Travel Requisition Process

Handed out: 13 September 2001
Wing Laboratory 2 Due: 20 September 2001

Read Sections 1.3 and 3 of the Bloom paper.

1. Use the predicate logic and Z notation you learned in your Models class to specify the data aspects of the travel requisition process. Section 3 actually gives a concrete formal specification (albeit in a different notation) of a simplified part of the problem. Use that specification as a starting point for identifying the relevant *sets of entities and relationships* among them.

2. There are (at least) two different roles users play in this process, as a traveler and as an approver. Consider each user role as a state machine. Using either the notation from the Models class or LTS notation, write a state machine description of each user role. Use the Magee and Kramer LTS tool to animate your state machines, generating usage scenarios for each of these two user roles in the travel requisition process.