



An innovative approach for mastering IS design

Praxeme Institute - Fabien Villard



We are building complex systems

Many human factors

Numerous people Roles & organizations Objectives & goals Skills & responsabilities

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Many business functions

Business functions & processes
Enterprise governance
IS management
Regulation constraints

. . .

Heterogeneous hardwar

Machines
Networks
Mobile devices
Peripherals

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eterogeneous softwares

Applications, services
Batches & *ad hoc* programs
Technologies
Cultures

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All components are linked together with feedback loops

Strategy

Costs

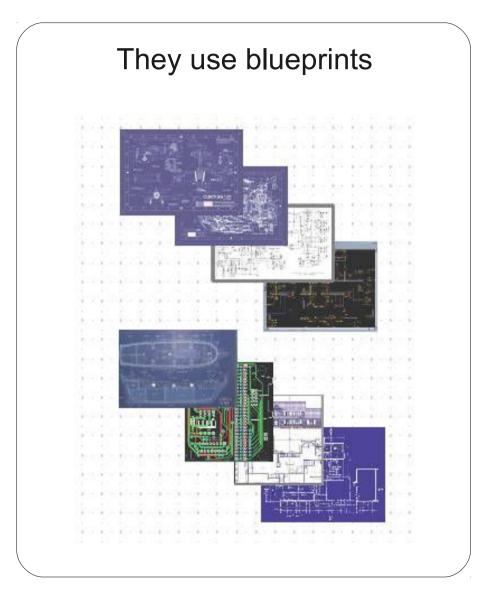
Efficiency

Agility



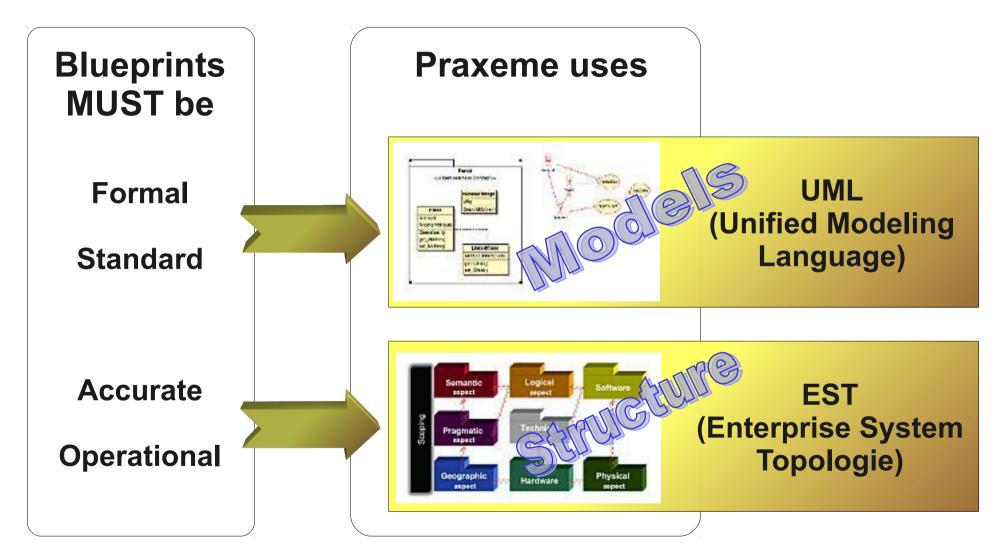
Complexity is not specific to IS







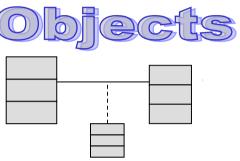
We also need blueprints





Business: the right description

Semantic aspect



Business objects, real objects (Information+Transformation+Action)

Semantic modeling

Additional approach

- Move to genericity
- Add a solution to cope with complexity
- Objects are more stable

