

EXTRACTING CLASS STRUCTURE BASED ON FISHBONE DIAGRAMS

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Abstract: Current software development methodologies usually assume the existence of definite rules and processes in target problem domains. However, in the software development for non-routine applications, this assumption might decrease the productivity, and makes it difficult to identify the optimal solutions. The paper proposes a development method for such software development using fishbone diagrams in order to analyze the requirements of stake holders, which can finally derive UML diagrams from the cause-result structure defined by the fishbone diagrams. The method could improve the productivity of the above development, creating high quality software specifications. We also show a case study on developing education assistance software using the proposed method.

1 INTRODUCTION

Software development methodologies usually include such tasks as “requirement elicitation”, “requirement analysis”, and “requirement definition”, in order to identify *requirements*, namely to determine what the system to be developed should do for resolving the problems in a target domain (Ian Sommerville, 1992). There are different approaches to these tasks depending on the methodologies they employed. For example, in a *structured analysis and design* methodology (Demarco, 1979), the requirements are obtained through functional decomposition, focusing on the data flows and data transformations within a target domain. The requirements are finally expressed as a set of data flow diagrams in this methodology. On the other hand, in object orientation (Booch, 1993)(et.al, 2000), the requirements are obtained through more multifaceted analysis, e.g. *usage analysis*, *scenario analysis*, or *Class - Responsibility - Collaborator (CRC) analysis*. These analyses provide us with the objects with their attributes, operations, and behavior, along with the interactions between objects. The requirements are represented using UML (Unified Modeling Language) (Miles and Hamilton, 2006) diagrams, or other object oriented notations.

These methodologies assume definite rules and processes in the problem domain, and we only sum-

marize them to define the requirements through the analysis. They are effective for developing routine applications such as enterprise information systems or embedded software. However, when we attempt to apply them to non-routine applications, we often are faced with several difficulties, since there are no definite rules and processes in such applications.

A trial and error approach, e.g. prototyping, has usually been used in such non-routine application development. However, it causes low productivity or it makes it difficult to identify the optimal solutions, because of the lack of well defined methodologies or guidelines.

This paper proposes a comprehensive approach to extracting and defining requirements in non-routine applications by focusing on cause and effect relations that are represented in the form of fishbone diagrams (Sue, 1995), which are often used in QC (Quality Control)(Dailey, 2005) activities. In addition, a systematic procedure is also presented, which can transform the results of analysis into UML diagrams. After the requirements are represented in the form of UML diagrams, we can follow the traditional development methodologies for designing, programming, testing, and maintaining systems.

A programming assistance system was used as a typical non-routine application in order to evaluate this approach. In this example, we examine the causes

of the problems in programming education, and extract the requirements from these causes to transform them into UML diagrams for designing and programming the system.

The paper is organized as follows. In section 2, we discuss essential problems in developing non-routine applications. Section 3 introduces fishbone diagrams which are used to identify the requirements in such application domains. We also propose a procedure to identify the requirements and to transform them into UML diagrams in the section. Section 4 shows a case study of the proposed approach.

2 POSSIBLE PROBLEMS IN THE DEVELOPMENT OF NON-ROUTINE APPLICATIONS

In general, there are two different categories of applications, from which we extract the requirements for the software systems to be developed. The first category is for routine applications, in which processes, rules, and usages of the system are definitely defined, and the second is for non-routine applications, in which those are vaguely defined or not defined. Requirement analyses in traditional software development methodologies assume the target domain to be for a routine application. In cases of a non-routine application, we usually extract the requirement iteratively, using a trial and error based prototyping method, and presenting prototypes to clients in each iteration for mutual agreements. Consequently, it causes low productivity or it makes it difficult to identify the optimal solutions. The requirement analyses and definitions are regarded as important in large-scale software developments for routine applications, however a non-routine application development is usually a small-scale one, and in such a case, agile software development methods, e.g. XP (eXtreme Programming), are more suitable. As a result, a source code centric approach is taken in this development, which make it difficult to reflect the requirements from clients and markets.

One of the important roles of software developers is to realize exactly the behavior and functionality of the system that clients or users expect. Therefore, software developers have to recognize what clients or users expect. This requires the developers to perform requirement analysis and definition before creating the functional specifications and module specifications of the software to be developed. Even in small-scale software developments, it is important to define the requirements and expectations of clients to

the system to be developed, and to create accurate functional specifications. In the requirement analysis of routine applications, we usually follow the five steps of “extraction”, “analysis”, “specification”, “validation”, and “maintenance”, and there are established methodologies for these steps. However, few methodologies are established for requirement analysis and definition in non-routine software development.

