

Module Guide and Uses Hierarchy

SFWR ENG 2B03
2003

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Information Hiding

Modules hide design decisions from rest of the system

Hiding behaviour

- e.g. input formats, screen formats, text messages, communication paths, data sources

Hiding software characteristics

- e.g. internal data structures and algorithms

Information Hiding

Hiding machine characteristics

- e.g. hardware machine, “virtual machine” provided by the operating system, utilities, peripheral equipment

Module Guide: Content

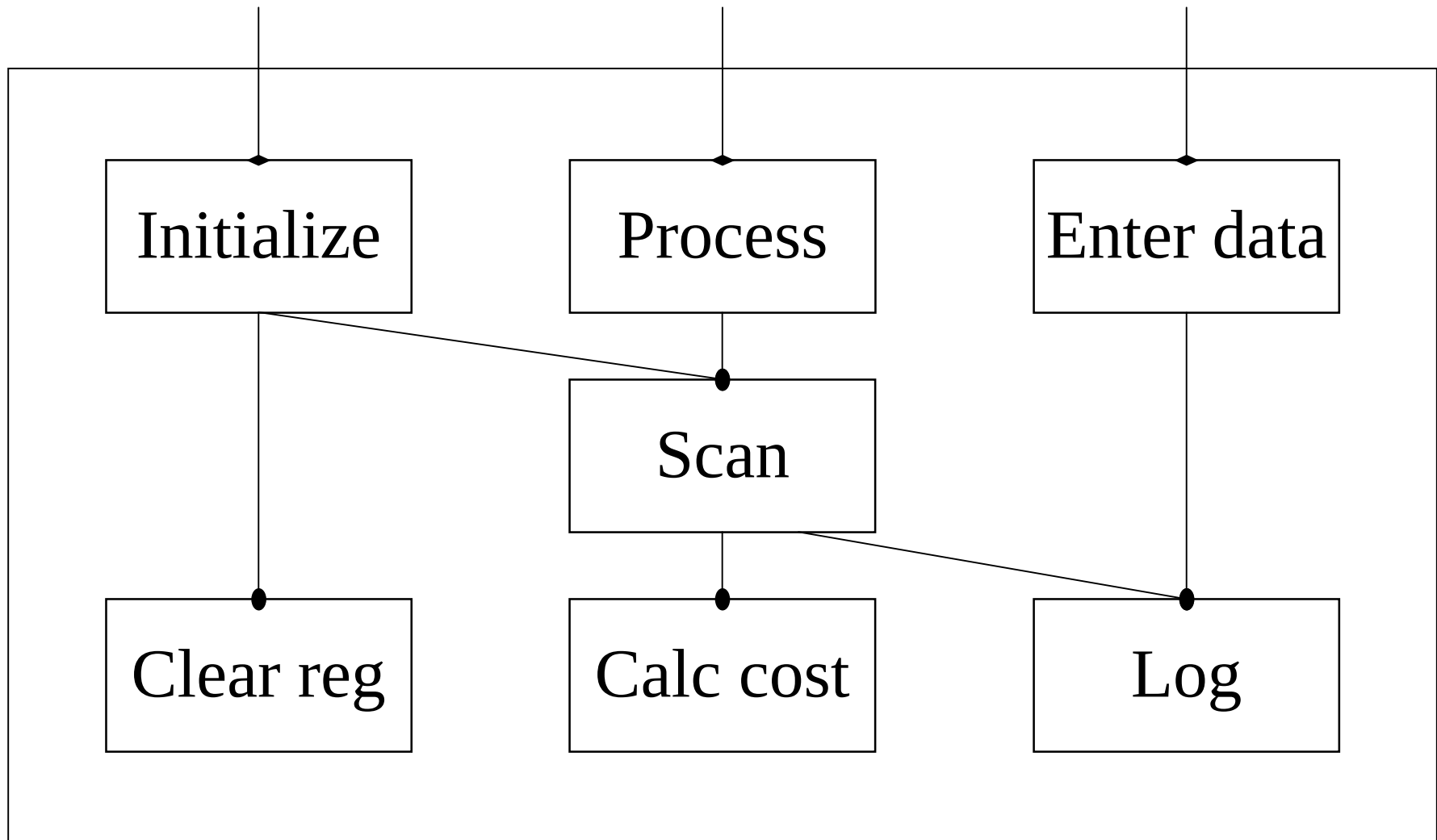
Identification of each module

- module name
- secret (informal description)
- service (informal description)

Interaction among modules (“uses hierarchy”)

