

COMPUTER BASED SYSTEM



- Software engineering occurs as a consequence of a process called *system engineering*.
- *Instead of concentrating solely on software, system engineering* focuses on a variety of elements, **analyzing, designing, and organizing those elements** into a system that can be a product, a service, or a technology for the transformation of information or control.



- System engineering may take on two different forms depending on the application domain
 - “Business process” engineering – conducted when the context of the work **focuses on a business enterprise**
 - Product engineering – conducted when the context of the work **focuses on a product that is to be built**
- Both forms bring order to the development of computer-based systems
- Both forms work to allocate a role for computer software and to establish the links that tie software to other elements of a computer-based system



System

- System (Webster)
 - A set or arrangement of things so related as to form a unity or organic whole
 - A set of facts, principles, rules. etc., ... to show a logical plan linking the various parts
 - A method or plan of classification or arrangement
 - An established way of doing something such as a method or procedure



Computer-based System



- Defined: *A set or arrangement of elements that are organized to accomplish some predefined goal by processing information*
- The goal may be to support some business function or to develop a product that can be sold to generate business revenue
- A computer-based system makes use of system elements
- Elements constituting one system may represent one macro element of a still larger system
- Example
 - A factory automation system may consist of a numerical control machine, robots, and data entry devices; each can be its own system
 - At the next lower hierarchical level, a numerical control machine, is a computer-based system that may integrate other macro elements



- CBS - makes use of the following elements that combine in a variety of ways to transform information
 - **Software:** computer programs, data structures, and related work products that serve to effect the logical method, procedure, or control that is required
 - **Hardware:** electronic devices that provide computing capability, interconnectivity devices that enable flow of data, and electromechanical devices that provide external functions
 - **People:** Users and operators of hardware and software
 - **Database:** A large, organized collection of information that is accessed via software and persists over time
- The uses of these elements are described in the following:
 - **Documentation:** Descriptive information that portrays the use and operation of the system
 - **Procedures:** The steps that define the specific use of each system element or the procedural context in which the system resides



- To summarize, the manufacturing cell and its macro elements each are composed of system elements with the **generic labels: software, hardware, people, database, procedures, and documentation.**
- In some cases, **macro elements may share a generic element.**
- For example, the robot and the NC machine both might be managed by a single operator (the people element).
- In other cases, **generic elements are exclusive** to one system.
- The role of the system engineer is to define the elements for a specific computer based system in the context of the overall hierarchy of systems (macro elements).



