

# Object-Oriented Analysis I

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Sept. 13, 2006

## 1 Administrivia

### Announcements

First set of deliverables due Friday!

### Assignment

No online essay.

### From Last Time

Object-Oriented paradigm exercises.

### Outline

1. Discussion.
2. Trac demo and set-up
3. Team exercises.

## Coming Up

OOA II.

## 2 Discussion

1. What is requirements analysis and why do we undertake it? Why is it the most important phase of software development?
2. What are the objectives of requirements analysis? The deliverables?
3. What are the important elements of a requirements statement?
4. Who is at fault if end users ultimately reject a delivered system? Why?
5. How does a requirements specification evolve? What tool can aid this process? How?

## 3 Trac Demo and Set-Up

## 4 Team Exercises

1. Create a requirements specification for a computer-based game of tick-tack-toe. Address all possible items of a requirements specification.
2. Exchange your specification with that of another team. Create a series of questions that will clarify the specification you received and return it. Are you surprised by the ambiguities in your specification?
3. Based on the questions you received, revise your specification (and keep it for next time).