



A Little Bit Of UML (for just enough design)

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Get the slides

<http://www.codemanship.co.uk/files/littleuml.pdf>

Schedule

10:00	Introduction
10:15	Test-driven Object Oriented Design
11:00	Break
11:15	TDOOD Exercise: The Video Library
12:30	Lunch
13:30	A Little Bit Of UML
14:15	Video Library (cont.)
15:00	Break
15:15	A Little Bit of User Experience Design
15:30	Video Library (cont.)
16:30	Show & tell / Wrap-up
17:00	Finish

Just Enough...

TEST-DRIVEN OBJECT ORIENTED DESIGN

Where do we start?

USERS & THEIR GOALS

Donate a DVD

As a video library member, I want to donate a DVD to the library so that other members can borrow it and I can earn points for priority services

What's the outcome?

TEST-DRIVEN

Given a copy of a DVD title that *isn't in the library*,

When a member donates their copy, specifying the name of the DVD title

Then that title is added to the library *and* their copy is registered against that title so that other members can borrow it,

AND an email alert is sent to members who specified an interest in matching titles,

AND the new title is added to the list of new titles for the next member newsletter

AND the member is awarded priority points

Examples: Be Specific...

Given a copy of The Abyss, which isn't in the library,

When Joe Peters donates his copy, specifying the name of the title, that it was directed by James Cameron and released in 1989

Then The Abyss is added to the library and his copy is registered against that title so that other members can borrow it,

AND an email alert with the subject "New DVD title" is sent to Bill Smith and Jane Jones, who specified an interest in titles matching "the abyss"(non-case-sensitive), stating "Dear <member's first name>, Just to let you know that another member has recently donated a copy of The Abyss (dir: James Cameron, 1989) to the library, and it is now available to borrow."

AND The Abyss is added to the list of new titles for the next member newsletter

AND Joe Peters receives 10 priority points for making a donation

Who are the characters, and how do they know each other?

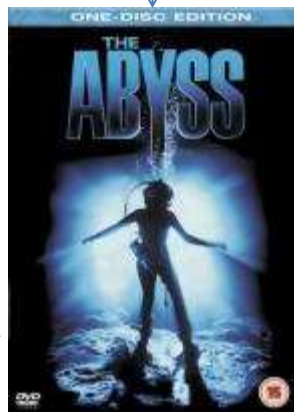
OBJECT ORIENTED



Joe Peters

donates

member



copies



matches



email alert

because

"the abyss"

interested in

to



Bill Smith



Jane Jones

titles

members

new titles



What's the story?

DESIGN

Responsibilities: Passive Story

1. “The Abyss” is added to the library with title name “The Abyss”, director “James Cameron” and year 1989
2. One rental copy is registered to “The Abyss”
3. An email is sent to any members who specified that they wanted to be alerted when a title matching “the abyss” (non-case sensitive) was donated
4. “The Abyss” is added to the list of new titles
5. Joe Peters is awarded 10 priority points

Roles: Active Story

1. The **library** adds “The Abyss” to itself with title name “The Abyss”, director “James Cameron” and year 1989
2. The new **title** “The Abyss” registers one rental copy to itself
3. An **email alert** sends itself to any members who specified that they wanted to be alerted when a title matching “the abyss” (non-case sensitive) was donated
4. The **library** adds “The Abyss” to the list of new titles
5. **Member** Joe Peters awards himself 10 priority points



hidden complexity

Collaborations: Characters Interact

1. The **library** adds “The Abyss” to itself with title name “The Abyss”, director “James Cameron” and year 1989, then tells
2. the new **title** “The Abyss” to register one rental copy to itself, who tells
3. an **email alert** to send itself to any members who specified that they wanted to be alerted when a title matching “the abyss” (non-case sensitive) was donated
4. The **library** adds “The Abyss” to the list of new titles, then tells
5. **member** Joe Peters to award himself 10 priority points

Class-Responsibility-Collaboration (CRC) Cards

Library	
• Knows about titles	• Title
• Knows about new titles	• Member
• Adds donated titles	
• Adds new titles	

Title	
• Knows its name, director & year of release	• Email Alert
• Knows about rental copies	
• Registers rental copy	

