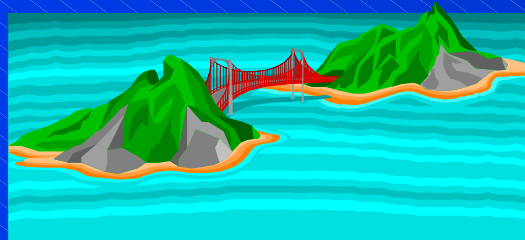


# Islands of OOA



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# Legacy systems and Shlear-Mellor OOA

The Shlear-Mellor method is often perceived to be incompatible with legacy software systems

Typical perceptions :-

- Shlear-Mellor is a "pure" technique
- "Thou shalt not pollute a Shlear-Mellor model"
- Needs a green field development
- Shlear-Mellor systems are slow
- "It's not REAL OOA!"

# Background

- These are my own views!
- I'm not very up to date with latest OOA
- Our application of OOA has been cautious and practically orientated
- Architecture and Framework.
  - Architecture - used to map OOA to implementation
  - Framework - Defines a set of interfaces and development process for OOA

# The Interworking problem

## The EM-OS project circa 1994

- Large amount of existing (working!) software
- Emerging defined interfaces and system design
- Natural split off between EMs (Element Management) and NCL (Network Level Control)
- Large amount of common functionality
- Desire to partition system
- Desire to make use of common software elements
- Desire to make use of newer implementation technologies

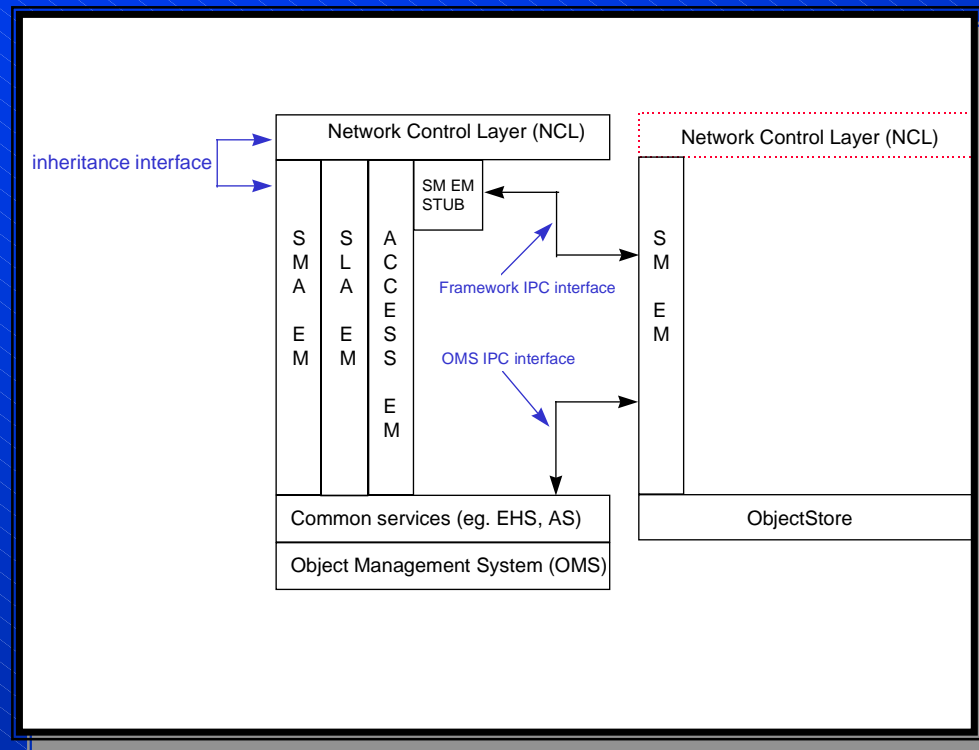
# Initial solution

- Parallel development of a green field Shlear-Mellor replacement EM-OS
- Problems
  - Cost!
  - Low buy in from existing development teams
  - Difficulty in "proving" the techniques
  - Skill base problems

# Current "Framework" solution

- Provides an OOA aware framework as an extension of the OOA architecture
- Provides the possibility of "OOD'ed" domains as an alternative to OOA domains
- Connects these "Islands of OOA" into the legacy system via "Interface domains"
- Interface domains straddle the OOA and legacy system worlds to bridge them

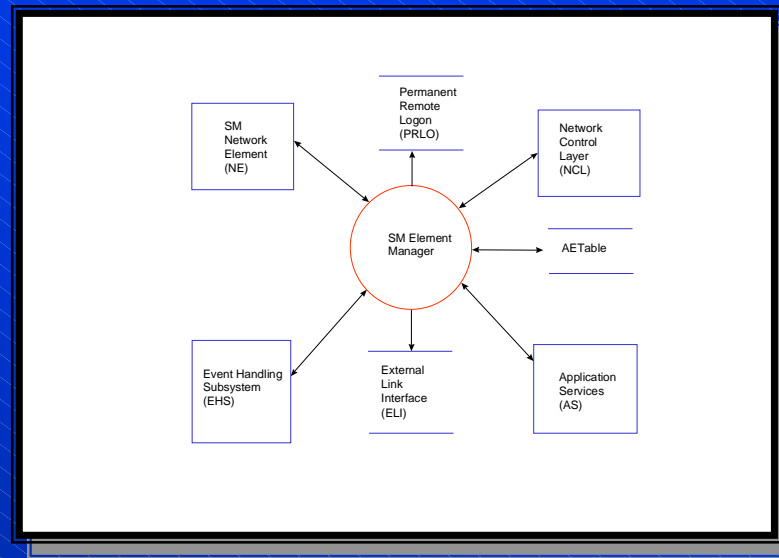
# EM-OS block diagram





# EM context diagram

The external interfaces with which the SM EM interacts are shown below. This diagram is typical for all the element managers within the EM-OS system



