# 面向对象 分析与设计导论

一使用 UML 和统一过程

(影印版)

AN INTRODUCTION TO OBJECT-ORIENTED ANALYSIS AND DESIGN WITH UML AND THE UNIFIED PROCESS

Stephen R. Schach



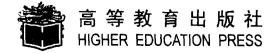


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### 出版说明

20 世纪末,以计算机和通信技术为代表的信息科学和技术对世界经济、科技、军事、教育和文化等产生了深刻影响。信息科学技术的迅速普及和应用,带动了世界范围信息产业的蓬勃发展,为许多国家带来了丰厚的回报。

进入 21 世纪,尤其随着我国加入 WTO,信息产业的国际竞争将更加激烈。我国信息产业虽然在 20 世纪末取得了迅猛发展,但与发达国家相比,甚至与印度、爱尔兰等国家相比,还有很大差距。国家信息化的发展速度和信息产业的国际竞争能力,最终都将取决于信息科学技术人才的质量和数量。引进国外信息科学和技术优秀教材,在有条件的学校推动开展英语授课或双语教学,是教育部为加快培养大批高质量的信息技术人才采取的一项重要举措。

为此,教育部要求由高等教育出版社首先开展信息科学和技术教材的引进试点工作。同时提出了两点要求,一是要高水平,二是要低价格。在高等教育出版社和信息科学技术引进教材专家组的努力下,经过比较短的时间,第一批由教育部高等教育司推荐的 20 多种引进教材已经陆续出版。这套教材出版后受到了广泛的好评,其中有不少是世界信息科学技术领域著名专家、教授的经典之作和反映信息科学技术最新进展的优秀作品,代表了目前世界信息科学技术教育的一流水平,而且价格也是最优惠的,与国内同类自编教材相当。这套教材基本覆盖了计算机科学与技术专业的课程体系,体现了权威性、系统性、先进性和经济性等特点。

目前,教育部正在全国 35 所高校推动示范性软件学院的建设,这也是加快培养信息科学技术人才的重要举措之一。为配合软件学院的教学工作,结合各软件学院的教学计划和课程设置,高等教育出版社近期聘请有关专家和软件学院的教师遴选推荐了一批相应的原版教学用书,正陆续组织出版,以方便各软件学院开展双语教学。

我们希望这些教学用书的引进出版,对于提高我国高等学校信息科学技术的教学水平,缩小与国际先进水平的差距,加快培养一大批具有国际竞争力的高质量信息技术人才,起到积极的推动作用。同时我们也欢迎广大教师和专家们对我们的教材引进工作提出宝贵的意见和建议。联系方式: hep.cs@263.net。

高等教育出版社 二〇〇二年九月

### 序 言

本书是面向对象系统分析和设计的第一门课程的教材。书中内容遵照 IS'2002<sup>1</sup>(课程 IS'01.7,分析和逻辑设计)的教学指导方针;特别地,学生不必具有任何编程知识。本书使用统一建模语言(UML)为信息系统建模,使用统一过程作为方法学。

本书的主要目标是,确保在课程结束时每一位学生都能够进行面向对象分析和设计。这一目标是通过下列三种不同的方式达到的:

- 教学方法:详细解释面向对象分析与设计的步骤。在介绍了每一个步骤之后,通过 在两个连续的案例研究的第一个案例研究中应用这一步骤,来说明该步骤。然后, 当解释并举例说明了每一步骤后,就将所有步骤应用到第二个案例研究中。
- 内容组织:通过使第一部分尽量简短,本书尽可能早地开始介绍面向对象分析和设计(本书第二部分)的内容。这样,学生就可以把半学年或三个月的小学期中的大部分时间用于掌握面向对象分析和设计的内容。
- 实践:精通面向对象分析和设计的惟一途径就是反复地实践它。相应地,我们在每一章的末尾都给出了不同类型的习题。首先,是针对面向对象分析和设计的练习; 其次,是基于两个连续案例研究的习题,这两个案例研究均以最详尽的形式给出。 第三,是一个基于团队的学期项目,学生在该项目中要从头开始进行系统分析和设计。教师可以从习题中选择一道或多道题作为作业布置给学生。

在 20 世纪 90 年代,活跃在面向对象技术领域中的三位著名人物是 Grady Booch(他的方法称为 "Booch 方法")、Ivar Jacobson("Objectory")和 Jim Rumbaugh("OMT")。Booch、Jacobson 和 Rumbaugh 随后在 Rational 公司进行了强强联合,为信息技术做出了两个里程碑式的贡献:统一建模语言(UML)和统一过程。

在 1997 年推出后的几个月里,UML 1.0 几乎风靡全球。在今天,编写一本尝试用任何其他建模语言来表示信息系统的教材都是不可想象的。UML 现在是对象管理组 (OMG)的一项产品,OMG是由全球领先的软件技术公司组成的一个联盟。本书使用UML 1.4,这是编写此书时的最新版本。