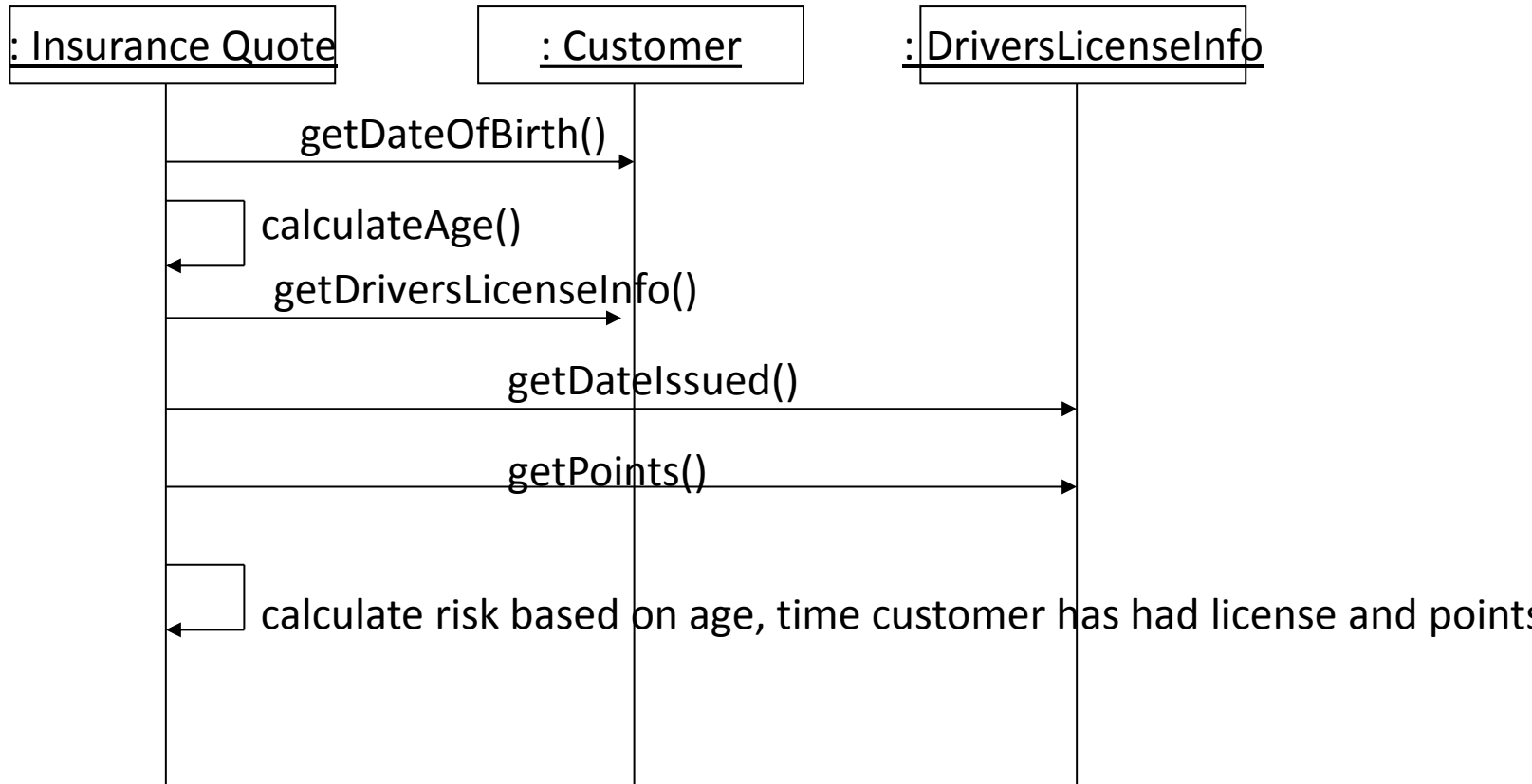
Email Alert	
• Sends email to members who specified matching title	?

Member	
• Knows about priority points	
• Awards priority points	

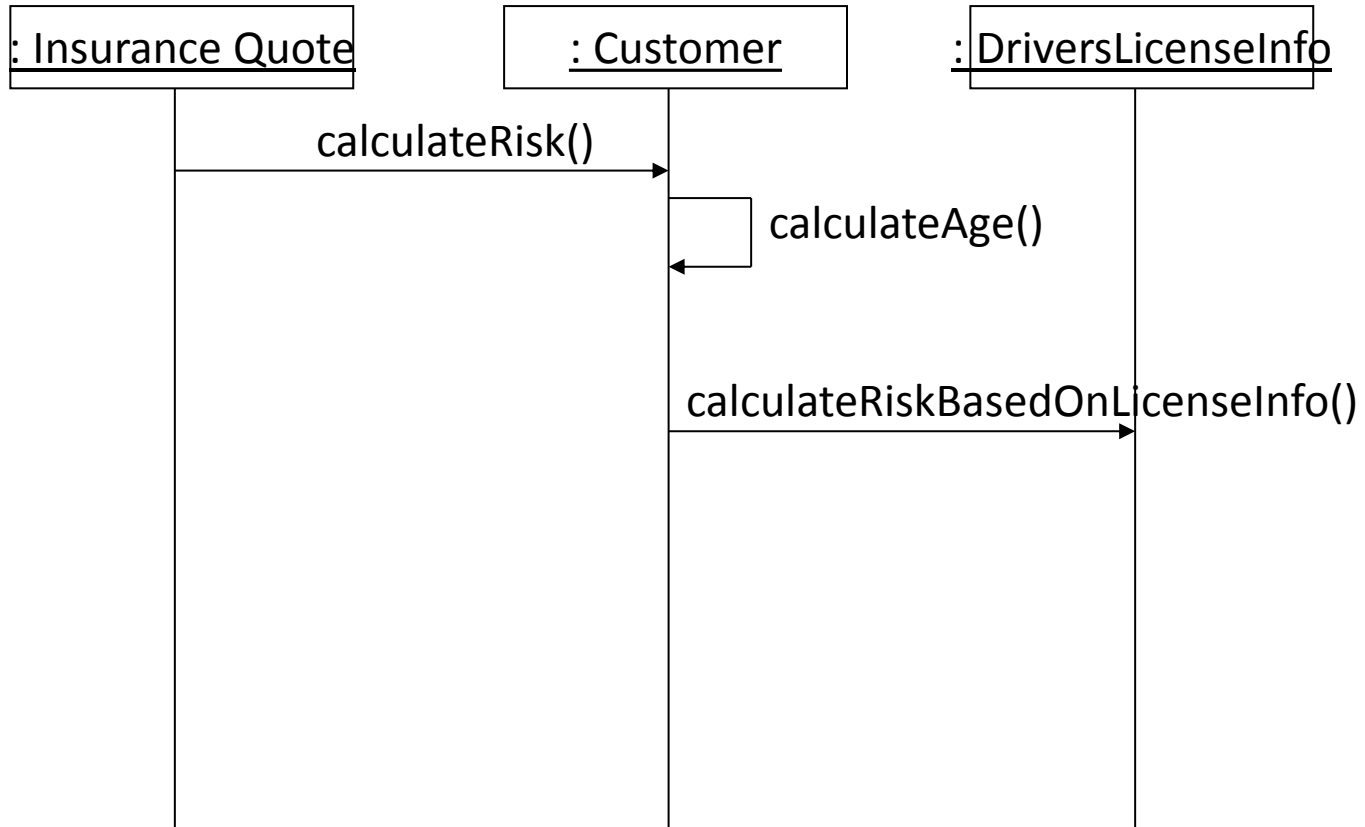
Put the behaviour where the data is

ENCAPSULATION

Data-driven Design



Tell, Don't Ask



Classic TDD + London School

TESTS!

