

# COMP1531

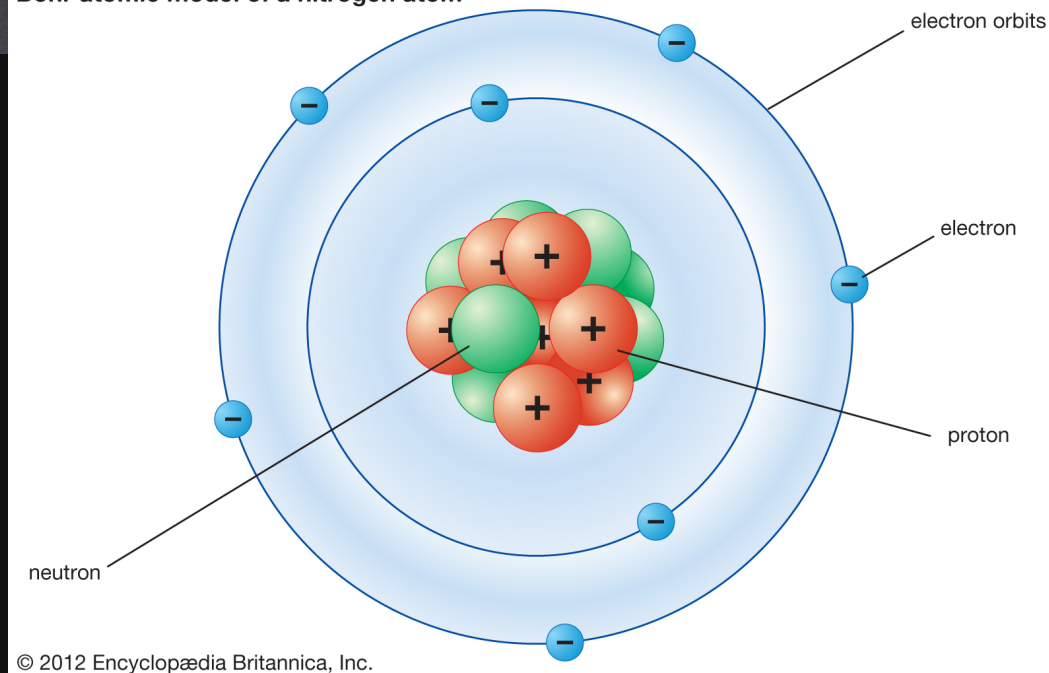
## 7.4 - SDLC Design - System Modelling

**What's a model?**

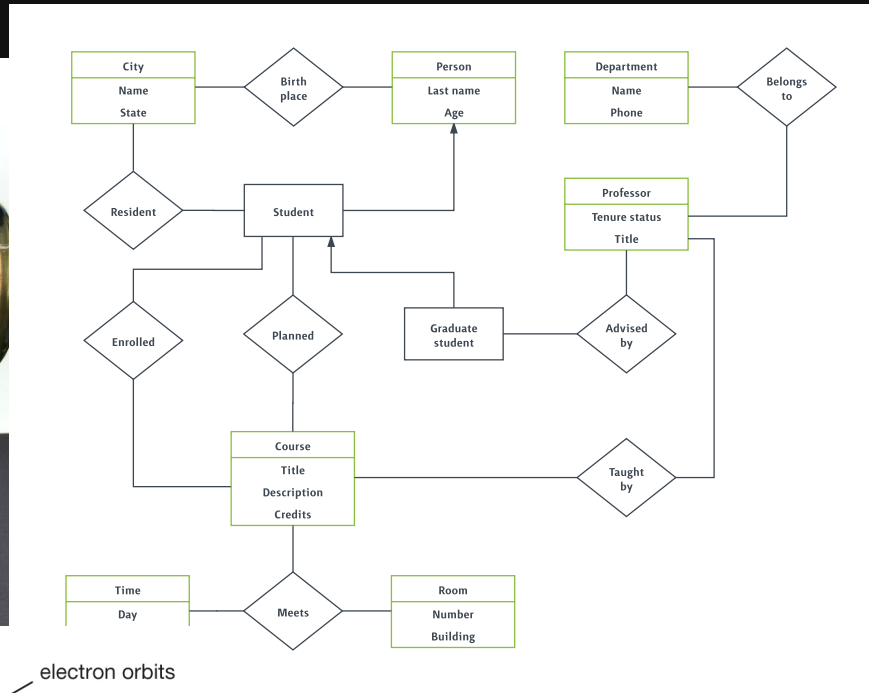




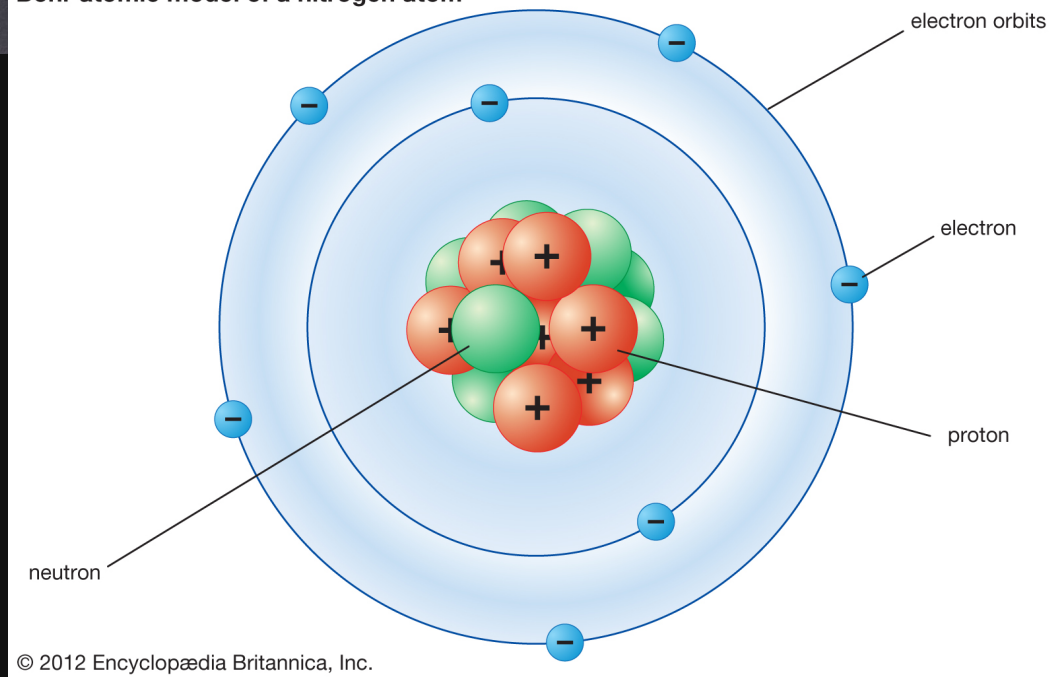