Booch、Jacobson 和 Rumbaugh 随后开发了一种方法,它整合("统一")了他们各自(但相似)的三种方法。这种统一的方法最初称为"统一软件开发过程(USDP)"或"Rational统一过程(RUP)"。目前,它也称为"统一过程(United Process)"。就像 UML 一样,它没有替代的选择——对于 21 世纪介绍信息系统的面向对象分析和设计的教材而言,目前最佳的方法是统一过程。三位作者现在已不再为他们原来的三种方法提供支持。

本书分为三个部分。如前所述,第一部分尽可能简短,它包含足以让学生理解利用

<sup>&</sup>lt;sup>1</sup> IS'2002 即 Information System 2002,由 ACM、AIS 和 ATIP 联合制定。原文此处为 IS'2001,疑有误。——编者注

统一过程和 UML 进行面向对象分析和设计所需要的最少的信息。第二部分介绍如何把 UML 作为建模语言,使用统一过程来进行面向对象分析和设计。第三部分讨论在系统分析和设计课程中应当讲述的 9 大主题,如项目管理、计划和团队组织等。也就是说,第二部分讲授必要的专门技能,而第三部分则强调每一名优秀的系统分析师必须具备的管理和交际技能。此外,第三部分还讲述了更深入的专门技能,如测试和用户界面设计。本书余下的内容重点介绍 21 世纪信息系统的必要知识:可移植性、重用、互操作性、万维网以及过程改进,包括 CMM。最后,如果教师希望介绍更多的技术概念,还可以介绍模块化、多态性和动态绑定等,最后一章包含关于这些主题的介绍性内容。

如前所述,遵照 IS'2002 的教学指导方针,学习本书不需要有编程经验。但是,如果学生具有编程经验,则有三个额外的习题可以作为作业。更确切地讲,学期项目中包含大量的每位学生都可以完成的任务,如确定需求和进行面向对象分析。但是,学期项目还包含三个可选的任务,包括一个完整的实现,如果学生具有必要的编程经验,教师就可以选择将这些任务作为作业布置给学生。

#### 习题

在每章结尾都提供了一些复习题和习题。可以从本教材相关的章节中找到这些复习题的答案。习题具有不同的类型。如前所述,既有针对面向对象分析和设计的练习,又有基于两个连续案例研究的习题。这些习题包含试验性的问题、数值问题以及用于测试学生对课堂上讲授内容掌握程度的问题。最后,在大多数章结尾都提供有学期项目的部分任务。

教师手册中具有所有习题的答案,包括学期项目中所有任务的解决方案,甚至包括学期项目的 C++和 Java 实现。教师可以与当地的 McGraw-Hill 代表处联系,索取教师手册。

#### 补充材料

在本书的配套 Web 站点(www.mhhe.com/schach)上可以找到本教材完整的讲义,它是以 PowerPoint 幻灯片形式提供的。此外,可以为采用本书的教师还提供一张教师光盘,其中包含有 PowerPoint 讲义以及下列额外的资源:

- 教师手册包含使用本书的建议、教学建议以及各章末所有习题的解答。
- 一个包含判断题、多项选择题和完形填空题的测试题库;一个计算机化的测试题库, 通过 Brownstone Diploma 软件可在局域网上进行测试管理。这些测试题也可以打印 成标准试卷,或发布到 Web 站点上供学生访问。

采用该书作教材的教师可向 McGraw-Hill 公司北京代表处联系索取教学课件资源, 传真: (010)6263 8354, 电子邮件: webmaster@mcgraw-hill.com.cn。

# **Preface**

This book is a textbook for the first course in object-oriented systems analysis and design. The material conforms to the guidelines of IS'2001 (Course IS'01.7, Analysis and Logical Design); in particular, the student does not need to have any programming knowledge. The book uses the Unified Modeling Language (UML) to model information systems and the Unified Process as the methodology.

The primary objective of this book is to ensure that, by the end of the course, every student is able to perform object-oriented analysis and design. This objective is achieved in three different ways:

- Pedagogics: The steps of object-oriented analysis and design are carefully explained.
   After each step has been presented, it is illustrated by applying it to the first of the two running case studies. Then, when each step has been explained and illustrated separately, all the steps are applied to the second running case study.
- Organization: The material on object-oriented analysis and design (Part 2 of the book) is presented as early as possible by keeping Part 1 of the book as short as possible. The result is that the student has most of the semester or quarter to master the material on object-oriented analysis and design.
- Practice: The only way to become proficient in object-oriented analysis and design is by doing it repeatedly. Accordingly, there are different types of problems at the end of each chapter. First, there are exercises in object-oriented analysis and design. Second, there are problems based on the two running case studies, both of which are presented in the fullest detail. Third, there is a team-based term project in which the students perform systems analysis and design from scratch. The instructor has the option of assigning one or more problems of any type.