# Framework concepts

- Database/process mapping
- Signals and Event/Response pairs
- Counterparting
- Sync Services
- Domain Interface (DIF) Objects
- Domain Stubs
- Interface Domains

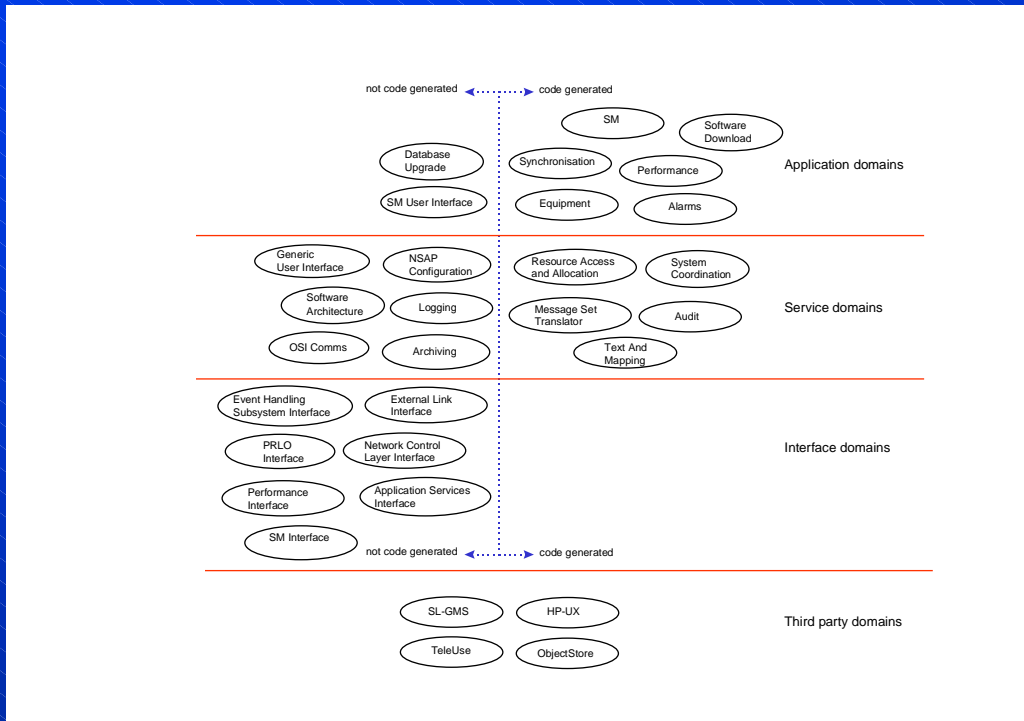
# Framework domain variants

- "Full" Shlear-Mellor OOA domains using I-OOA and ASL
- Skeleton based OOA domains, implemented with C++ actions
- Full C++ OOD domains
- User interface OOD domains
- Interface OOD domains

# Domain Charting

- Bound the domain chart to the legacy software's requirements
- By interactions between interface domains and the legacy interfaces
- By defining any implementation domains from the legacy software - these can then have either
  - a direct bridge mapping
  - an associated interface domain

# Example domain chart



# Bridging to non-OOA software

- Interface domains provide the services required to support the bridging between the OOA and legacy software.
- They map the OOA concepts of the Framework Architecture to the legacy's IPC and C++ method call interfaces.

# Counterparting to non-OOA software

- Object instances must be mapped from the legacy software's naming method (text based) to the Framework Architecture's numerical counterpart ids.
- The naming service is one of the functions provided by an interface domain.
- Creation threads need reporting and may need synchronising
- Uniqueness of counterpart ids must be maintained
- Identifying attributes in the legacy system must be defined

# Mapping Bridging modes

- Often need to map synchronous blocking calls in legacy system to asynchronous event/response pairs (non-blocking) in the Framework domains
- Signals from Framework domains are often converted to closed calls in the legacy system. The interface domain collecting the returned information for the naming server



# Handling failures and errors

- Failure modes may be different between the legacy software and the OOA architecture (Framework)
- It may be necessary to convert error status values to Framework error events
- It may be necessary to convert error signals or traps to reply statuses on event responses in the Framework domain

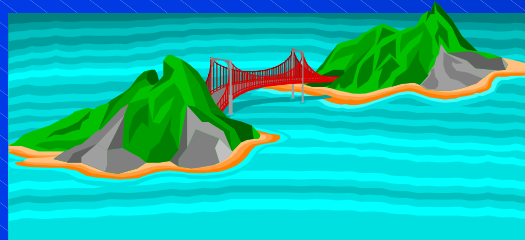
# Conclusions

- Shlaer-Mellor OOA can be incorporated into existing legacy software systems. The EM-OS OOA "Framework" is one such solution.
- The legacy software can make use of OOA through "Islands of OOA" sitting in a "Framework" sea.
- A more flexible approach to Shlaer-Mellor domains can allow OOA to "see" legacy software through "Interface domains".

# Conclusions

- If the OOA to implementation translation would lead to unacceptable performance then the use of OOD within an OOA Framework can be used as an alternative to hand coding or providing multiple translations.
- Investment in architectural software can be exploited not only in Shlaer-Mellor OOA based software but can also act as an infrastructure for OOD developed "Domains".

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