OSLC PLM SE Scenario #1 A Systems Engineer responds to a change in requirements

V0.3 Aug 18 2011 Gray Bachelor Updates marked

OSLC PLM scenarios

OSLC PLM SE Scenario #1
A Systems Engineer responds to a change in requirements
OSLC PLM SE Scenario #2 New

OA Product Change owner assigns a change to a product release plan

OSLC PLM SE Scenario #1

A Systems Engineer responds to a change in requirements

Outline of OSLC PLM SE Scenario #1

1. Assign & communicate the change request (a1, a2, a3)

Assign change request context Communicate change request Locate change request from notification

2. Apply request context to establish impacted requirements & implementation (a4, a5, a6)

Locate requirements in change request context

Create new revision of requirements context and reserve for editing

Open new revision of context

3. Locate re-usable implementations to meet changed requirements (a7)

Located reusable implementation to satisfy change? (A decision that drives alternative flows)

4a. Either update solution by way of adaption of re-usable implementations

(a8, a9, a10, a13, a14, a15)

Add selected implementation to change request as solution

Merge selected implementation into context

Trace to discipline responsibility

Analyse detailed requirements & existing implementation

Design minor updates to existing implementation

Design by sub-team needed ?

4b. Or design solution by original design (a10, a11, a12, a15)

Trace to discipline responsibility

Design new implementation

Add new design to change request solution

Design by sub-team needed ?

5. Approve change request solution (a16, a17)

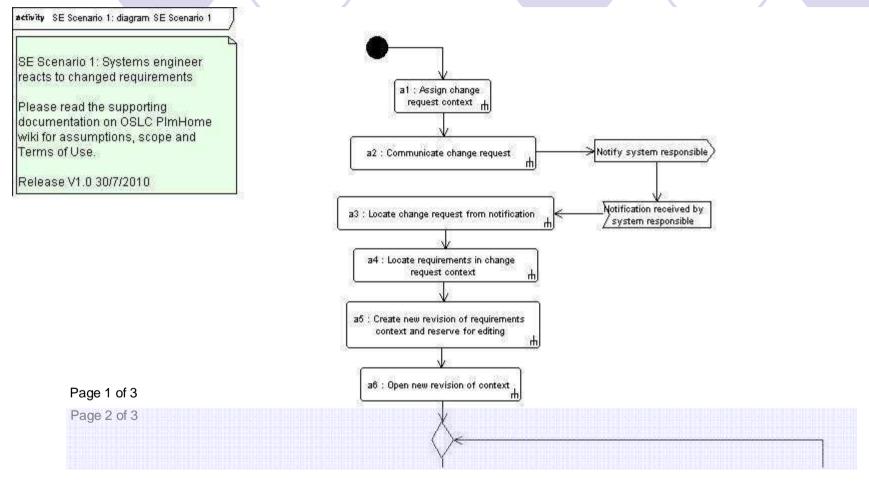
Passed review of implementation for change request closure?

