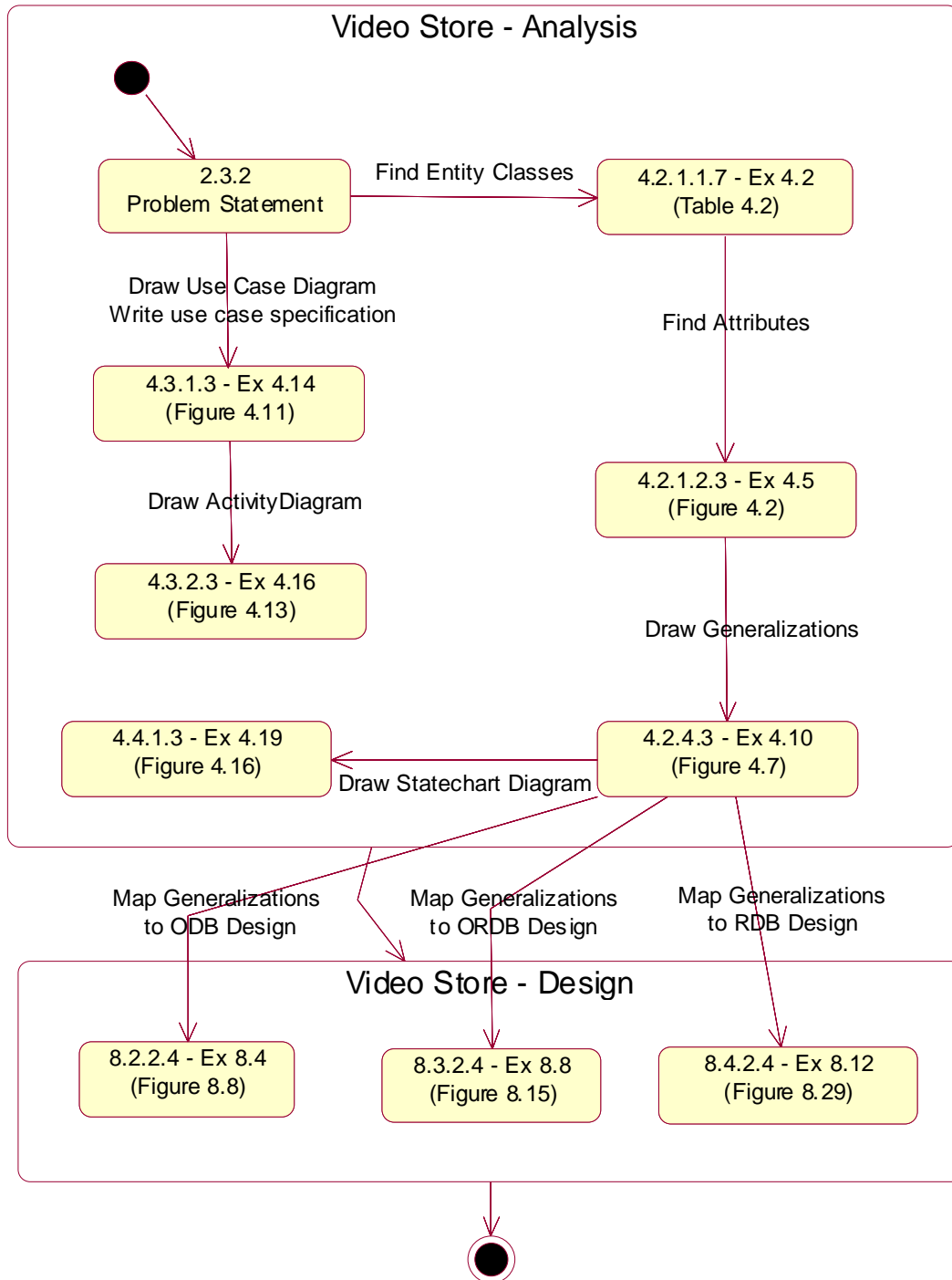


University Enrolment (Case Study)