Pragmatic aspect





Actors & organisational entities
Process & use-cases

Approach by Activities

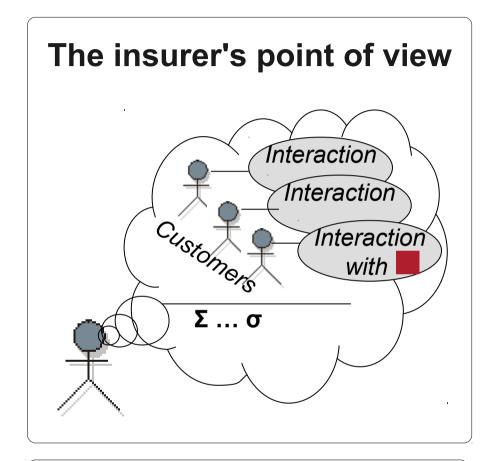
Classical approach

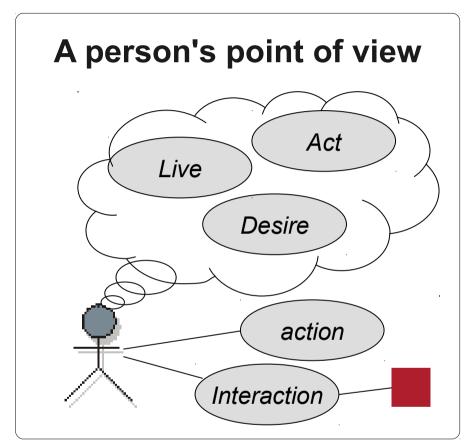
- Flawed with local variations
- Functional & hierarchical breakdown structure
- What do activities handle?

Refers to



Example: What is a customer?



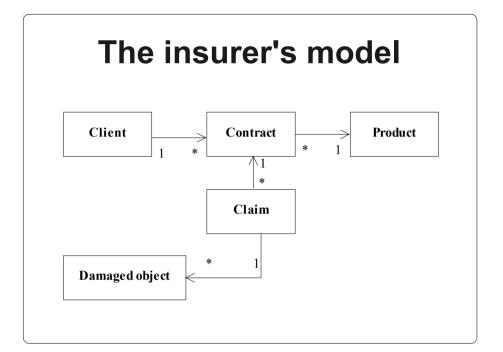


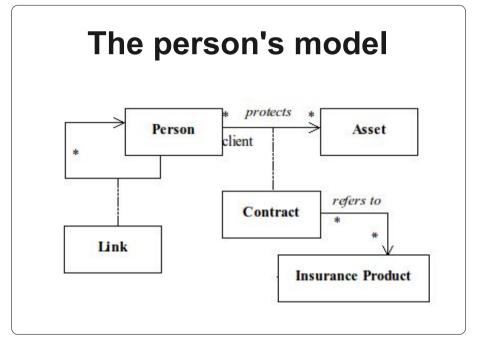
The insurer sees customers and their interactions with the company. "Customer" seems to be the core of the system

In reality a person never sees itself as a customer but as someone with a life, intentions and wishes and maybe with interactions



Model consequences

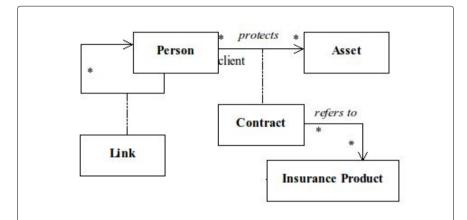




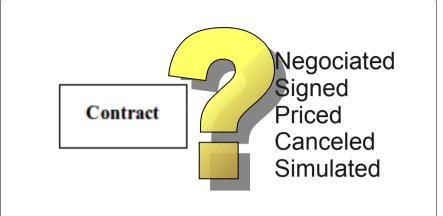
Customer becomes a class and leads the whole model. Only customers can be managed. A prospect for example is seen as a virtual client. In real life, a **Person** protects an **Asset** by being the *client* in an interaction established by a **Contract**. A **Person** may have other roles, like an expert.



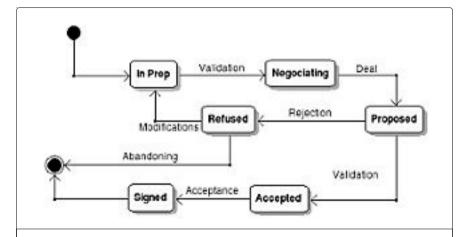
Object life cycle



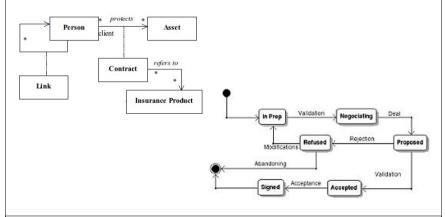
Class models define what objects are and the relations between them