Bohr atomic model of a nitrogen atom

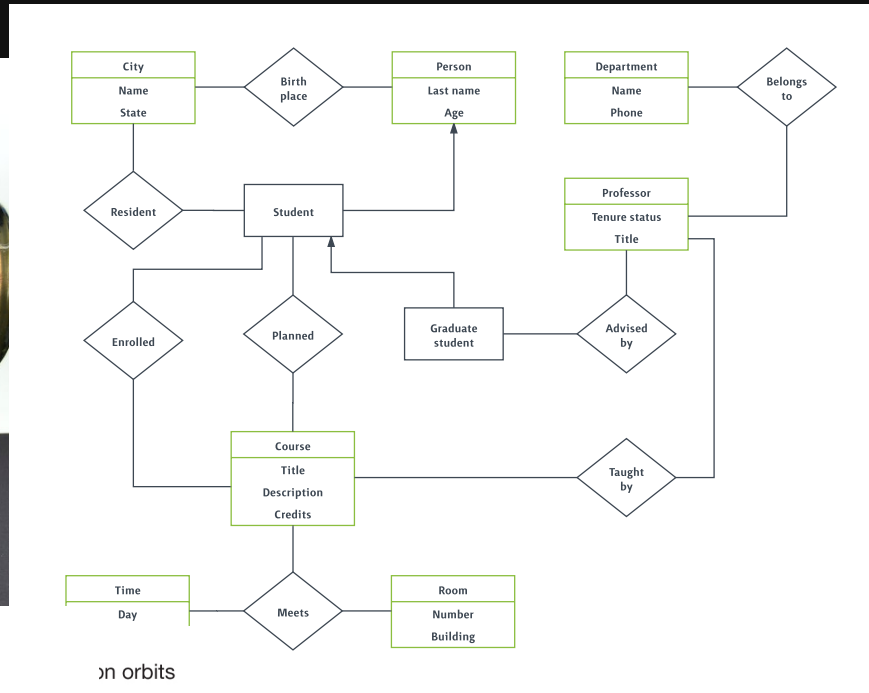


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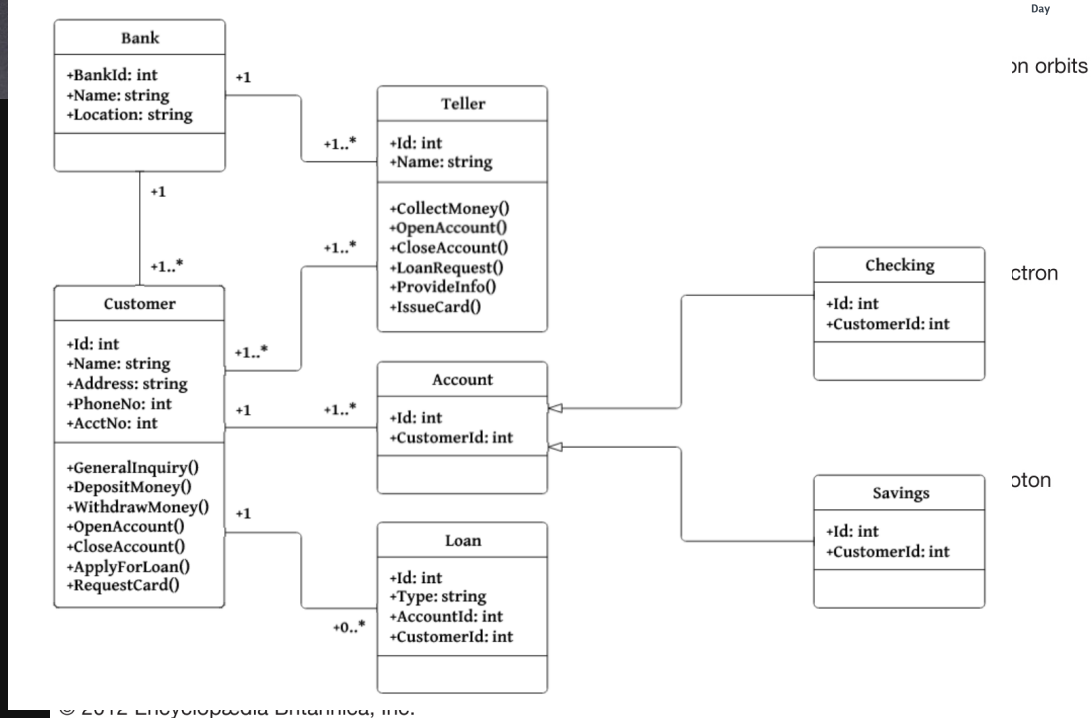


