

# Business Patterns Catalogue and Selection Proposal for the Conceptual Model of a Software Product

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**Abstract:** *Context:* A pattern is a model that allows reusing a successful solution to the same problem in a different context. A pattern implementation could be the elaboration of an analysis model to incorporate good practices patterns Conceptual Modelling of Electronic Government systems. Defining a new pattern, and selecting a previously existing one from a limited set, called catalogue, are essential activities that every analysis model must solve when using patterns. *Goal:* The present work describes a proposal to manage a Business Patterns catalogue that can be applied to Conceptual Modelling of software products. Business Patterns allow to model and design business processes inside an organization, being it public or private. *Methods:* An application, called “PatCat” (Pattern Catalogue), was developed to test de proposal, using the Business Model of an Information System for a public education institution as a pilot. *Conclusions:* The introduction of patterns at the beginning of the Modelling Process allows to simplify and clarify the requirements elicitation, amongst other benefits. Thus, a specific management application for a pattern catalogue is useful to standardize and speed up this software design task.

**Keywords:** Business Patterns, Pattern Catalogue, Pattern selection, Conceptual Model, Software product, Education System, Electronic Government, eGov

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