# THE OPEN UNIVERSITY OF SRI LANKA FACULTY OF ENGINEERING TECHNOLOGY DEPARTMENT OF ELECTRICAL & COMPUTER ENGINEERING BACHELOR OF SOFTWARE ENGINEERING ECX5265 – SOFTWARE CONSTRUCTION



Date: 08 September 2015

Time: 0930 – 1230 hrs.

### Important:

- 1. This question paper consists of **four** questions.
- 2. Answer <u>all</u> questions in **Part A** (60 marks) and **TWO** questions from **Part B** (40 marks).
- 3. State your assumptions, if any.

# Part A - Answer all questions

Refer the following article in page 3 & 4 to answer the question Q1. Clearly state your assumptions.

Jayeeta Chanda, Sabnam Sengupta, Ananya Kanjilal, and Swapan Bhattacharya. 2010. Formalization of the design phase of software lifecycle: a grammar based approach.

[Q1] A sequence diagram of the user transactions of a Bank ATM is shown in the Figure Q1 as below. Show the assumptions clearly.

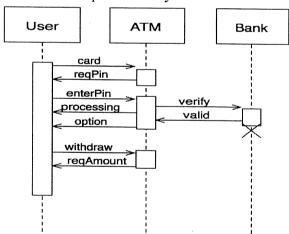


Figure Q1: A Sequence diagram of the user transactions of a Bank ATM

- (a) Define the grammar G for the "4.2 Grammar for the Sequence Diagram" on page 3. [07 Marks]
- (b) Derive a regular string for the Figure Q1 which is accepted by the grammar G above (a). Clearly show the modifications of the Figure Q1.

[25 Marks]

- (c) Verify the modified sequence diagram above (b) with "5.1.2.Correctness Rule for Sequence Diagram" on page 4. [18 Marks]
- (d) Write LEX implementation syntax for token of the grammar G above (a). [10 Marks]

# Part B - Answer only Two questions

[Q2] The FDL grammar rules define as follows (FDL, FDEF, FEXP, FLIST, are non-terminals and others are terminals).

FDL  $\rightarrow$  FDEF FDL |  $\epsilon$ FDEF  $\rightarrow$  #feature #: FEXP FEXP  $\rightarrow$  #op #( FLIST #) FLIST  $\rightarrow$  FEXP #, FEXP | #feature

- (a) Draw a derivation tree for the following string.

  #feature #: #op #( #op #( #feature #)#, #op #( #feature #)#)
- (b) Draw a NFA for the string: {#feature #: #op #( #feature #)}\* [05 Marks]
- (c) Draw a DFA equivalent to NFA in (b) [10 Marks]
- [Q3] Consider the grammar rules given below (DESK, EXPR, CONST, DEFS, DEF are non-terminals and others are terminals).

DESK  $\rightarrow$  print EXPR CONST EXPR  $\rightarrow$  EXPR + id | id CONST  $\rightarrow$  where DEFS DEFS  $\rightarrow$  DEFS DEF |  $\epsilon$ DEF  $\rightarrow$  id = int

- (a) Derive the string: print id + id where id = int [02 Marks]
- (b) Define the Chomsky Normal Form (CNF) for CFGs. [02 Marks]
- (c) Convert the given grammar into CNF. [14 Marks]
- (d) Derive the above string in (a) using new grammar in (c) [02 Marks]

[Q4]

- (a) Briefly explains the four types of grammars with applications. [08 Marks]
- (b) Draw a diagram and briefly explain the compilation phases by giving examples for each phase. [12 Marks]

```
attribute - access specifier data type attribute name
             data type attribute name
 access specifier→+| |#
data type-> void|integer|long|short |date |String |class
             double
attribute_name→ char
method class→ cname method_ID access_specifier data type
method name (parameter list)
parameter list→parameter*
parameter -> data_type parameter_name
parameter name→ char
 relation→cname multiplicity* cname
                                             relationship
relationship→ identifier description type | identifier type
type -- aggregation | association | generalization
 identifier →char
description → char
multiplicity→ digit .. digit
 char \rightarrow [a-z A-Z][a-z A-Z 0-9]+
digit \rightarrow [0-9 *]
4.2 Grammar for the Sequence Diagram
P: S → sequence_diagram
sequence diagram → lifeline+
lifeline → object_name focus of control *
focus_of_control → focus ID message+
message \rightarrow cname message_ID time_order message_description
source destination
time_order → digit+
lifeline ID → char
focus_ID → char
message_description → char method sequence
source-actor_from | object from
destination → actor to object to
actor to → char
actor\_from \rightarrow char
object_to → object_name
object from → object name
object_name → char: classname
classname→ char
method_sequence → method_ID char<sup>+</sup>()
char \rightarrow [a-z A-Z 0-9]+
\mathbf{digit} \rightarrow [0-9]
```