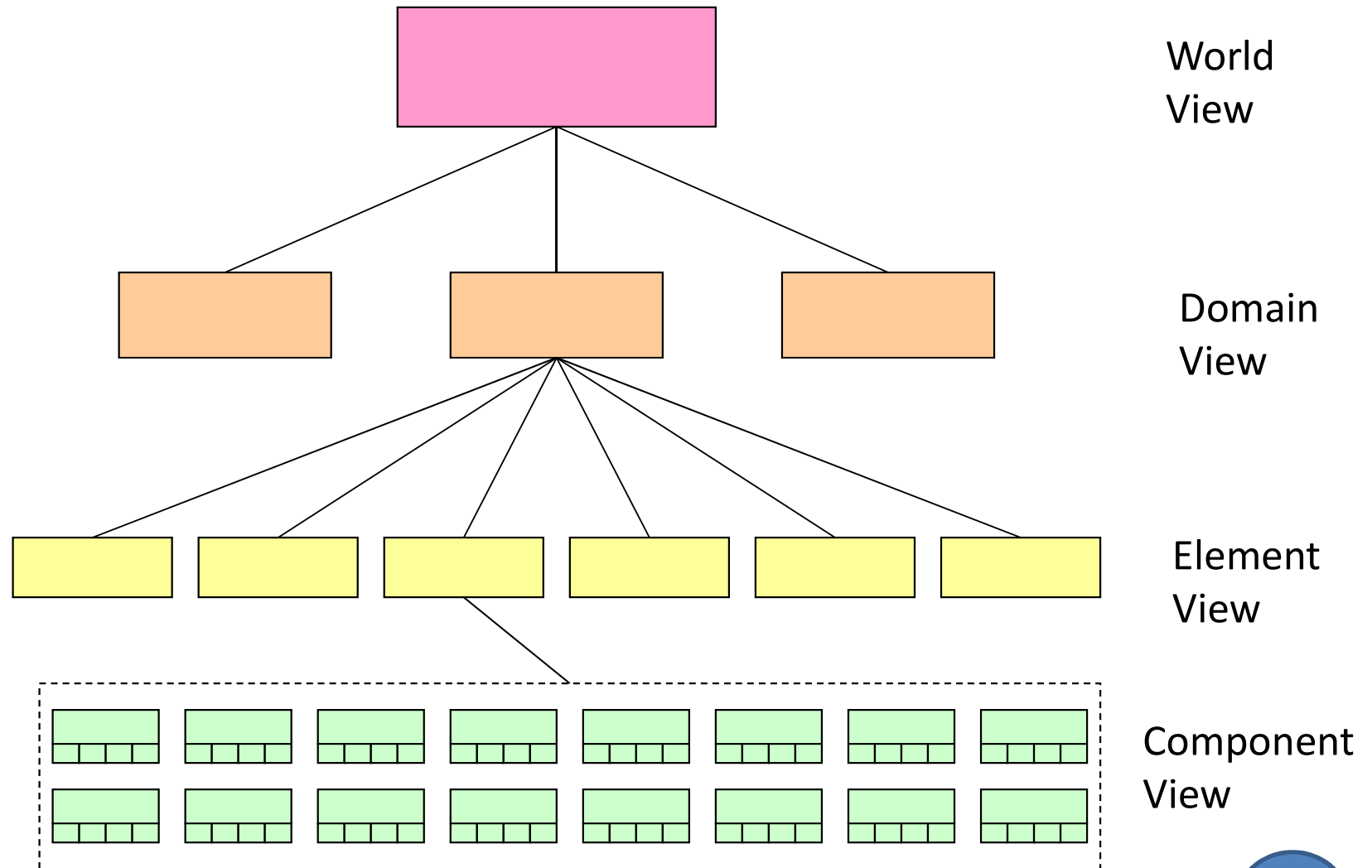
System Engineering Process

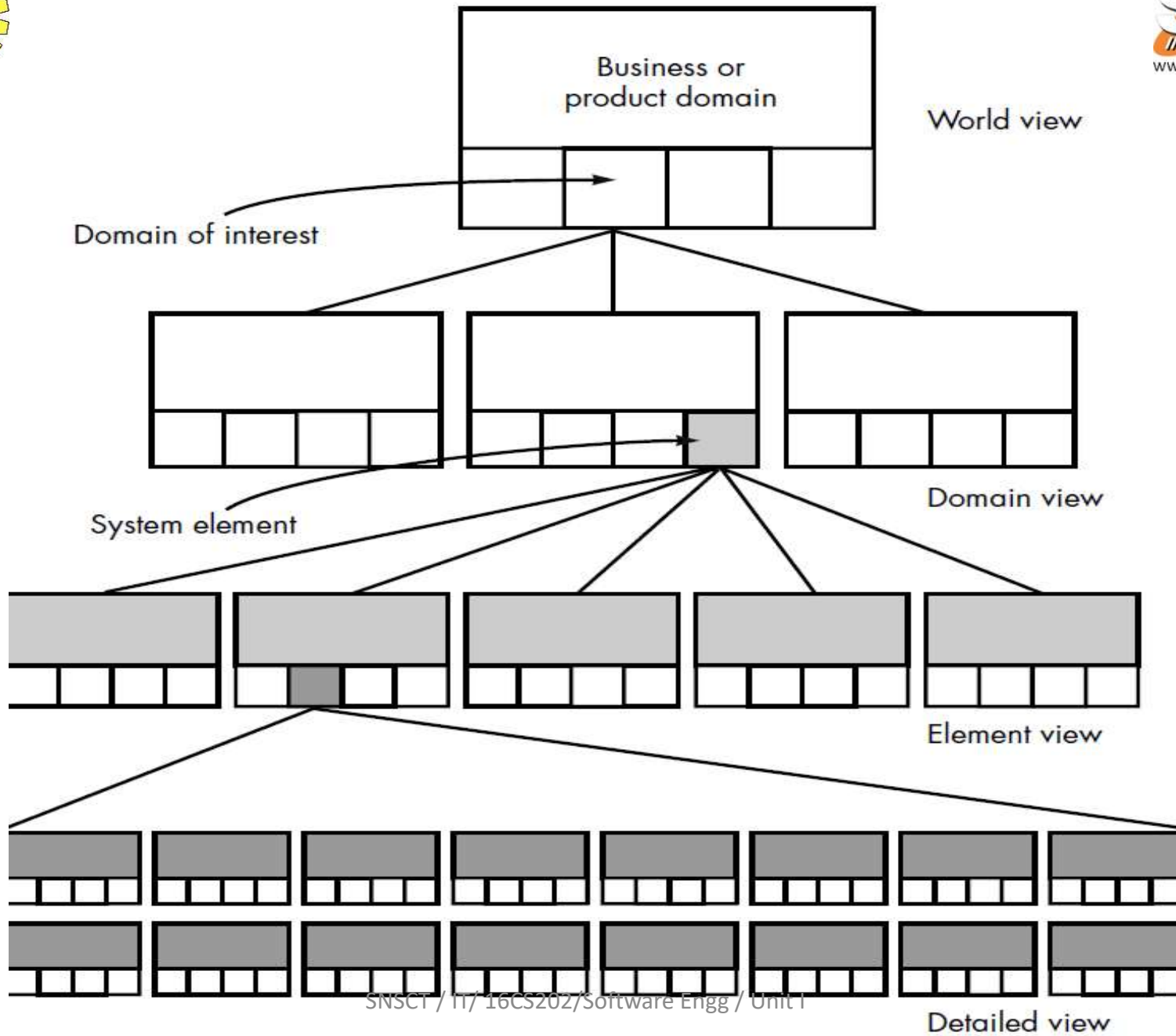


- The system engineering process begins with a world view;
- the business or product domain is examined to ensure that the proper business or technology -established
- The world view is refined to focus on a specific domain of interest
- Within a specific domain, the need for targeted system elements is analyzed
- Finally, the analysis, design, and construction of a targeted system element are initiated
- At the world view level, a very broad context is established
- At the bottom level, detailed technical activities are conducted by the relevant engineering discipline (e.g., software engineering)



System Engineering Hierarchy







Stated in a slightly more formal manner, the world view (WV) is composed of a set of domains (D_j), which can each be a system or system of systems in its own right.

$$WV = \{D_1, D_2, D_3, \dots, D_n\}$$

Each domain is composed of specific elements (E_j) each of which serves some role in accomplishing the objective and goals of the domain or component:

$$D_i = \{E_1, E_2, E_3, \dots, E_m\}$$

Finally, each element is implemented by specifying the technical components (C_k) that achieve the necessary function for an element:

$$E_j = \{C_1, C_2, C_3, \dots, C_k\}$$

In the software context, a component could be a computer program, a reusable program component, a module, a class or object, or even a programming language statement.



System Modeling (at each view level)



- Defines the processes (e.g., domain classes in OO terminology) that serve the needs of the view under consideration
- Represents the behavior of the processes and the assumptions on which the behavior is based
- Explicitly defines intra-level and inter-level input that form links between entities in the model
- Represents all linkages (including output) that will enable the engineer to better understand the view
- May result in models that call for one of the following
 - Completely automated solution
 - A semi-automated solution
 - A non-automated (i.e., manual) approach



Factors -when Constructing a Model



- Assumptions
 - reduce the number of possible variations, thus enabling a model to reflect the problem in a reasonable manner
- Simplifications
 - These enable the model to be created in a timely manner
- Limitations
 - These help to bound the maximum and minimum values of the system
- Constraints
 - These guide the manner in which the model is created and the approach taken when the model is implemented
- Preferences
 - These indicate the preferred solution for all data, functions, and behavior
 - They are driven by customer requirements