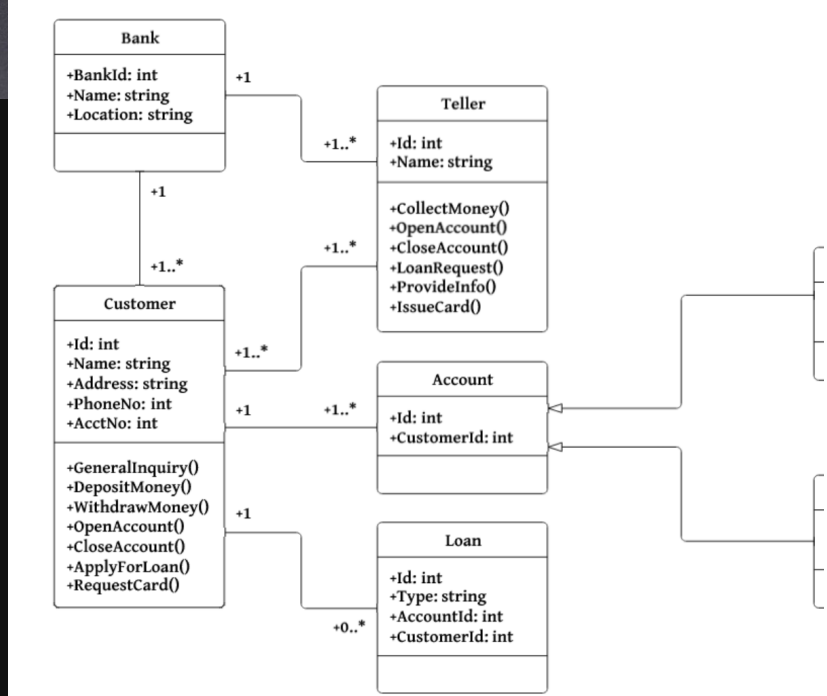
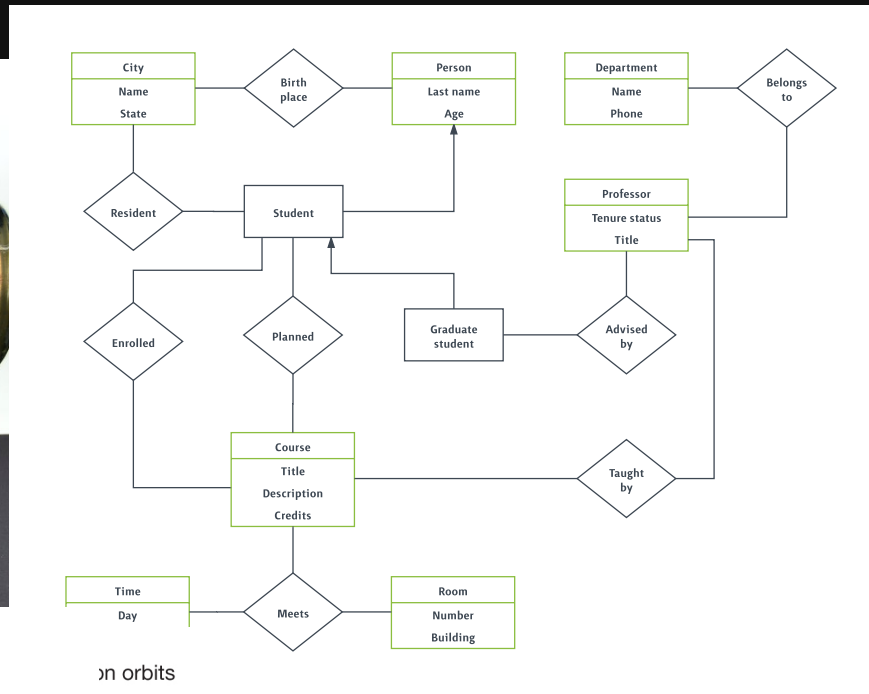
Bohr atomic model of a nitrogen atom