# **4.3** Grammar for the State Chart Diagram P: S → Statechart

Statechart → object event\* state<sup>+</sup> transition\* object→ cname attribute list attribute list → attribute\* attribute → attr\_name attr\_value attr name→ char attr value→ char | digit event → cname eventname ( parameterlist) state → statename cname eventname→ char statename→ char parameterlist→ char transition → transition\_ID message\_ID prestate event [guard condition] action poststate transition\_ID message\_ID prestate event poststate action → cname char () prestate→ statename poststate→statename

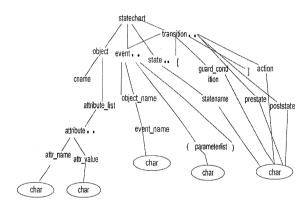


Figure 1: Parse tree for the grammar of state chart diagram

The parse representations for the grammar of statechart are given Figure 1.We can generate the parse tree for class and sequence diagram in the same manner. From the figures it is clear that all the nonterminals are arriving at the terminal symbols (represented by the leaves of the parse tree) using the set of production rules. The "italicized" non-terminals have been introduced in the production rule to incorporate traceability rules in different elements of UML diagrams used in design phase of SDLC. Even though these non-terminals may not be the intrinsic part of the elements in UML 2.0 specification, they are introduced to ensure requirement traceability and consistency verification of rules using the Proposed Context Free Grammar.

# 5. VERIFICATION OF PROPOSED RULES 5.1. Verification of Correctness Rule

### 5.1.1. Correctness Rule for Class Diagram

1. A class diagram must have at least one class.

2. A class diagram may or may not have a relationship (association, generalization, aggregation etc.) between classes.

Rule (1) &(2) can be verified from the following production rules of the grammar

class\_diagram → class+ relation\*

class → name attribute\* method\_ class\*

From the above production rule we can derive the regular expression

class\_diagram → class1

class\_diagram → class1 class2 relation

3. A class must have one and only one name. class → name attribute\* method class\*

From the above production rule we have the regular expression

class → name

4. A class may or may not have one or many attributes and methods.

class → name attribute\* method class\*

class → name

class → name attribute

class → name attribute1 .....attributeN

class → name attribute1 ......attributeN method class

class→name attribute1 ......attributeN

method\_class1.....method\_classN

5. A relation may or may not have multiplicity but it should have relationship.

relation  $\rightarrow$  multiplicity\* relationship multiplicity\*

relation -relationship

 $relation {\:\rightarrow\:} multiplicity \ relationship$ 

relation -> multiplicity relationship multiplicity

6. A relationship should have unique id and type and it may or may not have description.

relationship  $\rightarrow$  identifier description type | identifier type type  $\rightarrow$  aggregation | association | generalization

 $identifier \rightarrow char$ 

 $description \rightarrow char$ 

relationship → identifier type → id1 aggregation

relationship  $\rightarrow$  identifier description type  $\rightarrow$  id1 chargeneralization

Therefore, all the correctness rules for the class diagram can be verified using the proposed UML grammar.

# 5.1.2. Correctness Rule for Sequence Diagram

1. A sequence diagram must have at least one message.

sequence\_diagram → lifeline+

lifeline → object\_name focus\_of\_control +

object\_name message+

focus\_of\_control → focus\_ID message+

2. A message must have one and only one time order.

3. A message is between one & only source and one &only destination and must have a description. The message description can be a string or a method.

message → time\_order message\_description source destination

message\_description->char|method\_sequence

4.A message must be composed of either one of the following combinations:

○ Two objects source→object\_to

destination  $\rightarrow$  |object from

 One object and one actor source→actor\_to | object\_to

destination-actor\_from object\_from

○ Two actors
Source→actor to

destination → actor\_from

5. Sequence diagram have one and only one lifeline and lifeline is uniquely identified by object name.

sequence diagram → lifeline

lifeline → object\_name focus of control +

object name message+

6. Lifeline have one or many focus of control or atleast one message.

lifeline → object\_name focus\_of\_control + |object\_name message+

Therefore, all the correctness rules for the sequence diagram can be verified using the proposed UML grammar

# 5.1.3. Correctness Rule for State Chart Diagram

1. A state chart diagram consists of one and only one object.

2. A state chart diagram should have at least one state.

3. A state chart diagram consists of zero or more instance of events and transitions.

Rule (1),(2) and (3) can be verified by the following production rule of the grammar of the State Chart Diagram.

Statechart → object event\* state<sup>+</sup> transition\*

Following regular expressions can be generated from the above production rule

Statechart → object1 state1

Statechart  $\rightarrow$  object2 state1 state2 transition1

Hence rule (1),(2) & (3) is verified.

4. An object has a unique identifier (i.e. class name) and a list of attribute.

Rule (4) can be verified by the following production rule