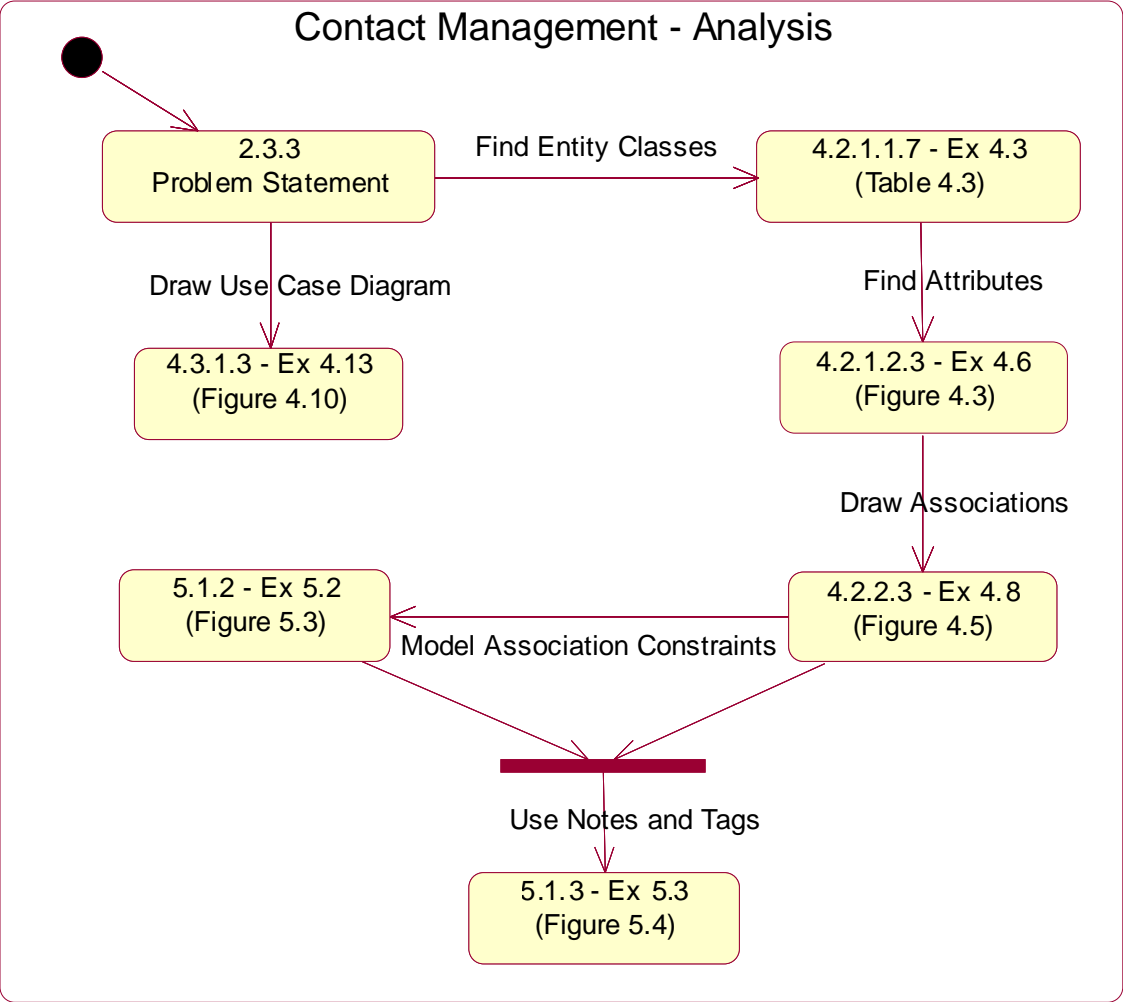


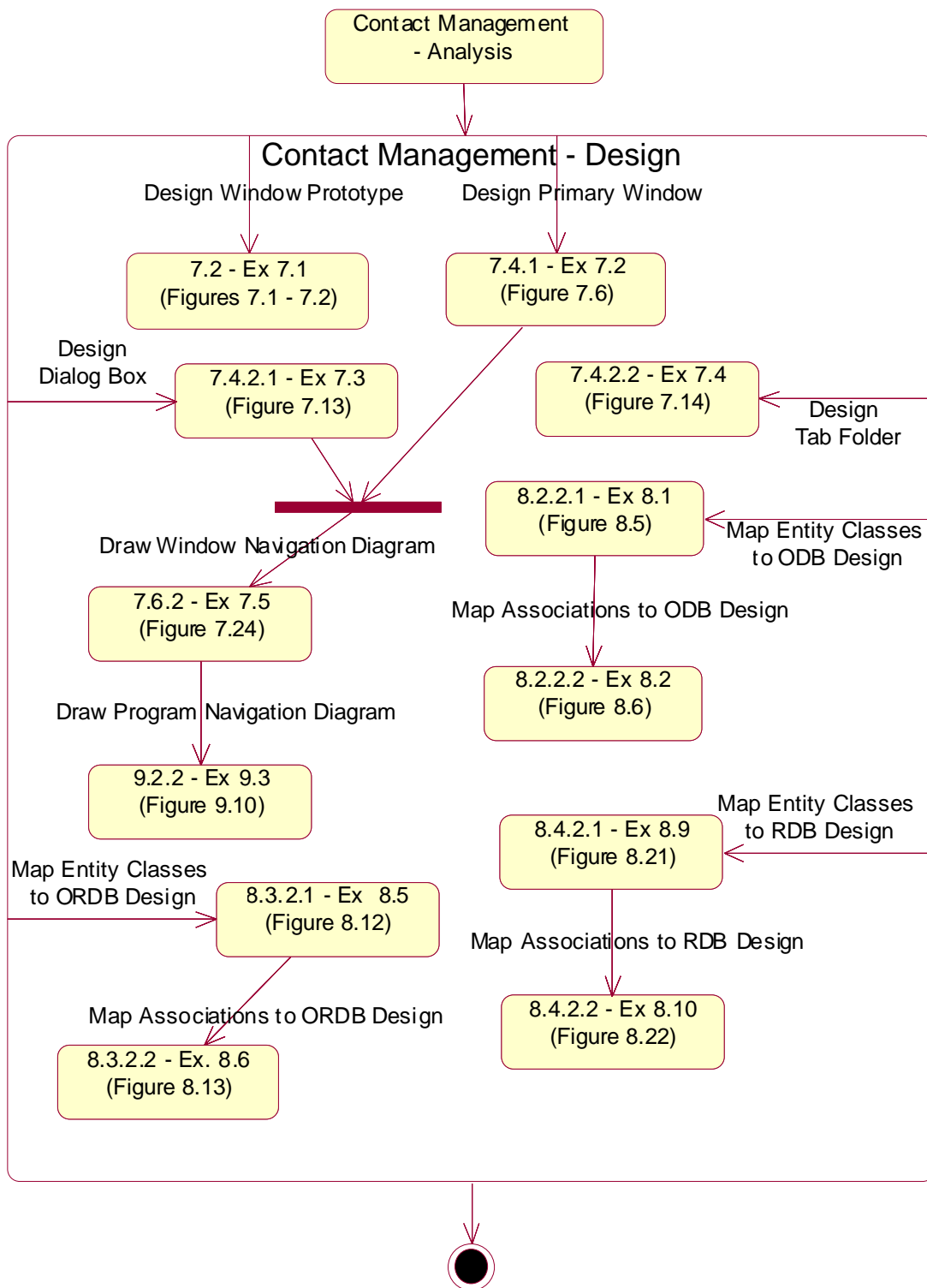


Video Store (Case Study)



Contact Management (Case Study)





Telemarketing (Case Study)