The situation we are put in non-routine application resembles that of quality improvement problems in QC (Quality Control) management. In quality improvement, or *kaizen*, which is originated in Japanese manufacturing industries, many unrelated factors associated with the quality have to be organized into well-defined and structured *cause and result* relationships. Similarly in non-routine application development, we have to deal with many fragmented problems, requirements, facts, and constraints, which must be summarized into specifications.

In the next section, we present how QC techniques are applied to non-routine applications.

3 TRANSFORMING FDM BASED REQUIREMENT DEFINITIONS INTO UML DIAGRAMS

3.1 Requirement Analysis and Modeling of Non-Routine Applications based on Fishbone Diagrams

FDM (Fishbone Driven Method) that this paper proposes can relieve above mentioned problems in requirement analysis and definition for non-routine applications, in which no procedures or system usages are previously defined. Requirements for non-routine applications are usually ambiguous and difficult to extract. In addition, even if we can extract the requirements, it is difficult to organize them into specifications, since there are few explicit relationships between each requirement. This ambiguity decreases the productivity of the development of non-routine applications. Therefore, if there is a systematic way to organize ambiguous requirement into specification, the above productivity would be improved.

Following is a brief procedure of FDM.

1. We first extract the factors that cause the problems, from which client requirements arise, then organize them using fishbone diagram.

2. We examine possible solutions corresponding to each factor, and then define the optimal solutions.
3. We design functional units of software, e.g. methods in JAVA, from the defined solutions. And we replace each of the factors of fishbone diagrams with the above methods.
4. We divide the diagram into multiple parts that compose sources of classes, based on a determined criterion discussed later.
5. We derive UML diagrams using the above parts and methods.

As a typical example of non-routine applications, we pick up programming education support. The clients of this application can enumerate the problems with which they are faced, even though they do not understand the requirements and specifications to be implemented.

For example, clients can state “we need a software product that helps the students to understand programming more exactly”, even though they do not understand the explicit requirements. The above statement implies the problems of “the students do not understand programming exactly”. Once we identify the problem, we can find out the factors of it by analyzing the problem, to which we think up the solutions. Through these solutions, we can define the specifications for the software to be developed. Since these solutions can resolve the client’s problems implied, and can be transformed into system specifications, which satisfy the system behavior that the clients anticipate. The transformed specifications are derived from problem factors, and they reflect the optimal solutions. Therefore they could be more excellent than those that created by prototyping.

In this approach, it is important to analyze each problem factors and there relationships. FDM uses fishbone diagrams for this analysis.

3.2 A Brief Introduction to Fishbone Diagrams

Quality Control (QC) often deals with vague requirements, e.g. “quick delivery to customers”, “decrease the defect ratio”, or “increase customer satisfaction”, and in such cases, we have to obtain necessary information for quality improvement from verbal data. This technique can be applicable to requirement definitions in non-routine applications, which include many vague requirements. In this section, we briefly introduce fishbone diagrams used in QC.

A fishbone diagram provides us with a systematic way to find out all the factors behind a problem. If

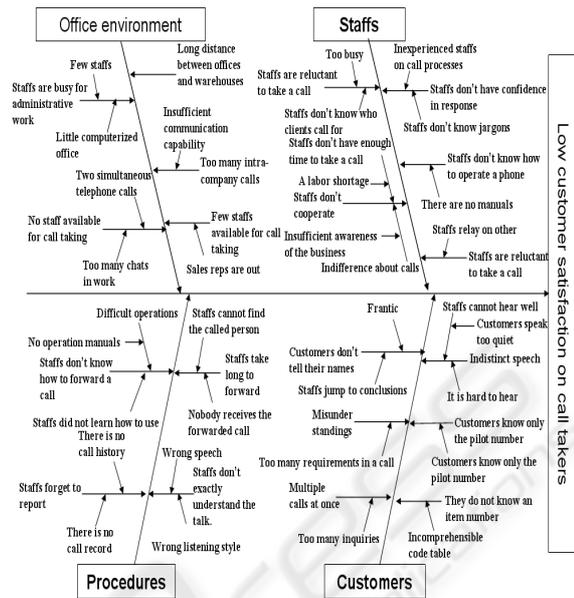


Figure 1: A example of a fishbone diagram.

there is a problem, there must be some factors behind it, and these factors also have their factors behind them, unless they are not primitive ones. Such cause-result relationships can be represented as hierarchical structures.

