



Analysis Patterns

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Analysis patterns vs. design patterns

- Some differences between analysis patterns and design patterns:
 - Analysis patterns are more oriented towards the domain.
 - Analysis patterns include things that do not translate directly into standard programming languages.
 - Analysis patterns are best practices when doing system analysis.



Object analysis

- The objects referred to are objects of the real world.
- When working with real-world objects it should be possible to:
 - Name objects.
 - Identify objects.
 - Merge and split objects.
 - Compare objects.



Object names

- A name may not be a good identifier.
- A unique object identifier has the following properties:
 - The identifier must lead to one object and only one object.
 - The identifier must lead to the same object whenever it is used.



Identification scheme

- An identifier must have an identification scheme to give it a context.
- Example: 121323990 is a Danish passport number.

Object merge

- Used when two objects have been created by a mistake.
 - Copy and replace
 - Copy all properties of one object over to the other and delete the copied object.
 - Superseding
 - One object is classified as superseded and linked to the active object.
 - Essence/Appearance
 - A new object is created to connect the two objects.

Object equivalence

- It should be possible for parties (different persons or groups) to declare an equivalence between objects even though the objects are not identical.