Title	
• Knows its name, director & year of release	• Email Alert
• Knows about rental copies	
• Registers rental copy	

```
@Test
public void registersRentalCopy() {
    EmailAlert emailAlert = mock(EmailAlert.class);
    Title title = new Title(null, null, null, emailAlert);
    title.registerCopy();
    assertEquals(1, title.getRentalCopyCount());
}
```

```
@Test
public void tellsEmailAlertToSend() {
    EmailAlert emailAlert = mock(EmailAlert.class);
    Title title = new Title(null, null, null, emailAlert);
    title.registerCopy();
    verify(emailAlert).send(title);
}
```

Gluings It All Together From The

OUTSIDE-IN

Library	
• Knows about titles	• Title
• Knows about new titles	• Member
• Adds donated titles	
• Adds new titles	

mock

Title	
• Knows its name, director & year of release	• Email Alert
• Knows about rental copies	
• Registers rental copy	

mock

Email Alert	
• Sends email to members who specified matching title	?

mock

Member	
• Knows about priority points	
• Awards priority points	

Reusing Test Code

POLYMORPHIC TESTS


```
public class TitleTests {

    @Test
    public void registersRentalCopy() {
        Title title = createTitle();
        title.registerCopy();
        assertEquals(1, title.getRentalCopyCount());
    }

    protected Title createTitle() {
        EmailAlert emailAlert = mock(EmailAlert.class);
        Title title = new Title(null, null, null, emailAlert);
        return title;
    }

}
```

```
public class TitleEndToEndTests extends TitleTests {

    @Override
    protected Title createTitle() {
        EmailAlert emailAlert = new IMAPEmailAlert();
        Title title = new Title("X", "Y", "1999", emailAlert);
        return title;
    }

}
```

And so to business

VIDEO LIBRARY USER STORIES

Donate a DVD

As a video library member, I want to donate a DVD to the library so that other members can borrow it and I can earn points for priority services

Borrow a DVD

As a video library member, I want to borrow a copy of a DVD so that I can watch it without buying my own copy

Return a DVD

As a video library member, I want to return a copy of a DVD I've borrowed so that I can other members can borrow and earn priority points when I return it on time

Send weekly newsletter

As the video library administrator, I want a newsletter emailed to all members once a week listing all the new titles added since the last newsletter so that members can see what new titles are available

Join the video library

As a movie lover, I want to join the video library so that I can get access to its collection of titles

Reserve DVD

As a video library member, I want to reserve titles for which all rental copies are currently on loan so I can borrow it when copies are returned. If there's a queue for a title, I want to be able to use my priority points to fast-track myself up the queue.