in orbits





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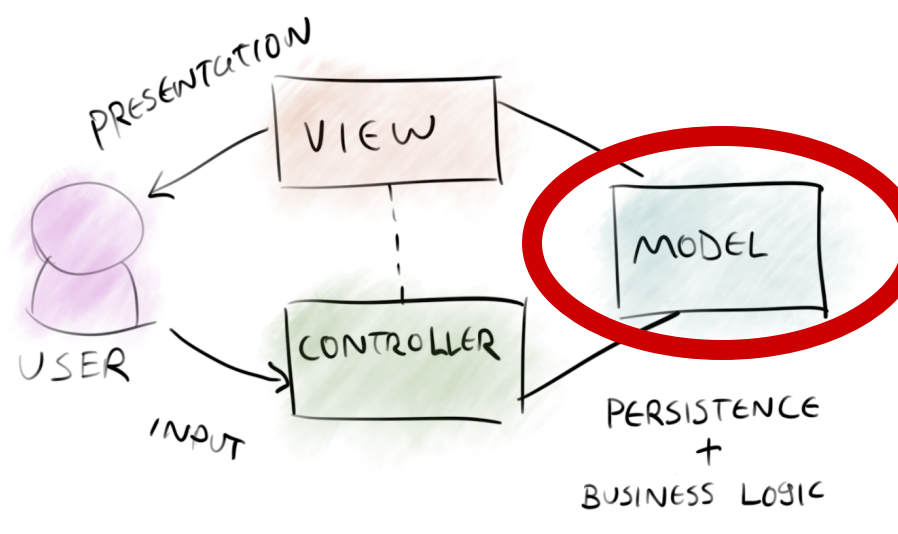


Figure 1: Mathematical Model

$$\frac{dC}{dt} = \frac{s_c C}{1 + (R_b + N_b + T_b + L_b) / b_{cso}} + \frac{k_{cp}(P - C) - (k_{crc} + k_{cmc} + k_{clc} + k_{clc})C - \mu_c C}{v_m}$$

$$\frac{dP}{dt} = \frac{k_{cp}(C - P) - \mu_p P}{v_b}$$

$$\frac{dR_c}{dt} = \frac{s_{rc} R_c}{1 + R_b / b_{rso}} + k_{rc} C - k_{rcm} R_c - \mu_{rc} R_c$$

$$\frac{dR_m}{dt} = k_{rcm} R_c - \frac{k_{rmb} R_m}{v_m} - \mu_{rm} R_m$$

$$\frac{dN_c}{dt} = \frac{s_{nc} N_c}{1 + N_b / b_{nso}} + k_{nc} C - k_{ncm} N_c - \mu_{nc} N_c$$

$$\frac{dN_m}{dt} = k_{ncm} R_c - \frac{k_{nmb} N_m}{v_m} - \mu_{nm} N_m$$

$$\frac{dT_c}{dt} = \frac{s_{tc} T_c}{1 + T_b / b_{tso}} + k_{tc} C - k_{tcm} T_c - \mu_{tc} T_c$$

$$\frac{dT_m}{dt} = k_{tcm} T_c - \frac{k_{tmb} T_m}{v_m} - \mu_{tm} T_m$$

$$\frac{dL_c}{dt} = \frac{s_{lc} L_c}{1 + L_b / b_{lso}} + k_{lc} C - k_{lcm} L_c - \mu_{lc} L_c$$

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$$\frac{dN_b}{dt} = \frac{k_{nmb} N_m}{v_m} - \mu_{nb} N_b$$