- figure, diagram
- table

Uses Hierarchy (example)



Module Guide: example

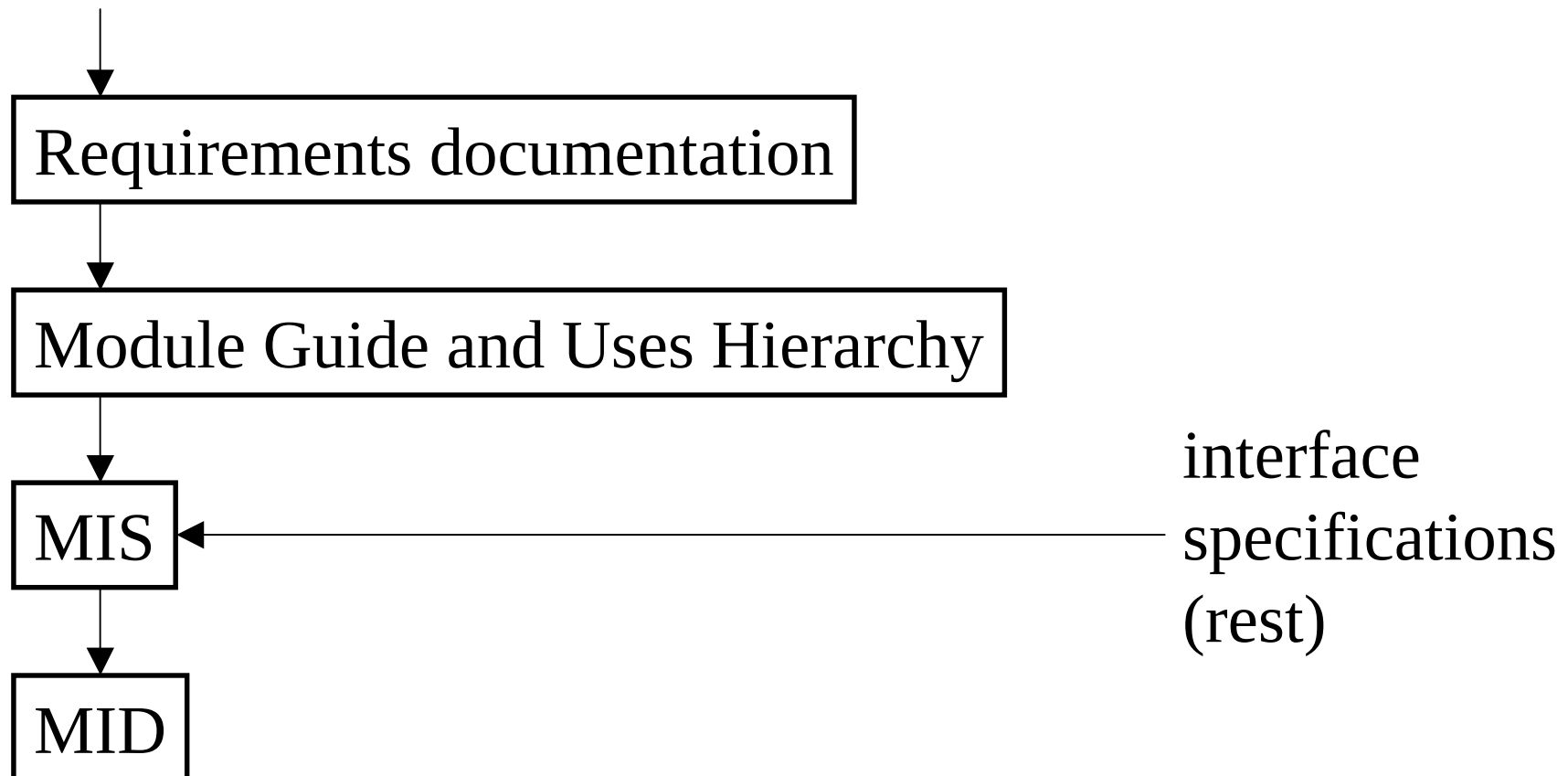
Module name: Billing data base

Secrets: data structure for storing charges, algorithms for accessing and processing stored data

Services: stores billing information, calculates and prints bills to customers, accepts new charges and corrections, displays data for a particular customer

Module Guide and Other Documentation

Game rules,
interface specifications (sections 1, 2, 4, 7 only)



Document before coding

Until the MID is complete, you don't know what code to write.

Therefore

- trying to write code earlier is a waste of time
- only after the MID is complete can coding begin

Think, analyze, document first, only then code.

It's easier and better that way.