

BEHAVIORAL MODELING :

It depends on how the program responds to external stimuli.

To create a behavioral model, you must:

1. Assessment of all use cases.
2. Identify events and how they relate to specific things.
3. Create sequence of all usage cases.
4. Build the system diagram.
5. Audit to verify accuracy.

State Representations:

In the context of behavioral modeling, two different characterizations of states:

The state of each class **AND** The state of the system(state-state transition-event-action)

The state of a class:

Passive state: The current state of all object attributes.

Active state: is the current state of the object itself.

REQUIREMENT MODELING:

Refers to the event, the procedure, and how the system moves from one state to another.

Must : -draw a state diagram or a sequence diagram ■

-Develop a list of different system instances. ■

Patterns: are a mechanism for capturing domain knowledge in a way that allows it to be reapplied when a new problem is encountered.

The models for the web app:

Content model:

Interaction model:

Functional model :

Configuration model:

NEGOTATION MODELING :

The following questions should be considered:

Easy access to some items.

Emphasize some items for users.

Handling navigation errors.

Keep the navigation log for users.

User categories that should ideally be designed to handle external links for web apps.