$$\frac{dL_b}{dt} = \frac{k_{lmb} L_m}{v_m} - \mu_{lb} L_b$$

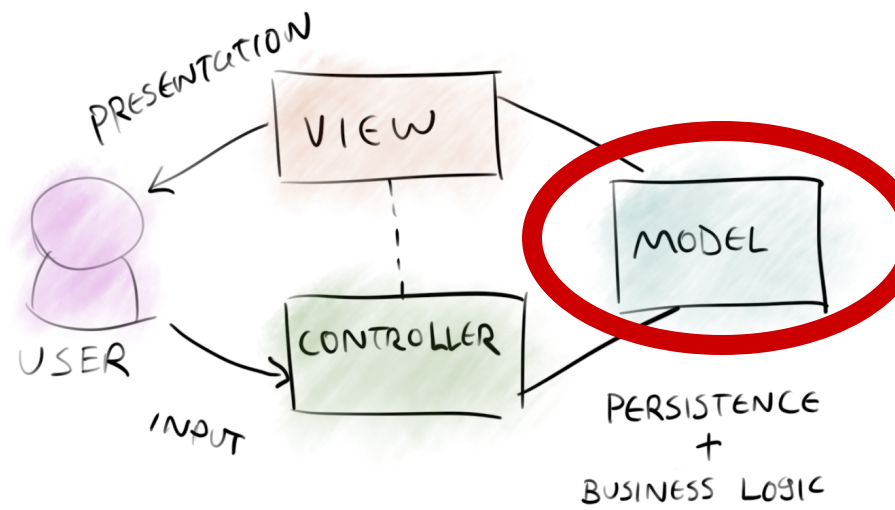
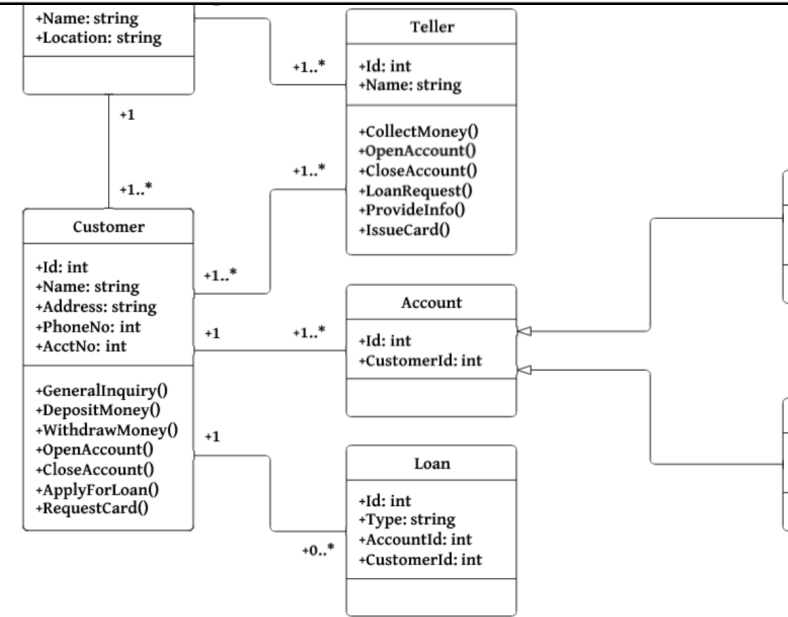
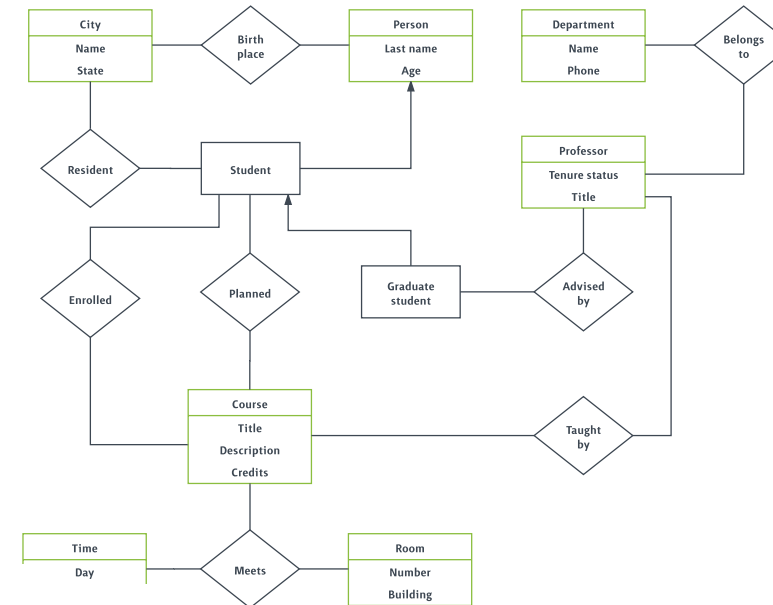




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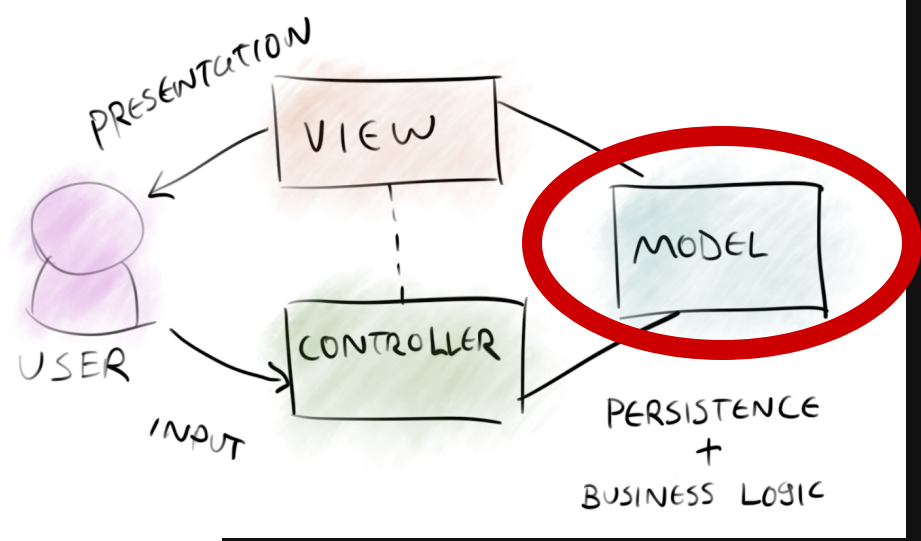
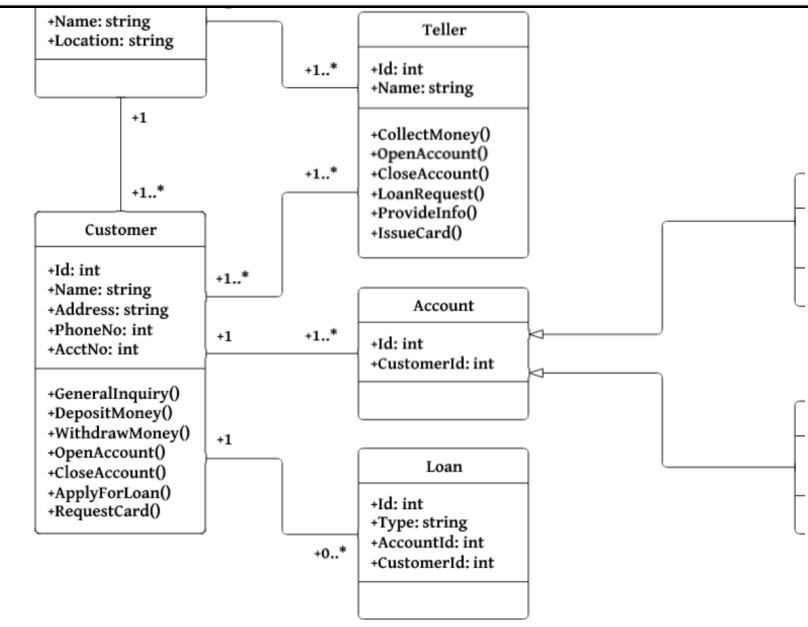
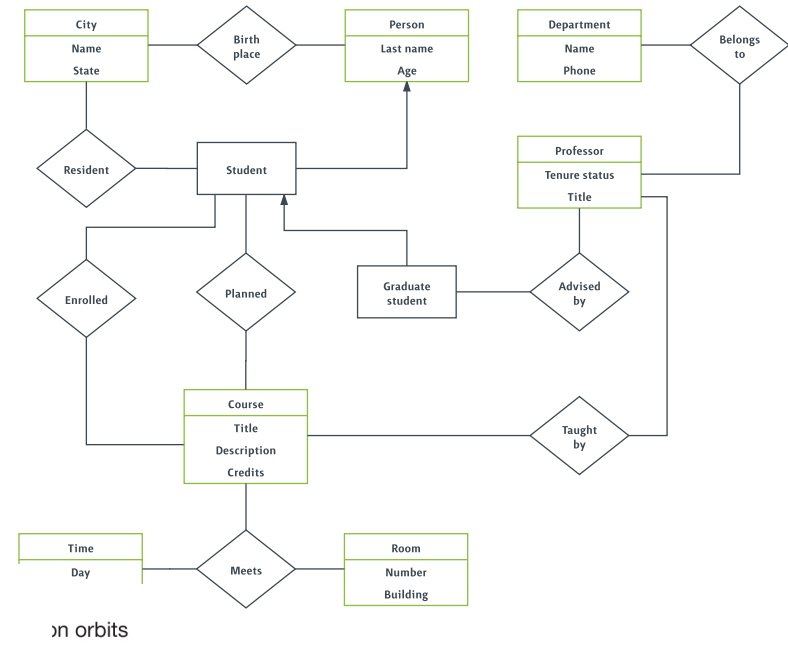
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# Conceptual Modelling