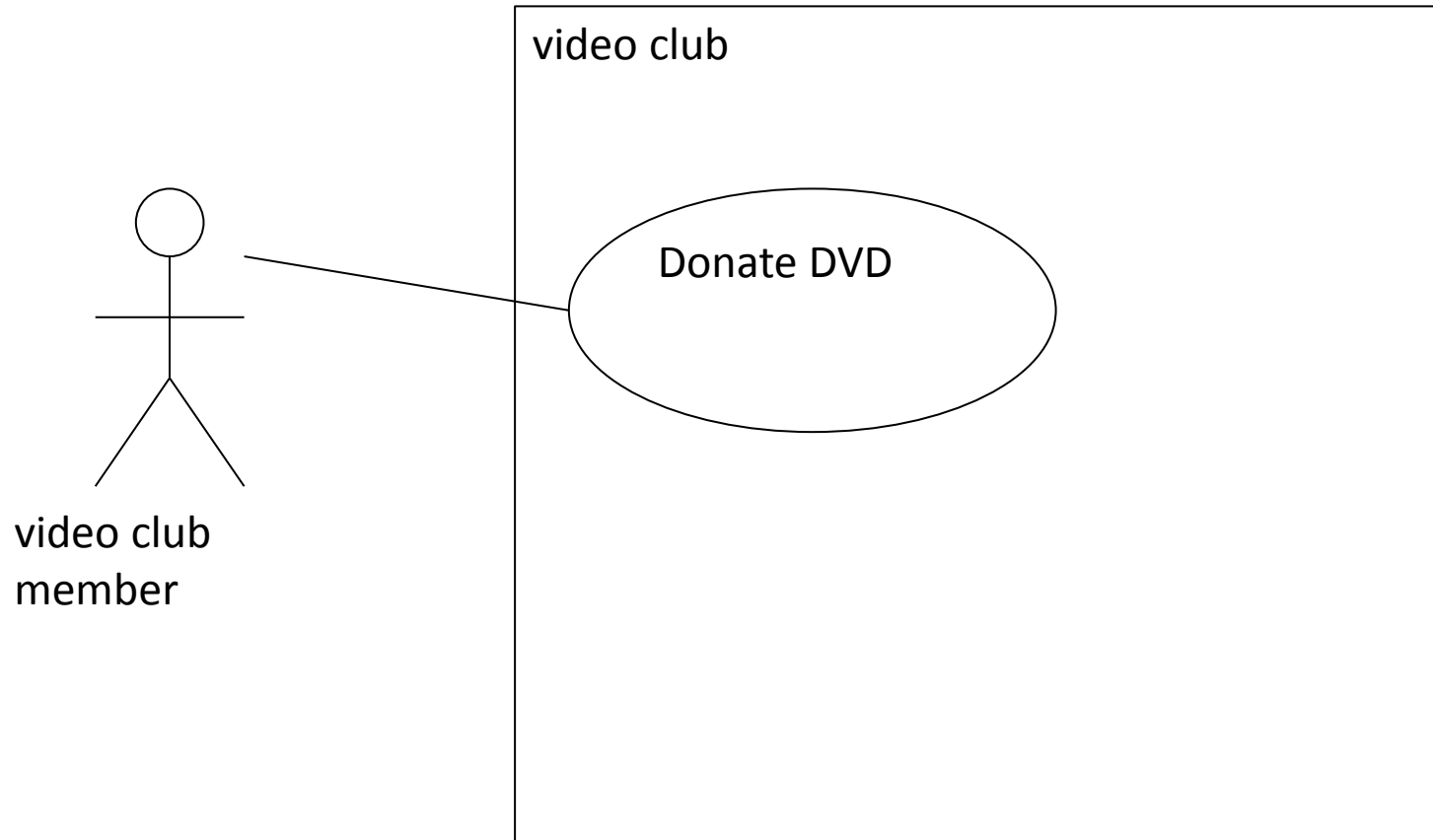
The 20% We Use 90% Of The Time

A LITTLE BIT OF UML

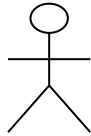
Users & Goals In Agile

As a **video club member**, I wish to *donate a DVD* so other members can borrow it

