



كلية التربية للعلوم الصرفة قسم علوم الحاسوب

المرحلة الثالثة

هندسة البرمجيات Software Engineering

# Software Design

#### Topics covered



- ♦ What is Software Design?
- Characteristics of a good software design.
- ♦ What is Modularity or Modularization?
- Software Design and its activities (Architectural design and Detailed design).
- ♦ Coupling and Cohesion.

## Software Design



Software design is a process to transform user requirements into some suitable form, which helps the programmer in software coding and implementation.

❖ For assessing user requirements, an SRS (Software Requirement Specification) document is created whereas for coding and implementation, there is a need of more specific and detailed requirements in software terms. The output of this process can directly be used into implementation in programming languages.

#### Characteristic of a good software design



Most researchers and software engineers agree on a few desirable characteristics that every good software design for general application must process. The characteristics are listed bellow:

Correctness: Implement all functionalities identified in the SRS document.

Understandability: A good design is easily understandable.





Efficiency: It should be efficient.

Maintainability: It should be easily amenable to change.

Possibly the most important goodness criterion is design correctness. A design has to be correct to be acceptable. Given that a design solution is correct, Understandability of design is possibly the most important issue to be considered while judging the goodness of a design.





A design that is easy to understand is also easy to develop, maintain and changes. Thus, unless a design is easily understandable, it would require tremendous effort to implement and maintain it.

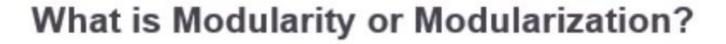




According to Frank Tsui and Orlando Karam (2007), a good software design is:

- → Easy to understand.
- → Easy to change.

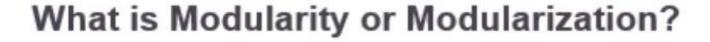
- → Easy to integrate.
- → Easy to code.





Modularization is a technique to divide a software system into multiple discrete and independent modules, which are expected to be capable of carrying out task(s) independently. These modules may work as basic constructs for the entire software. Designers tend to design modules such that they can be executed and/or compiled separately and independently.

Modular design follows the rule of 'divide and conquer' problem-solving strategy, this is because there are many other benefits attached with the modular design of a software.





#### Advantage of Modularization:

- ♦ Smaller components are easier to maintain
- Program can be divided based on functional aspects
- Components with high cohesion can be re-used again
- Concurrent execution can be made possible
- Desired from security aspect

#### **Coupling and Cohesion**



- Coupling often refers to how the modules belong together. Modules should be as independent as possible from other modules. (Low Coupling).
- Cohesion often refers to how the functions of a module belong together.
  Related code should be close to each other to make it highly cohesive (High Cohesion).

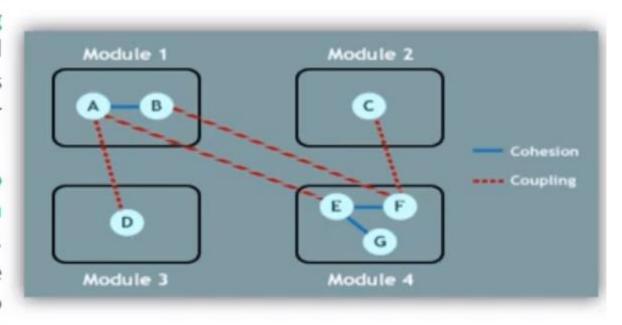


Figure 29: Coupling and Cohesion

"Good Software Design has Low Coupling and High Cohesion"

### **Coupling and Cohesion**