- *A model that is conceptual*
  - *... with a real world correspondence*
  - *... without a real world correspondence*
- *A model of a concept*

# Conceptual models software engineers care about

- Data models
- Mathematical models
- Domain models
- Data flow models
- State transition models (today)

# How models are used

- To predict future states of affairs.
- Understand the current state of affairs.
- Determine the past state of affairs.
- **To convey the fundamental principles and basic functionality of systems (communication)**

# Communicating models

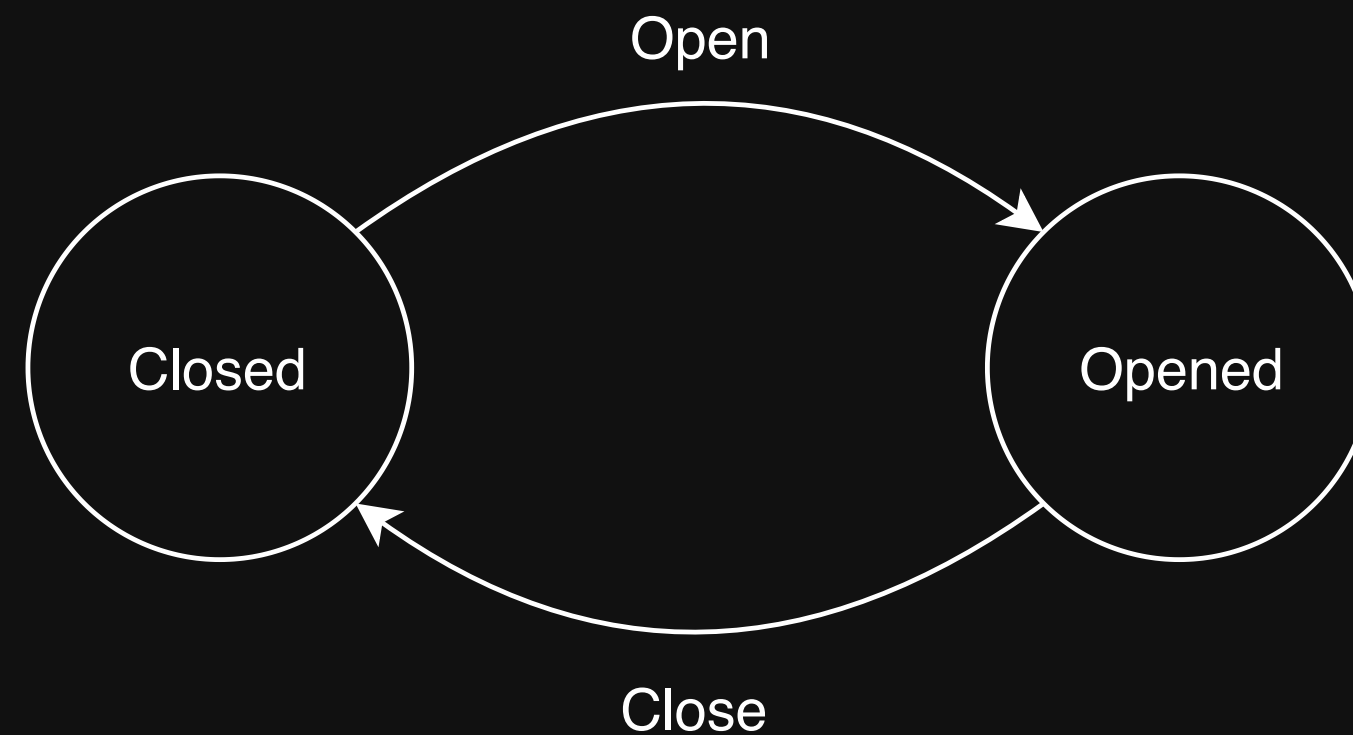
- Four fundamental objectives of communicating with a conceptual model:
  1. Enhance an individual's understanding of the representative system
  2. Facilitate efficient conveyance of system details between stakeholders
  3. Provide a point of reference for system designers to extract system specifications
  4. Document the system for future reference and provide a means for collaboration