Actors & Use Cases



Essential Scenarios

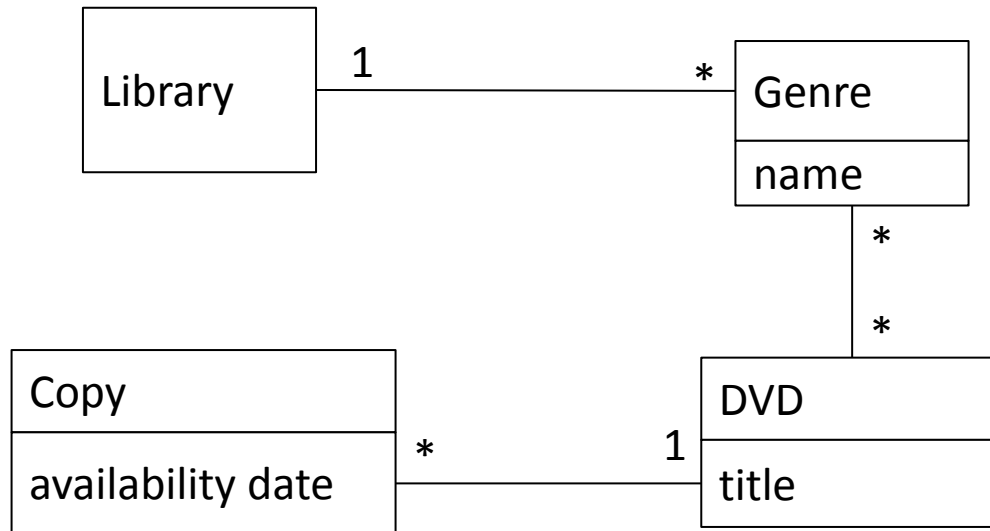


video club member

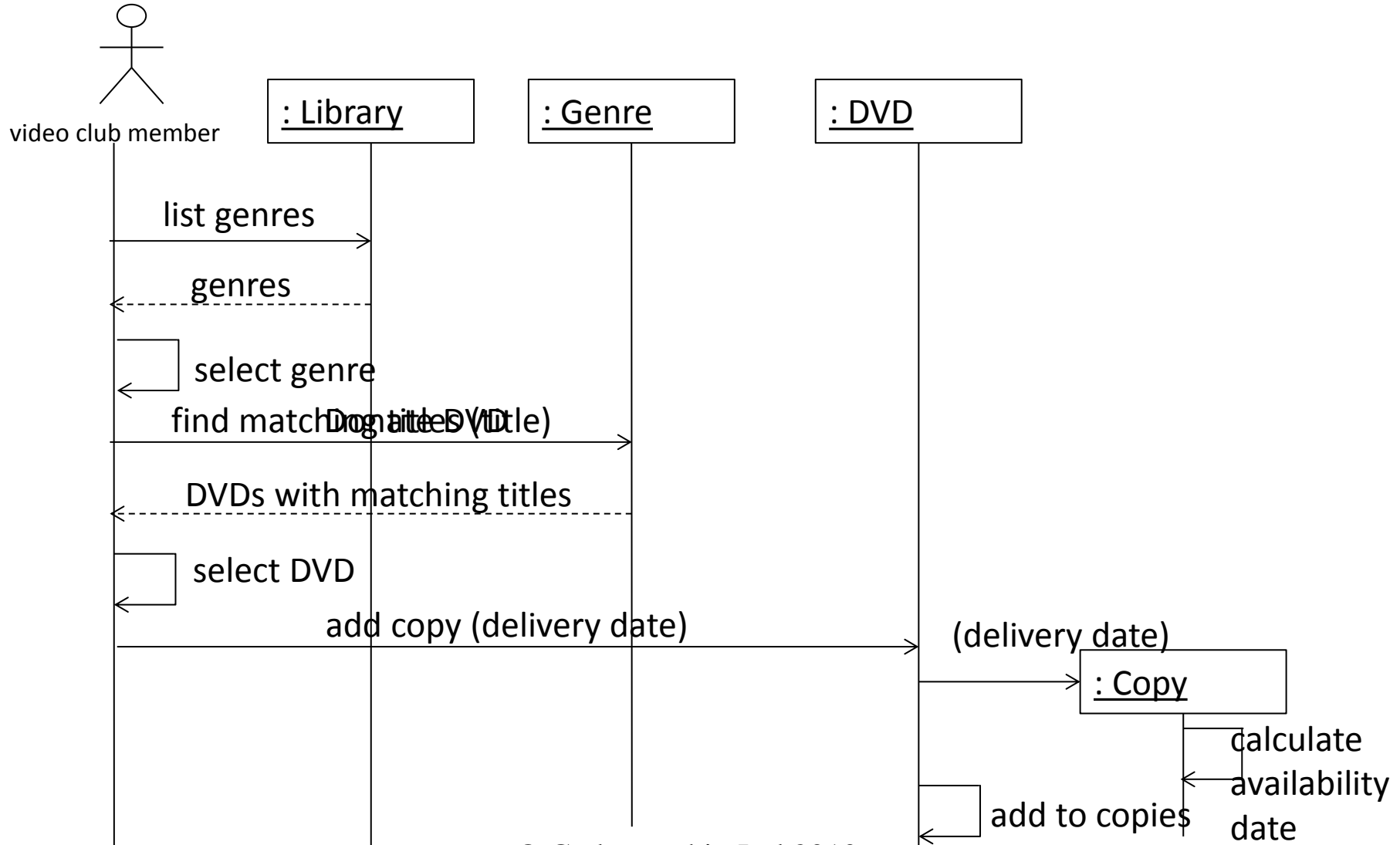
video club

- Request list of DVD genres
 - Select genre of DVD
 - Enter title to find
 - Select existing DVD title and request to add a copy
 - Specify delivery date
- List DVD genres
 - List DVDs in selected genre
 - Filter list of DVDs with similar titles in selected genre
 - Ask when member will bring DVD to club
 - Add copy to library for selected DVD and mark as available on next working day after delivery date