This is not enough: **transformations** and changes are not described



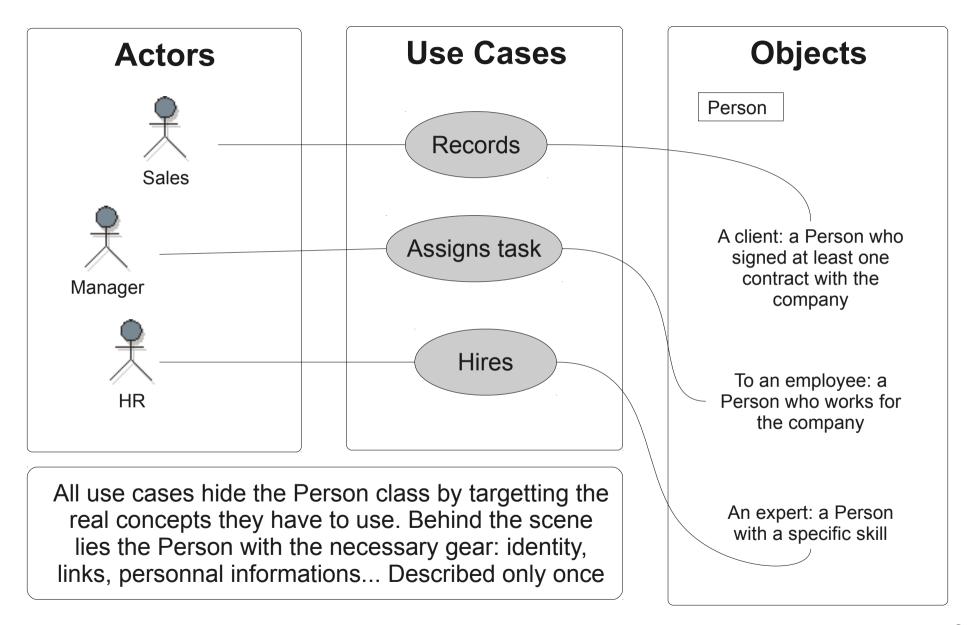
A state machine describes transformations an object can undergo