# System Modelling

- Structural – Emphasise the static structure of the system
  - UML class diagrams
  - ER diagrams
  - ... many others
- Behavioural - Emphasise the dynamic behaviour
  - State diagrams
  - Use case diagram
  - ... some others

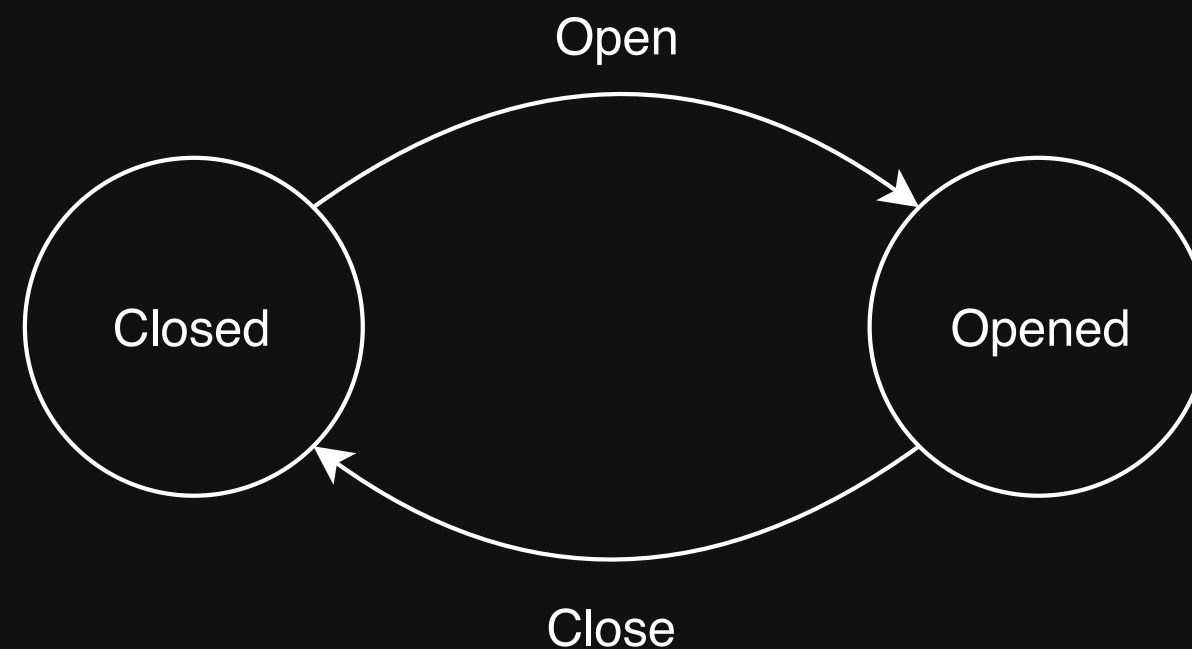
# State Machines

- Machines made up of a finite number of states.
- The machine can be *transitioned* from one state to another
- Simple example: a door



# State diagrams

- A diagrammatic representation of a state.
- Some variation in notation.
- Typically: states are circles, transitions are labelled arrows connecting them