A fishbone diagram depicts these hierarchical structures. For example, if there is a sales office showing low customer satisfaction with telephone responses, we can express this problem using the fishbone diagram in Figure 1. In a fishbone diagram, an original problem is written at the right of the diagram at the end of the main “bone”. The main possible factors of this problem are written down in rectangles at top or the bottom of the diagram at the end of the large bones off of the main bone. The factors of the above each factor are drawn off of the above large bone, which compose smaller bones. These factors are decomposed iteratively in the same way until the final factors are found out. As a result, cause and effect relationships of the problem are systematically expressed in this diagram. This diagram represents the factors more understandable than enumerated ones. In addition, all the possible factors can be found out through an exhaustive approach in fishbone diagram creation.

3.3 Mapping Solutions to Specifications

In order to examine whether fishbone diagrams can be applied to requirement analysis of the software for non-routine applications, we try to apply it to development of a programming education support system.

As an example, we pick up such ambiguous requirement as “we need a software product that helps the students to understand programming more exactly”, then analyze using a fishbone diagram. The above client requirement implies a background problem that can be expressed as “students do not understand programming”. Therefore, the client requires the solution of this background problem.

This background problem is analyzed using a fishbone diagram. Each factor that occurs in the fishbone diagram causes the problem directly or indirectly, and the solution for it satisfies a part of the customer requirement. For example, if a factor “dynamic algorithms in a textbook are difficult to understand” occurs in the diagram, there could be a solution “explanation using motion pictures”. This solution can be regarded as a part of the software function that the clients anticipate. Therefore, we can define the software specifications that the clients anticipate, by analyzing the programs behind the client requirements, and then by designing a corresponding solution to each factor in the fishbone diagram, succeeded by expressing it as the specifications. We call a fishbone diagram that includes the corresponding solutions to factors as a “requirement structure diagram”. Each solution in a requirement structure diagram represents a function to be implemented in the software specification, and the solutions are categorized based on the factors of the original problem. The most detailed level solutions are implemented as methods or functions, which compose the classes of the software to be developed.

This approach can be generalized as follows. Let R be a client requirement, and R' be a software specification that cannot be implemented by the client himself. We define generalized factors and solutions iteratively in the following way.

1. A solution for the factor $Q_{\vec{p}}$ is denoted as $Q'_{\vec{p}}$, where \vec{p} represents a series of natural numbers.
2. If a factor $Q_{\vec{p}}$ has farther factors that cause $Q_{\vec{p}}$ these factors are denoted as $Q_{\vec{p}-n}$ ($n=1,2,\dots$).
3. The highest level factors are denoted as Q_n ($n=1,2,\dots$).

If we can implement the solution $Q'_{\vec{p}}$ that occur in the requirement structure diagram, the original problem $Q_{\vec{p}}$ is considered to be resolved, and they satisfy a part of the original requirement, that is $Q'_{\vec{p}} \subseteq R'$ holds. Consequently, $R' \subseteq \cup Q'_{\vec{p}}$ holds. $Q'_{\vec{p}}$ is a solution that the clients did not notice, and the one that is derived from the requirement structure diagram. The most detailed level solutions $\{Q'_{\vec{p}}\}$ are regarded as methods or functions, and these are organized into classes. We can define ambiguous requirements, and

can determine the class structure by deriving requirement structure diagrams from fishbone diagrams of the original requirements.

3.4 Transforming a Requirement Structure Diagram into UML Diagrams

In 3.3, we discussed a way to derive class diagrams from fishbone diagrams using requirement structure diagrams. In this section, we present how fishbone diagrams are transformed into requirement structure diagrams in FDM. The following three translation tables are used for the above translation.

- Assign a unique number for each factor in a fishbone diagram, and then note these numbers in the *translation table 1*.
- For each factor in the translation table 1, define the solution for it, in order to complete the *translation table 2*.
- For each solution in translation table 2, define actors and their behavior associated with it, in order to complete the *translation table 3*.