Class models and state machines describe the being and the changing

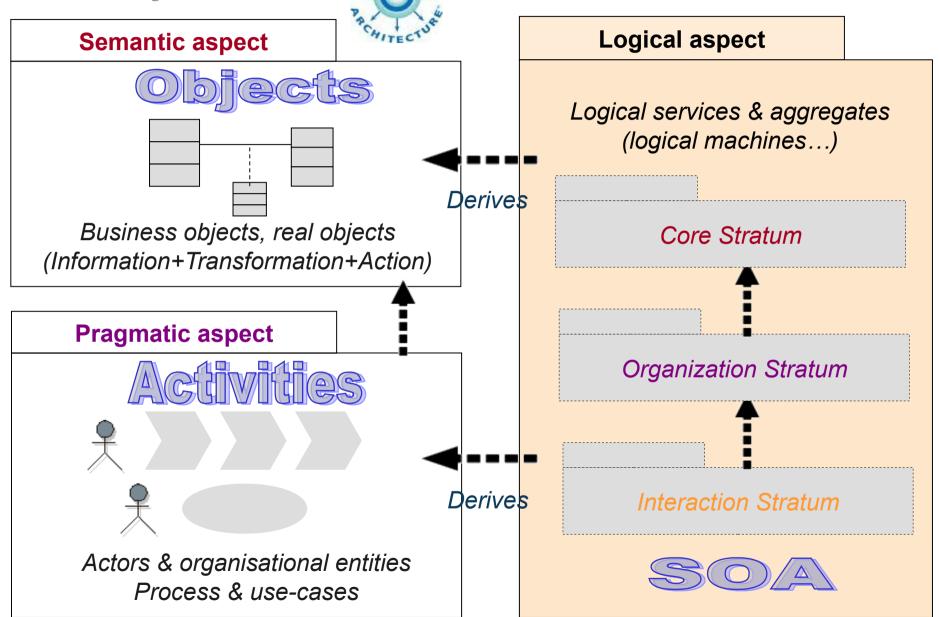


Use Cases consequences



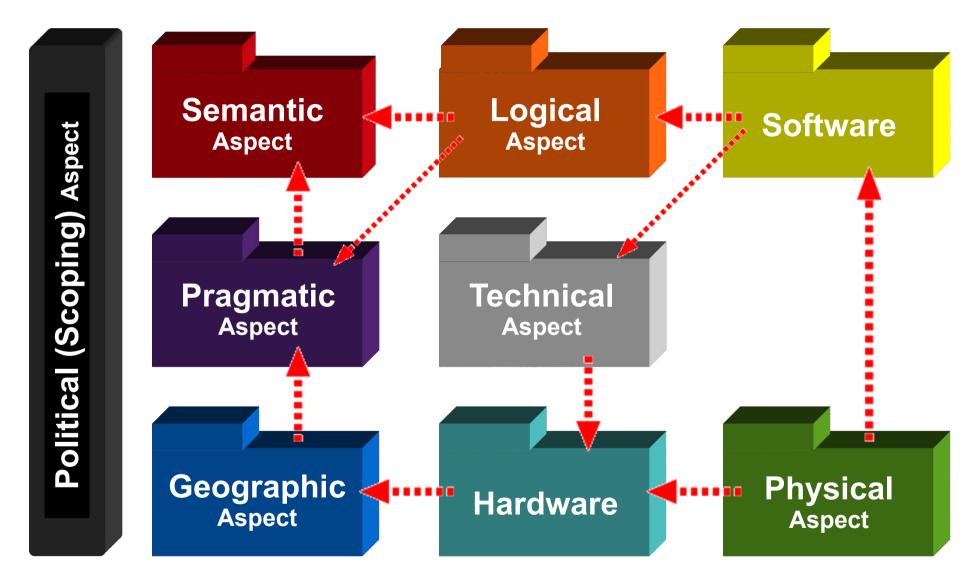


Logication Logication Logication





Enterprise System Topologie (EST)





Upstream Aspects

Political Aspect

Strategies, business goals, objectives, ecosystem constraints, regulation

Semantic Aspect

Captures the being of reality

- In terms of objects and applying an Object Oriented Approach
- All the being without technical or organizational details

Does describe

- Real life objects with their information and relations
- Object Statuses representing transformations
- Business Rules

Does not describe

- Actors and organizational details
- Actions on objects (Processes and use cases)
- Know-how and recipes on how to deal with business

Pragmatic Aspect

Captures the actions

- Processes
- Use Cases
- A slightly different definition of Use Case compared to RUP

And the organization

- Enterprise organization constraints and choices
- Organization rules (« règles d'organisation »)
- · Actors, roles and persons

Geographic Aspect

Includes a lot of unmodifiable data

- More constraints than innovation opportunities
- But must be modeled nevertheless

Locations

- Headquarters
- Specialized locations
- Machine rooms...

Role and duty repartition Links between locations

- Transportations
- Digital links
- Phones, faxes...



Decoupling Aspect

Logical Aspect

Last non technical representation

- Architecture style (SOA, EDA...)
- Derived from Semantic and Pragmatic models
- Strict derivation rules

Decoupling aspect

- Business oriented aspects (upstream)
- Technical oriented aspects (downstream)

Complete system description Defined architecture style

SOA is one of the possible styles

Rigourus structure

Stratums, polarization, separation of concerns



Downstream Aspects

Software Aspect

- Pseudo code and algorithms
- Source code
- Binaries
- Configurations
- Versions

Material Aspect

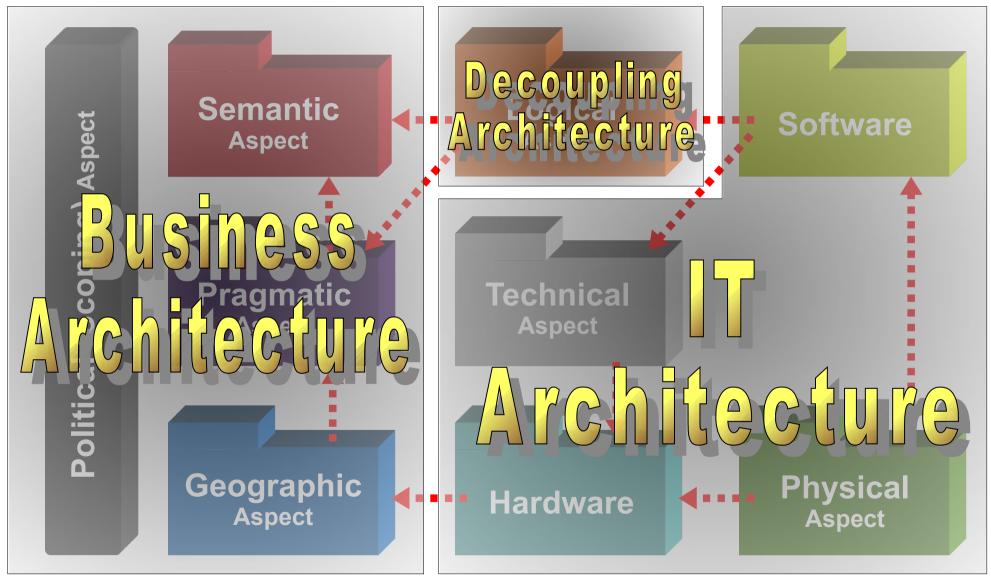
- Machines (physical and virtual)
- Networks
- Software commodities (DBMS, Grid, Virtualization Systems, ERPs...): enterprise dependant
- Phones, multi-media devices
- Printers and other peripherals

Physical Aspect

- Deployment procedures
- UDDIs management
- Configuration Management Databases



Architecture Domains





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Symposium 2010 - December 16th

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The symposium with enterprises feedbacks

- December the 16th
- Details & free registration http://www.praxeme.org/index.php?n=News.Symposium