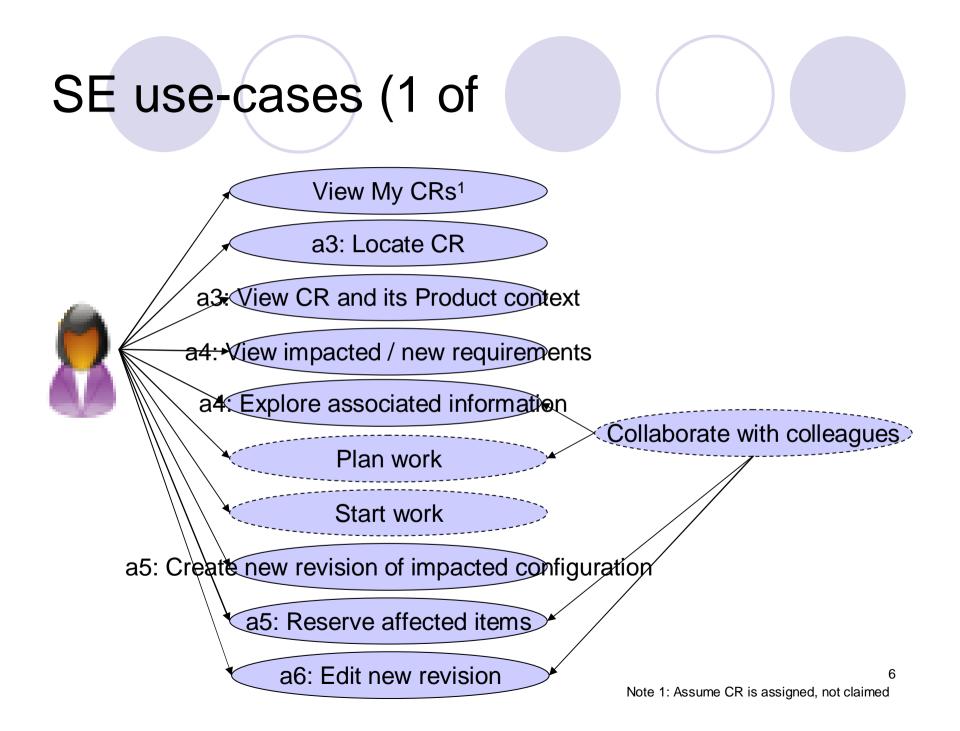
Close change request

* Note: 4 has alternative flows

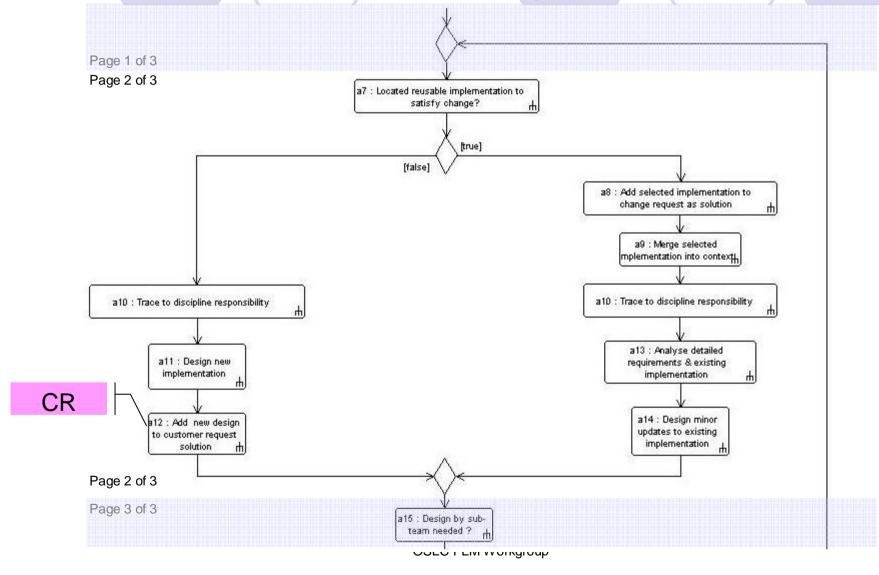
OSLC PLM Workgroup

Scenario Activity Diagram – 1 of 3

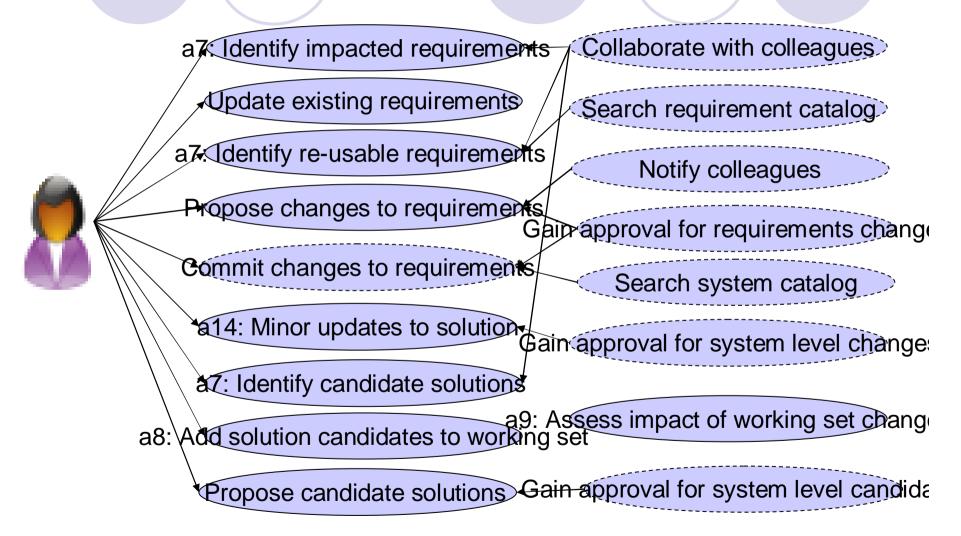