During the 1990s, there were three major figures in object-oriented technology, namely, Grady Booch (his approach is referred to as "Booch's method"), Ivar Jacobson ("Objectory"), and Jim Rumbaugh ("OMT"). Booch, Jacobson, and Rumbaugh then joined forces at Rational, Inc., and made two landmark contributions to information technology: the Unified Modeling Language (UML) and the Unified Process.

Within a few months of its introduction in 1997, UML version 1.0 literally swept the world. It is inconceivable that a textbook written today would attempt to represent an information system using any other modeling language. UML is now a product of the Object Management Group (OMG), a consortium of the leading software technology firms worldwide. This book uses version 1.4 of UML, the latest version at the time of writing.

Next, Booch, Jacobson, and Rumbaugh developed a methodology that integrated ("unified") their three separate (but similar) methodologies. This unified methodology was first known as the Unified Software Development Process (USDP) or the Rational Unified Process (RUP). Currently it is also called the Unified Process. Just as with UML, there is now no alternative—currently the best methodology for a twenty-first-century textbook on object-oriented analysis and design of information systems is the Unified Process. The other three methodologies are now no longer supported by their respective authors.

The book is divided into three parts. Part 1, as previously stated, has been kept as short as possible. It contains the minimum information needed to enable students to understand object-oriented analysis and design with the Unified Process and UML. Part 2 is on how to perform object-oriented analysis and design using the Unified Process with UML as the

modeling language. Part 3 presents nine major topics that should be taught in a course on systems analysis and design, such as project management, planning, and team organization. That is, Part 2 teaches the necessary technical skills, whereas Part 3 stresses the managerial and interpersonal skills that every good systems analyst must have. In addition, further technical skills are taught in Part 3, such as testing and user-interface design. As with the rest of this book, there is an emphasis on the knowledge needed for information systems for the twenty-first century, including portability, reuse, interoperability, the World Wide Web, and process improvement, including CMM. Finally, if an instructor wishes to cover more technical concepts such as modularity and polymorphism and dynamic binding, the last chapter contains introductory-level material on these topics.

As previously mentioned, following the IS'2001 guidelines, programming is not a prerequisite for this book. However, if the class has programming experience, there are three additional problems that can be assigned. More specifically, the term project consists of a number of components that every student can complete, such as determining the requirements and performing the object-oriented analysis. However, the term project also includes three optional components, including a complete implementation, that the instructor may choose to assign if the class has the necessary programming experience.

#### **PROBLEM SETS**

There are review questions and problems at the end of each chapter. The review questions can all be answered from the relevant section of the textbook. The problems are of different types. As previously mentioned, there are exercises in object-oriented analysis and design, as well as problems based on the two running case studies. There are also essay-type problems, numerical problems, and problems that test how thoroughly the students understand what was taught in class. Finally, at the end of most chapters there are components of the term project.

The Instructor's Manual has solutions to every problem, including all the components of the term project. There are even implementations of the term project in C++ and Java. The instructor should contact his or her McGraw-Hill representative to obtain the Instructor's Manual.

#### SUPPLEMENTARY MATERIAL

A complete set of lecture notes in the form of PowerPoint slides are available at the website for this book, www.mhhe.com/schach. In addition, an Instructor CD-Rom is available to adopters. The Instructor CD-Rom contains the PowerPoint lecture notes, together with the following additional resources:

An Instructor's Manual containing suggestions for using the book, teaching suggestions, and answers to all the end of chapter material.

A testbank containing true-false, multiple choice, and fill-in-the-blank questions, as well as a computerized testbank with Brownstone Diploma software offering fully networkable LAN test administration. Tests also can be printed for standard paper delivery or posted to a website for student access.

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I am indebted to three individuals who also have made significant contributions to many of my earlier books. Dr. Jeff Gray was previously a co-author of four Instructor's Manuals. For this book he has served as a reviewer, and he also was responsible for Appendices B through E; that is, he performed the design and implementation of both the case studies. My son David and my daughter Lauren are two of the co-authors of the Instructor's Manual. Lauren also contributed to the PowerPoint lecture notes. I thank Jeff, David, and Lauren for their usual meticulous work.

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I turn now to my publisher, McGraw-Hill. The aim of object-oriented analysis is to determine what the target information system should do, and the aim of object-oriented design is to determine how the information system should do it. From the start of this project, publisher George Werthman and senior editor Rick Williamson made it clear what book they wanted me to write, but they left how to write it entirely up to me. It has been an eye-opening education to work with George and Rick. It also has been tremendous fun.

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