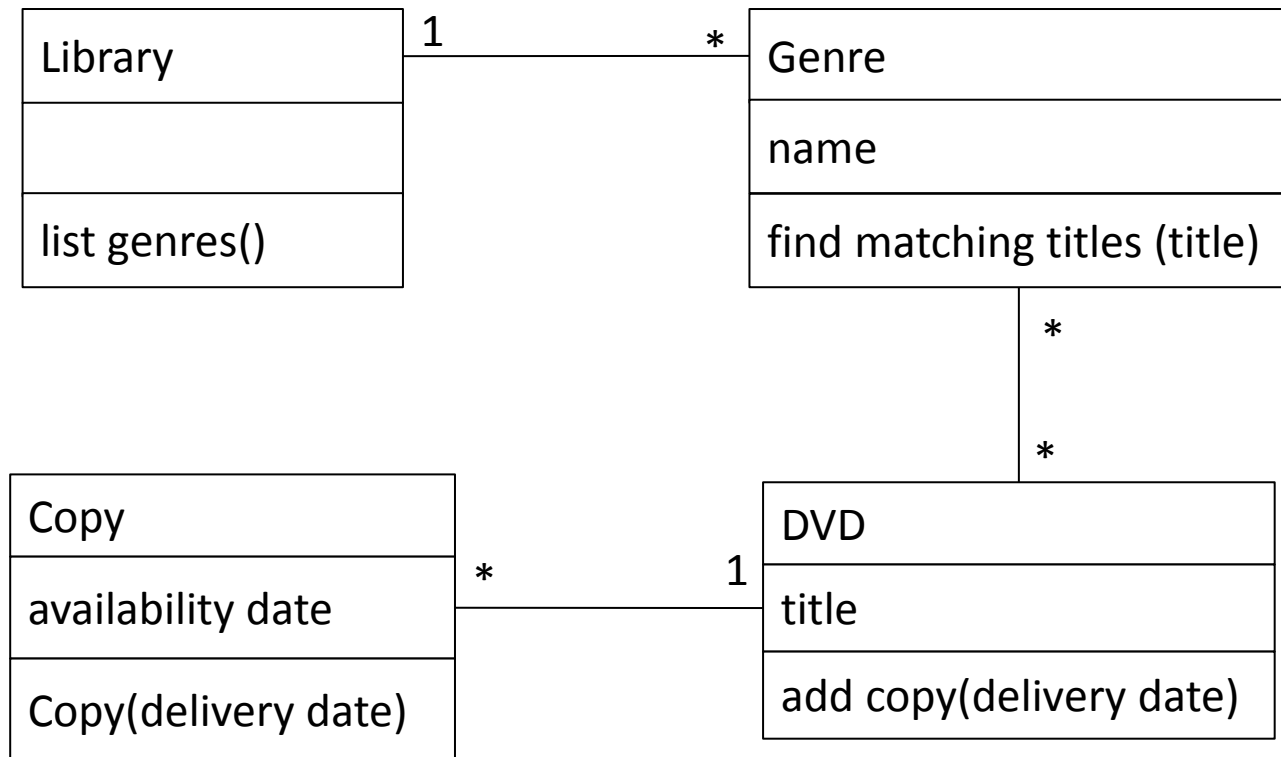
Classes



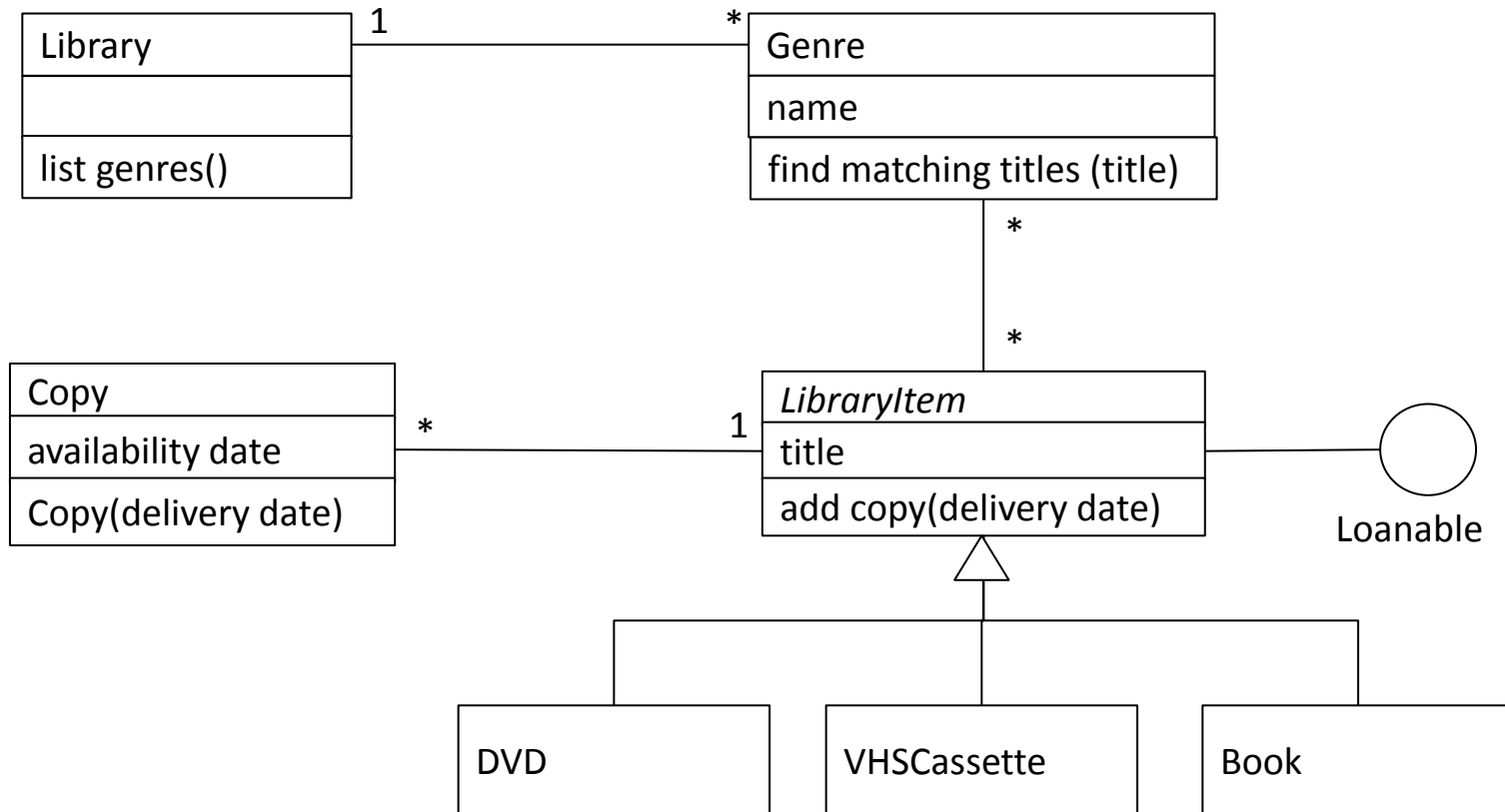
Responsibilities & Interactions



Classes With Responsibilities



Generalisations & Interfaces



Because we want our software to be used...

A LITTLE BIT OF USER EXPERIENCE DESIGN

STORYBOARDING

“As a punter, I want to place a bet on a horse and see how much money I might win so I can budget for my weekend of debauchery”

Track	Chepstow
Meet	June 3 rd 2011
Race	14:30

Punter	Runner	Odds	Stake	Winnings
J GORMAN	Jolly Roger	5/1	£100	£500
J GORMAN	Mrs Fry	10/1	£20	£200
S FRIEDMAN	Uncle Bob	2/1	£250	£500

```
> placebet "Chepstow", "3/6/11", "14:30", "J GORMAN", "Jolly Roger", 100  
> Placing bet...  
> Bet placed...  
> Calculating winnings...  
> Winnings: 500 at odds of 5/1
```

```
> punterlogin "J GORMAN"  
> J GORMAN> selecttrack "Chepstow"  
> J GORMAN/Chepstow> selectmeet "3/6/11"  
> J GORMAN/Chepstow/3-6-11> selectrace "14:30"  
> J GORMAN/Chepstow/3-6-11> selectrunner "Jolly Roger"  
> J GORMAN/Chepstow/3-6-11/14:30/Jolly Roger> placebet 100  
> J GORMAN/Chepstow/3-6-11/14:30/Jolly Roger> Placing bet...  
> J GORMAN/Chepstow/3-6-11/14:30/Jolly Roger> Bet placed...  
> J GORMAN/Chepstow/3-6-11/14:30/Jolly Roger> Calculating winnings...  
> J GORMAN/Chepstow/3-6-11/14:30/Jolly Roger> Winnings: 500 at odds of 5/1
```