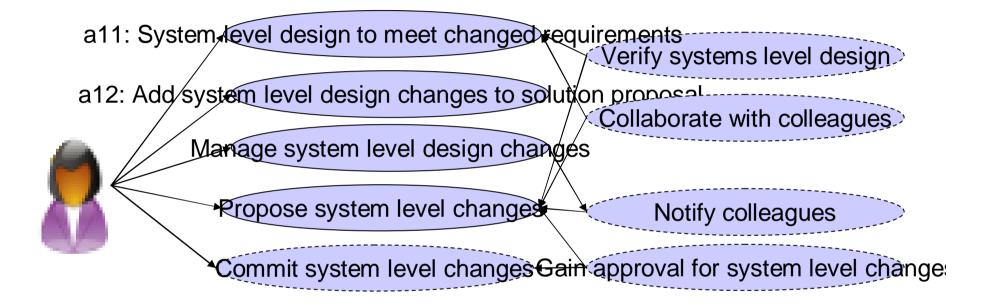
Scenario Activity Diagram – 2 of 3



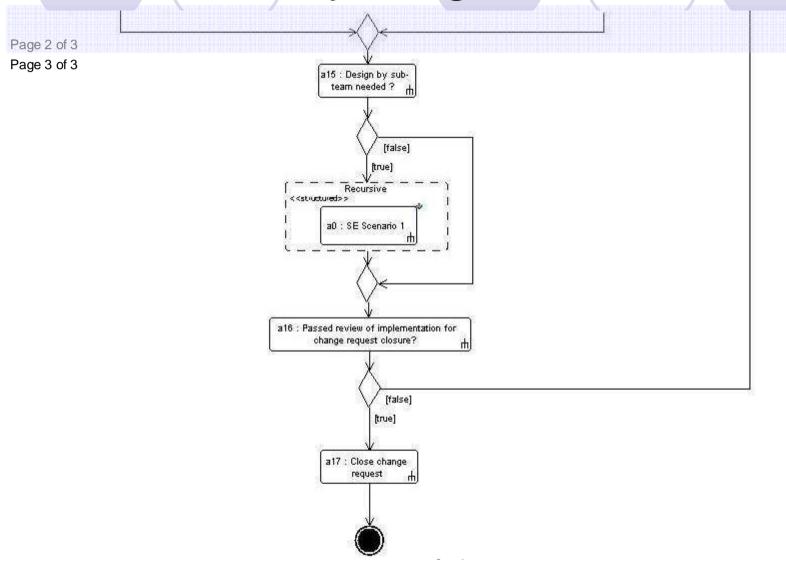
SE use-cases (2 of



SE use-cases (3 of



Scenario Activity Diagram – 3 of 3



SE use-cases (4 of