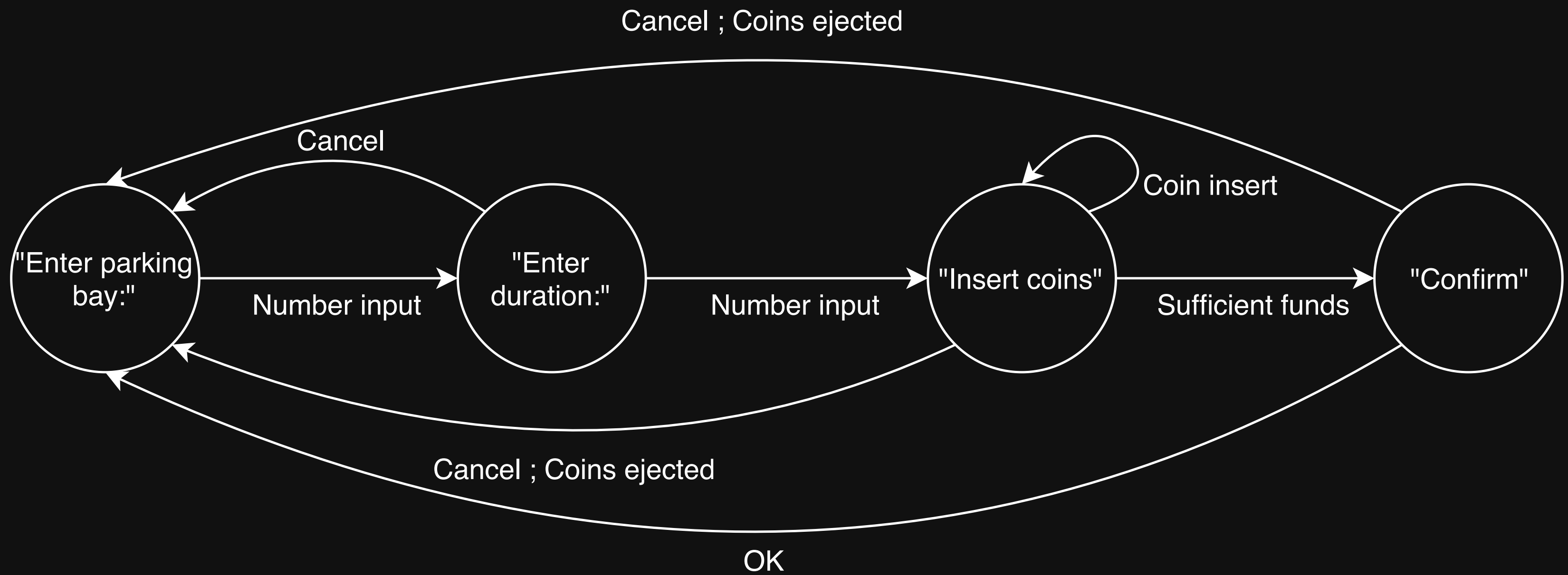




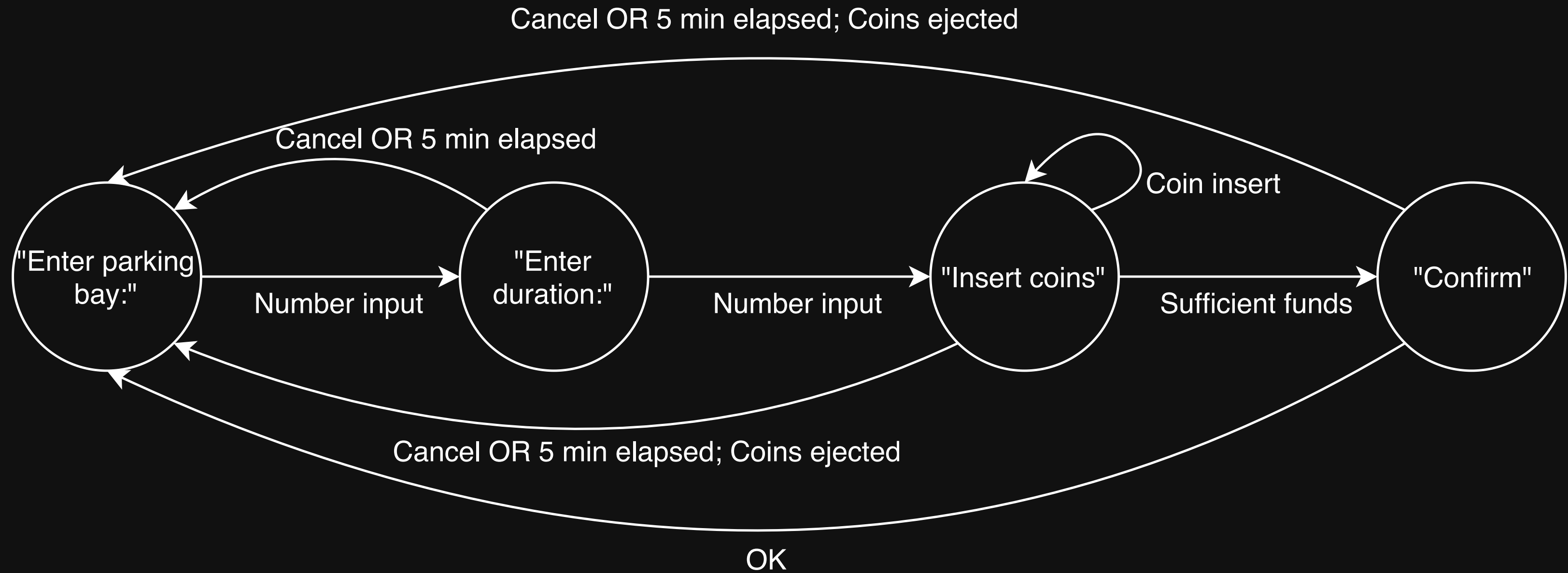
# State machines

- Useful for modelling systems that have clearly defined states. For example:
  - UIs with different screens
  - Network protocols
  - Conversational interfaces

# Parking meter



# Parking meter



# Opal Card

- Can we model the opal card system as a state machine?