By the translation table 2, we can analyze the detailed requirements which we can not obtain through hearing, and can define the solutions for each requirement. Based on the agreement on the translation table 2 between the clients and the developers, the actors and their behavior are defined, which are associated with each solution. The above defined items are identical to use cases in UML. A “requirement structure diagram” is a fishbone diagram, each factor of which represents the solution that corresponds to the original factor.

In object orientation, class diagrams are most essential diagrams to develop software. A class is a set of data and associated operations, which can be categorized based on its role or purpose. Each method in a requirement structure diagram is classified based on the purposes, and this classification is similar to that of the classes. A bone to which a method is attached directly represents the factor to be resolved by the method, and the factor is regarded as a purpose. This purpose is also a solution for another purpose if it is decomposed from another factor. A set of all the methods can resolve all the factors reside in a fishbone diagram. Even though we can categorize the methods in any granularity based on the bone structure which represents the relationship between purposes and solutions, all the requirement structure diagrams always have three major bone types, that is “main bones”, “large bones”, and “small bones”, and other lower level bones might not included.

Therefore, we define initial class categories based on the small bones, which any requirement structure diagrams include. The modeling procedure is summarized as follows.

1. Determine the most important customer requirement from client statements and software usage conditions through hearing.
2. Examine the background factors of the requirement to define the essential problem.
3. Create a fishbone diagram for the problem with the clients.
4. Assign a unique number to each factor and transcribe them onto a table which is referred to as a "transformation table 1". This table is used to transform the fishbone diagram to a requirement structure diagram.
5. For each factor in the transformation table 1, find out the solution and its effects, then note it down to the table to create a "transformation table 2".
6. Confirm the customers whether each solution and its effects satisfy their requirements.
7. Identify the actors and their activities which are associated the solutions in the transformation table 2, then note them down to the table to create a "transformation table 3".
8. Replace each factor in the fishbone diagram with the corresponding activity in the transformation table 3 in order to create a requirement structure diagram.
9. Integrate the duplicate methods or classes into single ones through the requirement structure diagram.
10. Define class diagrams based on the small bones in the requirement structure diagram.
11. Derive use cases from the actors and their activities defined in the transformation table 3, and then deploy them into activity diagrams and sequence diagrams according to usual object oriented methodologies.

4 A CASE STUDY

As stated in section 3.2, we assume a client claims "we need a software product that helps the students to understand programming more exactly". If the factor of this requirement is defined as "students do not understand programming", the fishbone diagrams from this factor can be depicted as shown in Figure 2.

For each factor derived from the original factor "students do not understand programming", define the solution for it and write it down to the appropriate place in the diagram, and through the above mentioned three translation tables, we can create the requirement structure diagram shown in Figure 3. In this figure, we consolidate duplicate solutions or methods into one. From this requirement structure diagram, the use case diagrams, activity diagrams, sequence diagrams are created. Through this example, we learned the following lessons.

Firstly, we found that each method derive from the translation table 3 represents the solution to the requirement from the clients, which are identified by the fishbone diagram, and the set of these methods reflect the original factor or problem in the fishbone diagram, that is, the original clients requirement.

Secondly, we found all the factors that are identified by the fishbone diagram are mapped into the solutions in the translation table 2, and therefore all the identified problems can be thought to be resolved. The specifications for these solutions satisfy all the clients requirements. By FDM, we can define the clients requirements explicitly to define the specifications.

Thirdly, we found we can define the specifications in the early stage in the development, since we can create the requirement structure diagram from the fishbone diagram swiftly. Since all the specifications are defined in the early stage of the development, we can reduce the risk to fail the development because of incomplete specifications.

Lastly, we found the classes are derived usually from small bones, however in some cases, they are derived from other bone types. For example, the factor "inconvenient lecture environment" in Figure 2 is mapped to the class name "assistance character" in Figure 2 through translation tables. One of the detailed factor "cannot see the instructor well" is mapped to the lowest class "assistance character". This lowest class includes the actual methods "display the character", "display speaking motion", and "display blinking motion". As shown above, a class that is mapped from one of the most detailed factors includes methods. This example represents the whole procedure of FDM.

5 CONCLUSIONS

In this paper, we proposed FDM (Fishbone Driven Method) which can identify the non-routine requirements in such applications that no predefined procedures or system usage are known. Using FDM,