registered punter

From list of tracks

From list of meets for that track

```
> punterlogin "J GORMAN"  
> J GORMAN> selecttrack "Chepstow"  
> J GORMAN/Chepstow> selectmeet "3/6/11"  
> J GORMAN/Chepstow/3-6-11> selectrace "14:30"  
> J GORMAN/Chepstow/3-6-11/14:30> selectrunner "Jolly Roger"  
> J GORMAN/Chepstow/3-6-11/14:30/Jolly Roger> placebet 100  
> J GORMAN/Chepstow/3-6-11/14:30/Jolly Roger> Placing bet...  
> J GORMAN/Chepstow/3-6-11/14:30/Jolly Roger> Bet placed...  
> J GORMAN/Chepstow/3-6-11/14:30/Jolly Roger> Calculating winnings...  
> J GORMAN/Chepstow/3-6-11/14:30/Jolly Roger> Winnings: 500 at odds of 5/1
```

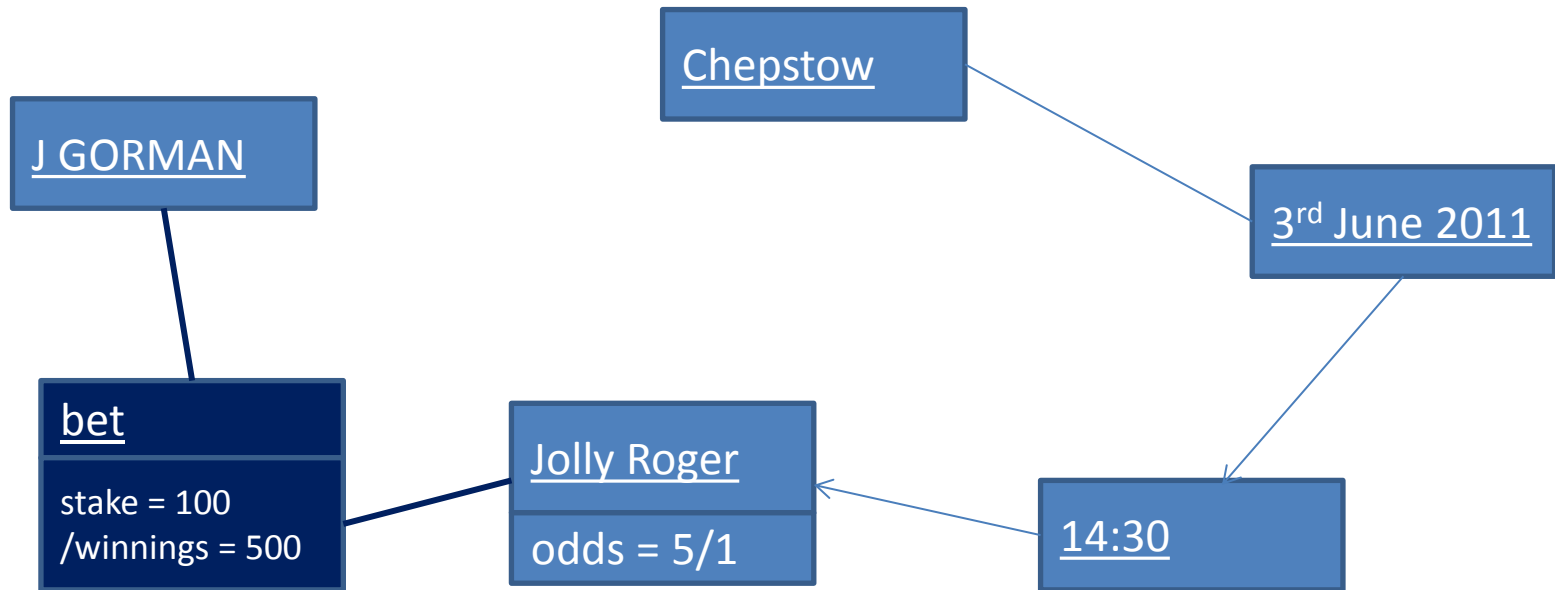
From list of races in
that meet

User input

Odds for that
horse

= bet * odds

From list of horses running
in that race





J GORMAN



Stake: £100
Winnings: £500



Jolly Roger

5/1



JUNE 2011						
SUN	MON	TUES	WED	THURS	FRI	SAT
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

08	
09	
10	
11	15
12	00
13	10
14	30
15	

Logged in as



J GORMAN

Race Courses

Ascot



Logged in as



J GORMAN



The Capital Racecourse of Wales

JUNE 2011						
SUN	MON	TUES	WED	THURS	FRI	SAT
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

Logged in as







J GORMAN



The Capital Racecourse of Wales

JUNE 2011						
SUN	MON	TUES	WED	THURS	FRI	SAT
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

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09	
10	
11	 :15
12	 :00
13	 :10
14	 :30
15	

Logged in as



J GORMAN



The Capital Racecourse of Wales

JUNE 2011

SUN	MON	TUES	WED	THURS	FRI	SAT
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

08	
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10	
11	:15
12	:00
13	:10
14	:30
15	

No Argument 5/1	Space Boy 9/1	Afleet Alex 5/1
Going Native 3/1	High Fly 9/2	Jolly Roger 5/1
Mongo Jerry 10/1	Mrs Fry 10/1	Neddy 3/1
Devil May Care 7/2	Uncle Bob 2/1	Wilko 15/1

Logged in as



J GORMAN



The Capital Racecourse of Wales

JUNE 2011						
SUN	MON	TUES	WED	THURS	FRI	SAT
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
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11	:15
12	:00
13	:10
14	:30
15	

No Argument 5/1	Space Boy 9/1	Afleet Alex 5/1
Going Native 3/1	High Fly 9/2	Jolly Rog
Mongo Jerry 10/1	Mrs Fry 10/1	Neddy 3/1
Devil May Care 7/2	Uncle Bob 2/1	Wilko 15/1

Enter Stake £ 100

OK

Cancel

Logged in as



J GORMAN



The Capital Racecourse of Wales

JUNE 2011						
SUN	MON	TUES	WED	THURS	FRI	SAT
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

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11	:15
12	:00
13	:10
14	:30
15	

No Argument 5/1	Space Boy 9/1	Afleet Alex 5/1
Going Native 3/1	High Fly 9/2	Jolly Rog
Mongo Jerry 10/1	Mrs Fry 10/1	Neddy 3/1
Devil May Care 7/2	Uncle Bob 2/1	Wilko 15/1

Enter Stake £ 100

OK

Cancel

Logged in as



J GORMAN



The Capital Racecourse of Wales

JUNE 2011						
SUN	MON	TUES	WED	THURS	FRI	SAT
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

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14	:30
15	

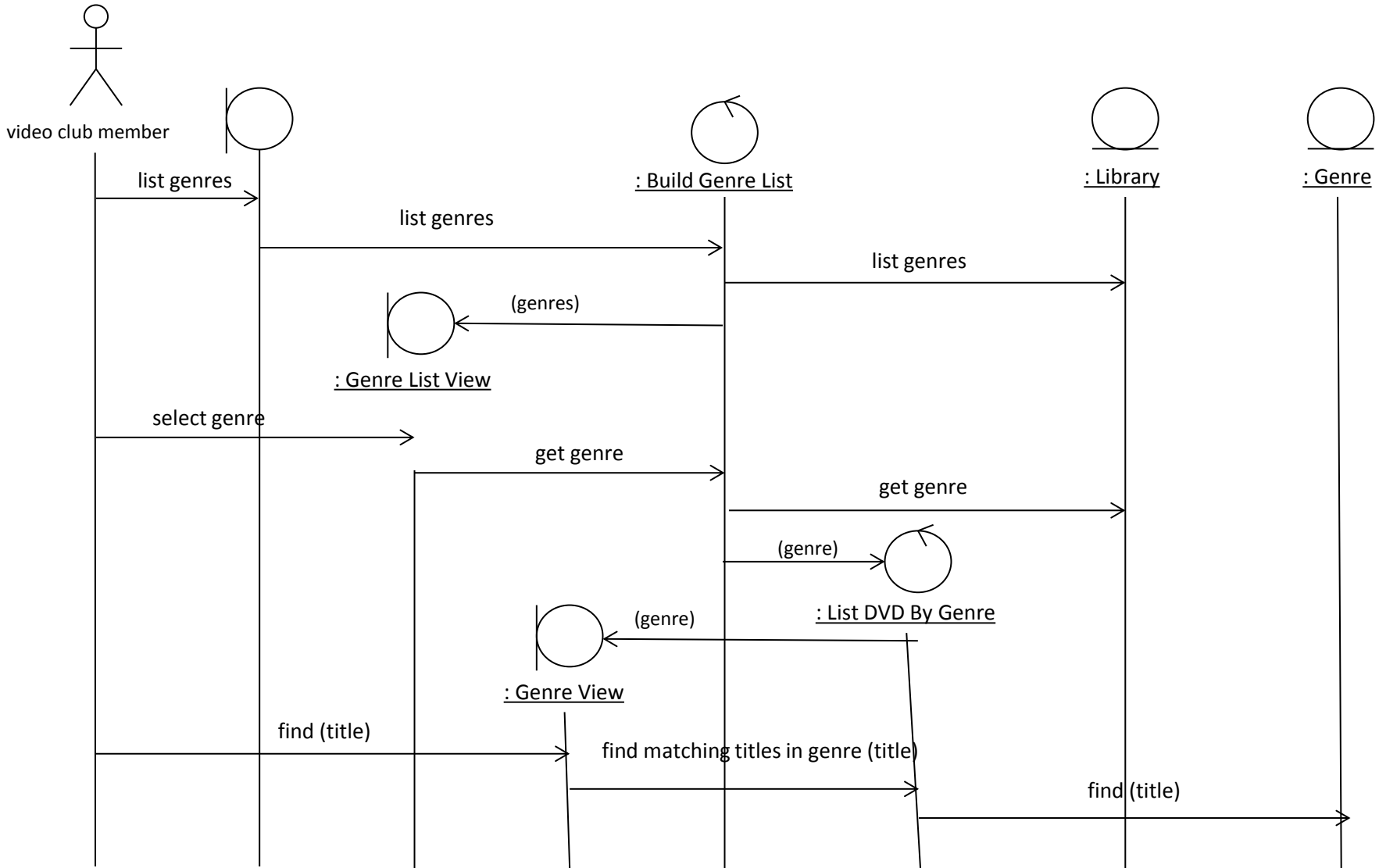
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Going Native 3/1	High Fly 9/2	Jolly Roger 5/1
Mongo Jerry 10/1	Mrs Fry 10/1	Neddy 3/1
Devil May Care 7/2	Uncle Bob 2/1	Wilko 15/1



stake: £100
winnings: £500

ROBUSTNESS ANALYSIS

Models, Views & Controllers



Robustness Diagrams

